

FARhome

ROLE PLAYING GAME



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CREDITS			
Cover Art: Ciao Diniz		Additional Art: Julianne Grepp	
		Designer: Andrew Solheim	

PREFACE

hat once started as a series of homebrew rules has turned into a full fledged rule book. Inside this book is a set of rules that many of you will be familiar with. Anyone who's played a fantasy tabletop roleplaying game has probably rolled dice to hit a goblin, made an athletics check to kick down a door, or cast an iconic fireball into a crowd of monsters. The rules in this book describe an alternate way to play the same game we've been playing for ages, one that hopefully gives a simplified, more engaging experience that offers players more *freedom* with their characters. And *fun*, because I wouldn't be writing this if I didn't have fun playing it.

There are a few things here you won't find elsewhere, however. There are **no classes** in Farhome. Instead you are given a blank slate. **Backgrounds** help define who your character was before becoming an adventurer, leaving how they grow and advance up to you. Combat has been streamlined with **action points**, giving you more options in playing your turn. Dice rolls are always **contested** by either the GM or another player, keeping the game active and engaging. Dice rolls also use a **success/failure** system instead of adding numbers, with failure (and success!) always being a possibility.

While many things have been simplified, there's still loads of depth in these rules. They offer more ways to be creative with your characters and their actions, providing opportunities for teamwork while still giving each character their space to shine. Which is neat.

WHAT IS FARHOME?

Farhome is a tabletop role playing system set in a fantasy world of magic, monsters, and adventures. You and a group of friends play as adventurers, exploring and interacting with a world created by another one of your friends, the Game Master. While the rules in the book give structure to how your adventurers interact with the world, largely the game is driven by you and your friends imaginations.

You won't find any rules in this book about what you need to roll to climb up an ogre's back, but that doesn't mean your adventurer can't try. For every scenario that isn't handled by the book it's ultimately up to the Game Master to decide how it happens, or if it's possible. In this respect the players work together with the Game Master; the players describing the actions they want to take and the Game Master describing the outcome of those actions and how the world responds.

At the end of the day Farhome is a game about creativity, imagination, and having fun with your friends. It is a *collaborative* experience, working with the Game Master to tell a story. With that being said you can expect to experience the following:

- battle goblins and orcs
- delve into dangerous dungeons
- find wondrous treasures, magical trinkets, or ancient weapons
- explore an ancient wode, a scorching desert, or the depths below the mountains
- meet noble kings and nefarious villains
- solve challenging puzzles and avoid deadly traps
- come to an untimely death
- roll a lot of dice along the way

HOW TO PLAY

Before you begin, you and your friends will need to determine who will be the Game Master. The Game Master (or GM) is in charge of the world, handling all the locations, monsters, and people in the world, while everyone else is in charge of an adventurer, or character. Usually the GM is played by the same person every game, but in some games it makes sense to rotate that responsibility. Regardless, the GM acts as the main story teller, or referee. If there's ever any confusion as to how something works, or if the players want to do something that this book doesn't cover the GM has the final say on what happens.

Farhome follows a narrative gameplay loop: the GM begins by describing the environment the adventurers are in, the players describe what they want their adventurers do, and finally the GM describes the results of those actions. This is the core of the game and is seen in every aspect of the game. For example the GM could be describing the dungeon your group of adventurers are exploring, giving the players a basic set of actions they could follow (the layout of the room, how many doors there are, if the adventurers see any creatures, and so on). The players then tell the GM what they want their characters to do, such as opening a door, searching for traps, or attacking a monster. The GM then describes the results of their actions: the door may be locked, or they find a poison dart trap, or surprise the monster. This often leads to another choice for the players, which starts the narrative loop all over again. This gameplay loop continues whether the players are exploring a dungeon, fighting monsters, or investigating for clues in a town.

Each time your group meets to play you can expect to spend 2-3 hours playing. During this time you can reasonably expect to: meet and interact with a notable non-player character (or NPC), explore a new location, fight dangerous monsters, and find something memorable. While some sessions you might never interact with an NPC, or encounter any monsters, it's these 4 experiences that build an adventure.

Adventures usually have a distinct beginning and end. As an example an adventure may require you to save a village from monsters. You will need to talk to the villagers and gather information about what's attacking them. The villagers may tell you the monsters live in the forest outside town, which you will need to explore. On finding the monsters' lair you come up with a plan to defeat it, and after defeating it return to the village where they reward you with a magical sword. Your group may finish an adventure in a single session, or it might take many sessions, spanning many locations, people, and monsters.

When one adventure ends, another can begin. This string of quests and adventures is called a campaign. Campaigns can span months or years, with each adventure adding to one large story. Your character might die over the course of the campaign, either at the hand of a dangerous monster, villain, or any manner of way. Your friends might search for a way to revive you, or you might create a new character. Over the course of the campaign your group may fail, or everyone may meet their demise. Even so, at the end of the day a successful campaign is one where everyone is able to have a good time, regardless of if your characters 'win' or 'lose'.

With that out of the way, how exactly do you start playing Farhome? Well, that part is fairly easy. The following pages describe everything from rolling dice, creating a character, and how combat works. With this you and your friends should be able to create a group of adventurers ready to explore a new and exciting world.

GM QUICK START GUIDE

Creating a world of infinite possibilities can seem like a daunting task, and well, that's because it is. This book is woefully lax in guidelines on how to run the game, but I can at least get you started and out the door. Thankfully that won't take much, as while the world is infinite the space the characters are interacting with is tiny and constrained. For now anyways, more on that later.

To start, you'll need a minimum of 3 things: A town, a dungeon, and an obstacle for the players to overcome. Your players have to start somewhere in your world, and that place is usually a town. You don't need much for a town, a few names for the people living there, a tavern for players to meet them, and 1 or 2 places for your players to interact with, such as the mayor's house or blacksmith.

Next is a dungeon. It doesn't have to be a literal dungeon, it could be an abandoned temple, a cave, or the lair of some ferocious beast. Whatever it is, it should be big enough for the players to explore, but not too big to get lost in. This usually means 2 or 3 rooms or 'encounters'. Your dungeon may have traps to prevent entry, or be filled with hostile creatures, or both! It needs something that adds challenge and danger for your players when they explore it. It also needs a reward for completing it. A magic item held by the strongest creature in the dungeon, or some treasure hidden behind the most dangerous traps.

Finally we need a reason for the players to explore the dungeon, the obstacle. This can be anything that motivates your players, for example the blacksmith's daughter was kidnapped and is being held there, it could contain a cure for a disease plaguing the town (and now players!), or it even could be a rumor of treasure. The obstacle serves to tie the town to the dungeon in a way that motivates the players. The players learn about the obstacle in the town, and head to the dungeon to overcome it.

With those 3 things you have your first adventure and are ready to run your first game. Making your second adventure will be easier than your first, you already have the town after all. As your game progresses, so does the world you created, adding other towns and villages as you need them. Maybe this land is ruled by a king, or some fiendish villain is plotting against the players behind the scenes.

As your players experience your world they'll eventually want to branch out. They may get access to spells making travel easier, want to seek out that dastardly villain, or just want to explore. Eventually you'll need a big world for them to explore, but all of that starts with a town, a dungeon, and an obstacle.

PLAYING THE GAME

ROLLING DICE

Farhome uses a set of 6-sided dice to determine outcomes. There are 9 types of 6-sided dice, each with their own layout of successes or failures. With most dice rolls you roll a set of dice determined by your characters skills or abilities, adding challenge dice depending on the difficulty of the task. Rolling more successes than failures means your action succeeded. Sometimes your roll is contested by another characters roll. In these cases ties always go to the defender.

Some dice have special symbols on them for Critical Successes and Critical Failures. These count as 2 successes and 2 failures respectively as well as adding or removing a critical. Defense dice work similarly to the other dice, having defense symbols instead of successes. Finally wound dice are used to determine damage, healing, or in some cases chance.

LEGEND

● - Success	■ - Defend					
○ - Critical Success	○ - Critical Defend					
✗ - Failure	✗ - Wound					
✗ - Critical Failure	— - Blank					
Dice	1	2	3	4	5	6
Superior	—	●	●	●	●	○
Enhanced	—	—	●	●	●	○
Normal	—	—	—	—	●	●
Bad	✗	✗	✗	✗	—	—
Terrible	✗	✗	✗	✗	✗	—
Defense	—	—	■	■	■	○
Superior Defense	—	—	■	■	○	○
Wound	✗	✗	✗	—	—	—
Hero	●	●	●	●	○	○

CALCULATING A ROLL

After making a roll add up all your successes and critical successes, negating any failures and critical failures. Keep in mind that critical rolls count as both 2 successes and a critical. For example, 2 failures can negate the successes from a critical success, but it doesn't remove the critical part of that roll. Some abilities allow you to reroll dice or change the result of a die which can change the outcome of your roll. Almost every roll is contested by either the GM adding challenge dice to your roll or by another creatures roll. The roll is a success if you have more successes than your opponent, with ties favoring the defender if there is one, or the most neutral action.

Remember that rolls contested by a creature can change the outcome of your roll. The defenders criticals negate any criticals you have in your roll. For example, if you have more total successes than the opponents roll, but they rolled more criticals than you, the action succeeds but does not trigger any critical effects.

DETERMINING WHAT DICE TO ROLL

With the exception of defense rolls, your attributes and proficiencies determine what dice you roll. Defense rolls use defense and superior defense dice, while other rolls use superior, enhanced, normal, bad, and terrible dice. Wound dice are used to determine how much damage an action does, such as hitting a goblin with a sword or casting the *Firebolt* spell.

Rolls that use your attributes roll dice depending on your attribute and proficiency scores, with different skills using different attributes and proficiencies. For example, attacking with melee weapons uses your Strength attribute and has a different proficiency score depending on if your using a one-handed or two-handed weapon. For attribute rolls you start with 5 normal dice. For every attribute point you have replace a normal die with an enhanced die. Next, for every proficiency point you have, replace an enhanced die with a superior die. Proficiency does not replace normal dice, therefore you only benefit from a proficiency score equal to or less than your attribute score.

In the case where you have a negative number for your attribute score, replace a normal die with a bad die. If your proficiency score is negative, replace an enhanced die with a normal die, or a bad die with a terrible die.

Through feats, spells, or items you may have an attribute score greater than 5. In this case for every attribute score above 5 you have you add a normal die, replacing it with an enhanced die for every proficiency score above 5.

DEFENSE ROLLS

Defense rolls use defense and superior defense dice. The number and type of dice you roll is determined by what armor your wearing. You roll 2 defense dice while not wearing armor, instead rolling the armors dice value if you have armor equipped. Holding a shield adds either a defense or superior defense die, depending on the shield.

ATTRIBUTE SAVES

Attribute saves use the same rules as rolling a skill with one exception: negative attribute scores do not replace normal dice with bad dice. This means that the lowest you can roll is 5 normal dice. However, other effects, such as being poisoned, still add dice. In almost every case when you roll an attribute save you are seen as the defender, with the roll siding in your favor on a tie.

In some cases your GM may ask you to make a raw attribute roll. Rolling a raw attribute uses your attribute save proficiency and is effected by negative scores.

WOUND DICE

Many attacks and spells deal wounds or wound dice to their targets. When an attack says it deals wound dice you roll that many wound dice, dealing damage based on the number of wounds rolled. For example, a spell that deals 1 wound and 2 wound dice in damage will deal 1 wound, adding the result of the 2 wound dice in damage to the target.

HERO DICE

Hero dice are special dice players can add to any roll. Depending on the GM, you'll gain a number of them at the start of your adventure and once spent are not replenished. You can add at most 1 hero die to any roll, except wound rolls, and you may choose to add a hero dice after you have rolled. Hero dice are immune to any effects that would change the outcome of the roll, it cannot be hexed, rerolled, or negated.

Your GM may reward you with extra hero dice during your adventure, but hero dice are usually only given at the start of each adventure.

SKILL CHALLENGE

Skill challenges are rarely made in contest, instead the GM will ask you to add dice depending on the challenge of the task you are trying to accomplish. Each skill has its own proficiency score and uses one of your attributes to determine dice. For example, an athletics check will use your Strength score while an acrobatics check will use your Dexterity score.

The outcome in these rolls isn't always a strict pass or fail. Depending on the GM they may give a bonus if you roll a critical success or something bad may happen if you roll a critical fail. For skill challenges the character is always considered the attacker, with a tie or a final result of 0 counting as a fail.

HELPING IN SKILL CHALLENGES

In some cases you may want to help someone with an action, such as trying to push a boulder or search a room. When helping every participant rolls the same skill check and is contested by a single challenge roll. The highest roll among the participants is used, adding a success for every critical rolled by others.

SKILL CHALLENGE DIFFICULTY

Simple	B	-	-	-	-	-	-
Easy	B	B	-	-	-	-	-
Average	B	B	T	-	-	-	-
Hard	B	B	T	T	-	-	-
Difficult	B	B	B	T	T	T	-
Impossible	B	B	T	T	T	T	T

REROLLS

Either through expertise, feats, or other abilities you may reroll a number of dice when making a roll. When rerolling you may choose any dice, except wound dice, to reroll, taking the new value instead. Once rerolled you may not reroll the same die again. You may reroll any dice that are considered part of your roll, such as bonus dice from upcasting a spell, dice added from abilities or spells such as *Guidance*, and dice given by negative effects, such as poison. When making a skill challenge, all challenge dice are considered part of your roll and may be rerolled.

Dice rolled in contest of your own roll, such as another creatures defend or saving throw, cannot be rerolled by you. Additionally, dice that have been replaced, such as dice that have been hexed, cannot be rerolled.

ADDING DICE

Some abilities allow you to add dice to certain rolls. Dice that are added as part of upcasting a spell or from abilities that apply to your next roll must be added and rolled together. Hero dice, or abilities that allow you to add dice to any roll within a timeframe can be added after your roll, but before the outcome is determined.

For example, dice added from the spells *Guidance* or *Weal* add dice to your next roll that satisfies the condition. These dice must be added the next time you make that roll. Dice added by the *Inspiring Words* maneuver can be added to any roll made in the timeframe. If you wanted to add *Inspiring Words* to your attack, you may wait to see the opponents defense before adding the superior die. Similarly, your opponent can wait to see your attack roll before deciding to add dice to their defense roll.

WOUNDS

Wounds are used to determine how hard a character is to kill, the more wounds you have the more durable your character. Wounds are lost when you are hit by attacks, spells, or traps and are restored by taking rests or through certain spells.

LESSER AND GREATER WOUNDS

Some abilities or spells inflict lesser or greater wounds. These do not deal damage, but do leave lasting effects. Lesser wounds can be cured through magic and after each long rest you choose a single lesser wound to remove. Greater wounds can be difficult to cure by magic. Each week that you have a greater wound you make a Stamina save against 3 terrible dice, removing a single greater wound on success. Some greater wounds, such as losing an arm, cannot be healed naturally.

TEMPORARY WOUNDS

Some abilities give temporary wounds instead of healing missing wounds. When taking damage you remove any temporary wounds first, dealing any remaining damage to your wounds. Once lost, temporary wounds do not come back and cannot be healed, however whenever you gain new temporary wounds you add them to your total. You may have a maximum of half your health, rounded up, in temporary wounds at any given time.

ACTION POINTS

Action points (AP) are used during combat to move, attack, or cast spells. Each turn you refill your pool of action points up to its max. Aside from a few actions (listed in the Combat section) there is no limit on which actions you can take on your turn. Any unspent action points can be spent on reactions when it's not your turn. Reactions are triggered by specific actions other creatures take. For example, opportunity attacks can only be made when a creature tries to leave your zone of control.

DEATH SAVES

When a character takes enough damage to bring them to 0 wounds they fall unconscious and start making death saves. While unconscious you gain temporary wounds equal to half your total wounds rounded up. At the start of each turn you roll a wound die, losing 1 of your temporary wounds if the die rolls a wound. If you lose all of your temporary wounds your character dies.

Death saves aren't the only way you can lose temporary wounds. Creatures can still make attacks against you and any melee attacks that hit you deal full damage regardless of the wound dice rolled. Likewise, allies can attempt to bring you back with healing spells, potions, or by stabilizing you. While in this state healing effects restore any lost temporary wounds first. If this brings you 1 wound or above you regain consciousness and no longer make death saves.

You can attempt to stabilize a character by making a medicine check. The check takes 10 AP and you must be beside the downed character to make it. Roll a medicine check, adding a terrible die for every temporary wound the character is missing. On success the character is stabilized, with failure restoring a temporary wound for every critical success in your medicine check. A stabilized player's wounds are set to 1 and they no longer make death saving throws, gaining consciousness after 10 minutes.

MANEUVERS

Maneuvers are special abilities that can be learned by your character. They can be learned by anyone, but most maneuvers require a weapon to be used. Using a maneuver is the same as taking any other action during your turn, however they have the following restrictions:

- You may only use one maneuver per turn, reaction maneuvers excluded.
- You cannot use the same maneuver two consecutive rounds in a row.

Most maneuvers have weapon requirements, or can only be used in specific situations, such as when an ally is attacked. Each maneuver has a level requirement which is shown as two levels, the first being the level at which you learn the maneuver and the second being the level it becomes **enhanced**. When your character reaches the maneuver's enhanced level it gains the effects described in its **enhanced** textblock.

HEALING SURGE

Healing surges are used to heal wounds your character has suffered and are spent during a short or long rest. Your character starts with healing surges equal to your Stamina score (minimum of 1) and gains an extra healing surge every 10 levels. When spending a healing surge you roll 3 wound dice, healing for the number of wounds rolled. You can spend any number of healing surges during a short or long rest. After each long rest you regain up to 3 of your spent healing surges.

COMBAT ADVANTAGE

Some abilities may impose combat advantage against you or an enemy. Someone who grants combat advantage is easier to hit, giving anyone who makes an attack, maneuver, or spell attack against the creature an extra superior die to their roll.

ATTRIBUTES

Your character's aptitude is represented by 6 core attributes: Strength, Dexterity, Stamina, Intelligence, Willpower, and Charisma. Each attribute governs a number of skills in addition to the following:

STRENGTH

Each point of Strength improves your melee attacks.

DEXTERITY

Each point of Dexterity improves your ranged attacks, attacks with melee weapons with the *finesse* property, and how far you can sprint.

STAMINA

Each point of Stamina increases your max wounds by 1.

INTELLIGENCE

Each point of Intelligence improves your arcane spellcasting ability.

WILLPOWER

Each point of Willpower improves your curse spellcasting ability.

CHARISMA

Each point of Charisma improves your divine spellcasting ability.

PROFICIENCY

Proficiency is a measure of how capable your character is at a given skill or task. Every skill, weapon type, spell school, tool, and attribute save have their own proficiency score which can be increased as your character grows. With the exception of spell proficiencies, there is no limit on how many skills you can be proficient in. You may only increase spell proficiencies if you have the appropriate background or feat.

SKILLS

Skills represent how good your character is at completing different tasks and actions. Each skill has an associated attribute and its own proficiency modifier. There are no restrictions for which skills a player can add proficiency for, however you gain no benefit for proficiency scores above your attribute score.

SKILL TABLE

Strength	Athletics
Dexterity	Intimidation
Stamina	Acrobatics
Intelligence	Lockpicking
Willpower	Stealth
Charisma	Sleight of Hand
	Exhaustion
	Survival
	Arcana
	Investigation
	Lore
	Medicine
	Animal Handling
	Insight
	Nature
	Perception
	Conversation
	Diplomacy
	Performance
	Religion

TOOLS

To use tools you must have at least 1 proficiency score with the tool. Their use is shown in the Appendix.

Tool	Attribute
Repair Kit	Strength
Apothecary Set	Willpower
Enchanters Tools	Intelligence
Scribing Tools	Intelligence

EXPERTISE

Some feats or abilities grant you expertise in a specific skill or action. When making a roll you have expertise in you may reroll 3 dice, taking the new values.

ATTRIBUTE SAVES

Every attribute has an associated attribute save. Attribute saves are a measure of how resistant your character is to various effects. Attribute saves are almost always *reactionary*, with your character making the save in response to an action something else takes. For example, someone trying to shove you would make a roll against your Strength save, or dodging a trap would roll against your Dexterity save.

SPELL SCHOOLS

There are 3 schools of magic: arcane, curse, and divine. Each school uses its own proficiency score and you must be trained in the spell school before you can add to them. Training can come from background feats, basic feats, or during character creation.

WEAPONS

Weapons are split between simple and martial weapons. Simple weapons can be used by anyone and don't use their own proficiency modifier. Instead you use the relevant martial proficiency. When using a martial weapon that you don't have proficiency with you add 1 terrible die to the attack roll.

Weapon proficiencies are split between 4 categories: One Handed, Two Handed, Ranged, and Unarmed. By default melee weapons and unarmed use Strength while ranged weapons use Dexterity, but this can be changed based on the weapon. For example a weapon with the *finesse* property can use Dexterity for its attribute, while weapons with *Thrown* can use Strength when used as a ranged weapon.

SPELLS

Spells are split into 3 schools of magic: arcane, curse, and divine. Each school handles a different type of magic and uses a different attribute for its spellcasting. Arcane spells use the elements and raw power to defeat their foes, using Intelligence for its attribute. Curse spells inflict curses and maladies to their targets and uses Willpower. Divine spells center around healing and empowering targets and uses Charisma.

To cast a spell you must have a codex containing the spell you want to cast, have the spell prepared, and have enough mana to cast the spell.

CODEXES

Very few creatures are able to innately cast magic. Almost everyone must prepare spells they've written into a spellbook, or codex. There is no limit on the school, level, or type of spell you can hold in your codex. New spells can be added to your codex by copying spells from spell scrolls or a codex. This process is destructive, and destroys the scroll or codex after a spell is copied.

Variant Rule - Spells from Codexes

In some games spells may be limited, or codexes a rare occurrence. With this variant when copying a spell from a codex, instead of destroying the codex you make an arcana check against 2 bad dice. On success the codex is not destroyed. Copying a spell removes the spell from the codex.

MANA

Casting spells of 1st level and above takes a toll on the caster. A character can only cast so many of these spells before needing to rest. Mana is a representation of your characters magical energy and how efficiently they are able to channel that energy. When casting a spell at 1st level or above you expend a number of mana according to the following table:

Spell Level	Mana
1st-4th	Spell level
5th	6
6th	8
7th	10
8th	13
9th	16
10th	20

SPELL POWER

Spell power determines how attuned your body is to spellcasting and how easy it is to increase your mana, or magical energy. When your character levels up you may choose to increase your mana based on your spell power. By default your spell power is equal to your characters level, and can be increased through leveling up or through feats.

PREPARING SPELLS

Before you can cast a spell from your codex you must prepare it. Each long rest you may prepare 5 spells, adding 3 for every point of Intelligence you have. Having negative Intelligence does not reduce the number of spells you can prepare. Once prepared, spells are castable until the next day even without your codex. The spells fade from your memory over the next long rest unless you prepare them again.

CASTING SPELLS

Each spell has either an AP cost or a time given as its casting time. There is no limit to the number of spells you can cast a turn as long as you have the AP to do so. Casting a spell that lists a time instead of AP can still be used in combat, but requires the casting time worth of full turns. For example casting a spell with a cast time of 1 minute requires 3 full turns to cast.

All spells, including cantrips, can be cast at a higher level to increase its potency. When casting at a higher level you spend mana equal to the level your casting at, not the spells base level. Casting spells this way gives additional effects listed in the spell.

Depending on your character's level you will only be able to cast spells up to a certain level. The table below shows the maximum level your character can cast based on their level.

Player Level	Spell Level
1st	1st
3rd	2nd
6th	3rd
9th	4th
12th	5th
15th	6th
18th	7th
21st	8th
24th	9th
27th	10th

VARIANT RULE - ATTRIBUTE BASED SPELL LEVELS

With this rule, instead of your spell level being determined by your level it is determined by your attribute for a given spell school. Your max spell level for arcane spells is based on your Intelligence, curse spells based on your Willpower, and divine spells based on your Charisma. This means an exceptionally intelligent caster could cast high level spells at an early level if they have the mana and spell prepared.

Your max spell level is determined on the chart below:

Attribute Score	Spell Level
0 or Less	Cantrip
1	1st
2	2nd
3	3rd-4th
4	5th-6th
5	7th-8th
6+	9th-10th

CONCENTRATION

Some spells require concentration to maintain its effects. You may only concentrate on a single spell at a time and casting a new spell with concentration will end the effects of the previous spell. When you take damage while concentrating on a spell you make a Stamina save against a bad die and adding a bad die for every wound taken from the attack. On failure you lose concentration and the spell ends.

CANTRIPS

Cantrips are spells that do not require mana to cast, but must still be prepared like the rest of your spells. For casting at a higher level, cantrips are considered level 0 spells and gain benefits when cast at 1st level or above.

VARIANT RULE - MISFIRES

While anyone can cast any spell, trying to cast a spell beyond your abilities can lead to a misfire. When casting a spell beyond your ability, either normally or through upcasting a spell, you add 1 terrible die to the spellcasting roll for every rank beyond your ability. If you do not have any remaining successes before contesting with another roll the spell misfires. Roll on the misfire chart to determine the effect.

ABILITY RANKS

Attribute Score	Spell Levels
1	1st
2	2nd
3	3rd-4th
4	5th-6th
5	7th-8th
6+	9th-10th

MISFIRE CHART

Roll 2 bad dice, counting the successes.

Roll Misfire

- 4 Lesser wound: Mana leak. Every time you take at least 1 wound you lose 2 mana. Lasts until cured with *Treat Injury* or you take a Long Rest.
- 3 Your spell backfires, roll a wound die for every remaining failure from your spellcasting roll, taking a wound for every wound rolled.
- 2 Wild magic fills the area around you, you and all creatures within 3 tiles add 1 terrible die to their next roll.
- 1 Your flow of magic is interrupted. You add 1 terrible die to all spellcasting rolls for the next minute
- 0 Minor backlash. You take 1 wound die of Force damage



CREATING A CHARACTER

Creating a character is simple. To start, choose a race for your character. The race determines your starting wounds, how far you can move or sprint, and your starting attribute bonuses. Each race has a unique feat that all people of that race share.

After picking a race, choose a background feat for your character. These are unique feats that can only be chosen during character creation and determine what kind of skills or abilities your character had before becoming an adventurer.

Next, assign your attribute scores. You start with a -1 to all attribute scores, adding any bonuses from your race. You get 9 points you can arrange across your attributes. At this stage characters can have a max attribute score of 3, with 5 being the maximum you can increase an attribute from leveling up.

You have 4 proficiency points to spend on your skills and saving throws. If you have a background or feat that gives you proficiency in a spell school you may increase your spellcasting proficiency.

Finally, choose 2 starting bonuses.

STARTING BONUSES

- Increase an attribute score by 1, up to a max of 3
- Get training in a spell school and gain 1 proficiency score in that spell school
- Gain 5 proficiency points
- Learn a feat
- Learn a maneuver and gain 2 proficiency score with a weapon type
- Increase your max wounds by 1
- Increase your spell power by 5 and gain 3 mana

Variant Rule - Rolling for Attributes

Instead of using the normal rules for attributes, your group may decide to roll your scores. For each attribute roll 1 superior, 2 normal, and 1 terrible die, adding up the total successes.

Variant Rule - Group Rolls

Many people prefer the randomness given by rolling for attributes, but this can often lead to very powerful or weak characters across a group. As a way to ensure every player is on the same level, each player takes turns rolling an attribute score. Once 6 scores have been rolled the players use those scores to create their characters. The players can place the scores in any attribute they want, but they must use the same 6 scores as every other player.

MANA

When gaining mana, you apply the spell power gained from leveling up before increasing your mana based on the table below.

Spell Power	Mana Gained
1-8	3
9-18	4
19-28	5
29-40	7
41-55	9
56-70	12
70+	15

STARTING EQUIPMENT

Depending on your background you may start with additional gear. All players start with an adventuring kit containing a bedroll, 10 days of rations, a fire kit and 50ft of rope. In addition you start with 50 silver crosses which you can spend on gear or upgrades. Any unspent silver becomes your characters starting money.

CURRENCY

Currency in Farhome is divided into 3 types: the copper trite, silver cross, and platinum talent. A silver cross is worth 100 copper trites, and a platinum talent is worth 100 silver crosses.

Cost Upgrade

5sc	Any simple weapon
10sc	Cantrip or Level 1 Spell
10sc	Basic Healing Potion
10sc	Buckler
15sc	Padded or studded armor
15sc	Any martial weapon
20sc	Upgrading armor to the next type
30sc	A repair kit, apothecary set, enchanter's tools, or scribing tools

LEVELING UP

When you earn 1000 experience your character levels up. Each level you gain 1 proficiency point and choose one of the following bonuses:

- Gain 3 spell power, then gain mana based on your spell power
- Gain 3 proficiency points
- Gain a feat
- Learn a maneuver
- Increase your max wounds by 1

ATTRIBUTE SCORE INCREASE

Starting at level 3, every 3 levels you increase an attribute score by 1, up to a max of 5.

ACTION POINTS

Your max action points increases by 1 at levels 10, 20 and 30.

MAX WOUNDS INCREASE

Your max wounds increases by 1 at levels 7, 14, 21, and 28.

EARNING EXPERIENCE

Players earn experience after every encounter based on the difficulty of the encounter. Experience is earned based on how difficult it is for the players to overcome the encounter, not by how much experience an individual monster gives.

HEALING SURGES

Your max healing surges increases by 1 at levels 10, 20, and 30.

ENCOUNTERS

Difficulty	Experience	CR level
Easy	50-100	75% Party Level
Average	100-150	Party Level
Hard	150-250	125% Party Level
Deadly	250-500	150% Party Level

Variant - Milestones An alternative to experience is milestones. Experience can in some cases be hard to keep consistent across adventures. With milestones you gain a level after completing an adventure, or at set points during the adventure.

ADVENTURING

As an adventurer you'll be spending just as much time travelling to and from the dungeon as you will delving its depths. Even the most battle hardened adventurers need to rest from time to time. Resting comes in two forms: short and long rests. Each day you can take at most two short rests and one long rest. Taking any more than that has no effect.

TRAVELLING

A normal travelling day is 8 hours, with travel speed varying greatly based on the terrain. You can push yourself to travel for longer at risk of gaining exhaustion. For every extra hour you spend travelling you make an exhaustion roll. Starting against 2 bad dice, you add 1 terrible die every time you make this roll this day. On failure you gain 1 level of exhaustion and cannot travel further.

Travelling with a mount makes travel easier, removing most of the strain of travel. However, while travelling is easier for you, most mounts won't spend more than 8 hours a day in travel. If your mount has the ability to fly you do not take any penalties to travel based on the terrain.

TRAVEL SPEED

Type	Miles per Day
<i>Terrain</i>	
Road	16
Plains, Forest	12
Mountain, Swamp	8
<i>Mounts</i>	
Horse, Mule	+2
War Horse	+4
Exotic	+2-8

SHORT RESTS

Short rests require an hour of uninterrupted rest to complete. During a short rest you may spend any number of healing surges to restore lost wounds. You regain mana equal to half your character's level, rounded up, with a minimum of 1. You only get the benefits of a short rest if you are able to complete it. Taking other actions, such as brewing a potion, breaks your rest.

LONG RESTS

Long rests require 8 hours of rest with at most 2 hours of non-strenuous activity, such as keeping watch, preparing spells, or brewing potions. You automatically recover 1 wound and 3 healing surges over a long rest, and you may spend any number of healing surges to restore wounds. You regain mana equal to 3 + your character's level, recover 1 point of exhaustion, and end the effect of one lesser wound. If you go more than 24 hours without taking a long rest you must make an exhaustion roll against 2 bad dice and 1 terrible die. You make this check every 24 hours without a long rest.

When taking a long rest in the wilderness you must light a fire and make camp to gain the full benefits. To start a fire, make an average difficulty survival check. Depending on your location this roll may be easier or harder. On failure, instead of the normal benefits you regain 1 healing surge and restore mana equal to half your character's level. You may still spend any number of healing surges during this rest.

EXHAUSTION

All adventurers need to rest from time to time, trying to do too much in a day can leave you exhausted. You can gain exhaustion from many situations, from travelling too long, not taking rests, spells, or abilities. You lose a level of exhaustion after every long rest. At 6 levels of exhaustion your character drops dead.

EXHAUSTION LEVELS

Level	All Proficiencies	Max Wounds	Sprint
1	-1	-1	Yes
2	-1	-2	Yes
3	-2	-3	No
4	-2	-4	No
5	-3	-5	No



COMBAT

There will be times when combat is unavoidable. Your adventurer may encounter zombies in an underground crypt, or be ambushed by a group of bandits. When this happens every creature participating in combat rolls for initiative. Once initiative order has been set, each creature takes a turn. Once every creature has had a turn the round ends and a new one begins starting with the first creature. Each round lasts 20 seconds.

INITIATIVE

When combat starts every character and creature in combat rolls for initiative. By default you roll 5 normal dice, replacing 1 with an enhanced die for every point of Dexterity you have. Negative Dexterity converts normal dice to bad dice instead. You add a flat success/failure modifier depending on the circumstances. Surprised creatures start with 3 failures. These values can be changed by feats or skills, and other dice may be added.

Combatants take turns, starting with whoever rolled the highest initiative and ending with whoever rolled the lowest. After every combatant has had a turn the round ends and a new round begins. This repeats until combat is over or one side has defeated all other combatants.

ON YOUR TURN

Each turn your action points are refilled. You can spend any amount of AP on your turn and any unused AP can be used on reactions during the rest of the round. You gain no benefit for any unspent AP when your turn comes again.

ATTACK (5 AP)

Make a weapon attack against a creature. The actual damage, range, and effects of an attack depend on the weapon used in the attack. Unarmed attacks use Strength and deal a wound die in damage.

To make an attack you make an attack roll against the creatures defense. If you have more successes than the targets defense you hit, with ties favoring the defender and counting as a miss.

GRAPPLE

Instead of making an attack you can attempt to grapple a creature. Make an athletics check, with the target choosing to make either a Dexterity or Strength save. On success you grapple the creature. While grappling a creature your move and sprint speed are reduced to 1 and cannot be increased, however the grappled creature is dragged with you. Anything that changes the AP cost of your attacks also effects grapples. Likewise you may attempt to grapple as many times as you want as long as you have AP and aren't currently grappling anyone.

You may end a grapple at any time. A grappled creature can attempt to free themselves on their turn by spending 5 AP. They make a Strength save against your athletics check, freeing themselves on success.

DEFEND (5 AP)

Until your next turn you reroll 2 dice when making a defense roll, or 3 if you're holding a shield.

MOVE (3 AP, ONCE PER TURN)

You may move up to your move speed in tiles. Some terrain, such as difficult terrain, requires 2 tiles of movement for every tile you traverse. Movement does not have to be done all at once, you can split your movement as many times as you want. For example if you have a movement of 5 you may move 3 tiles, take another action, and then move the remaining 2 tiles.

SPRINT (2 AP, CAN ONLY BE USED AFTER MOVE, ONCE PER TURN)

You may move up to your sprint speed plus your Dexterity score in tiles. Negative Dexterity has no effect on your sprint speed. Moving while sprinting follows the same rules as the Move action.

REACTION ATTACK (2 AP)

When a creature tries to leave your zone of control you may make a reaction attack against them. You cannot use maneuvers, unless the maneuver says it can be used as a reaction, and the attack uses the same rules as the Attack action.

OFF-HAND ATTACK (2 AP, CAN ONLY BE USED AFTER ATTACK, ONCE PER TURN)

When dual wielding, as long as you have taken the Attack action you may make an attack with your offhand weapon. This attack is identical to the Attack action, except you do not get any bonus from proficiency.

USE (2 AP)

This covers a wide range of actions, from using an item, drinking a potion, activating a magic item, or interacting with an object (eg: pulling a switch). Some magic items will give their own AP costs, using those instead. While there is no limit in how many times a turn you can take the Use action, some items may have restrictions. A creature can only benefit from a single potion each round.

Variant Rule: Using Potions on Others You can use potions on downed creatures by spending 5 AP instead of 2. Normal potion rules still apply.

SPELL (VARYING AP)

There is no limit to the number of spells you can cast each turn, as long as you have enough AP to cast them. Spells will require you to make a Spellcasting roll against the creatures defense or saving throw, with ties going in favor of the defender.

MANEUVER (VARYING AP)

Maneuvers are special attacks, actions, or reactions your character can learn. You may only use a single maneuver on your turn, and you cannot use the same maneuver two rounds in a row.

READY ACTION (VARYING AP)

There are times you may want to hold your action, waiting for a specific circumstance before you take that action. At any point in your turn you may ready an action. You may only ready a single action and must pay the AP cost for the action immediately. For example, you could ready the *Attack* action but not both the *Attack* and *Move* actions.

To ready an action you must first describe the circumstance that will trigger the action. This can be anything your character can perceive, such as "I want to attack if a goblin moves closer to me" or "I want to cast this spell when an enemy rounds that corner." You must also specify which action you want to take and must have enough AP remaining to take that action. If the circumstance did not happen before your next turn starts you lose the action.

Sometimes more than one readied action could be triggered by the same circumstance. In this case the actions occur in initiative order.

CONDITIONS

There are a number of conditions that can be inflicted on creatures, each with different effects. Some conditions have a level to determine their potency. For example, the poison condition normally adds a bad die to your attack rolls and saving throws, where poison 2 and poison 3 adds 2 and 3 bad dice respectively.

BLIND

A blinded creature loses the ability to see. While blind they add 2 terrible die to all attack, spellcasting, and Dexterity saving throws. They cannot make reactions.

DAZED

A dazed creature cannot take the Sprint or Reaction actions and grant combat advantage to attackers.

FEAR

A feared creature cannot willingly move closer to the source of the fear. While the source is within line of sight, they add 1 bad die to any rolls made.

GRAPPLE

A grappled creature cannot move or sprint, adds 2 bad dice to Dexterity saving throws, and grants combat advantage to all creatures except the grappler.

HEX

When making any roll, a hexed creature replaces a critical with a single success for every level of hex on the creature. For example, a creature with hex 2 will replace the first 2 crits they roll with a single success each.

INCAPACITATED

An incapacitated creature takes no actions and automatically fails Strength and Dexterity saving throws.

PARALYZED

A paralyzed creature automatically fails Dexterity saving throws. When taking an action they first roll a wound die. If the result is a wound they do not take the action and lose the AP spent.

Poison

A poisoned creature adds a bad die to all attacks, saving throws, and ability checks, adding an additional bad die for every level of poison. Only the highest level poison takes effect. For example someone who has poison and poison 2 only adds 2 bad dice instead of 3.

PRONE

a prone creature grants combat advantage to any melee attacker. Ranged attacks against this creature add 2 bad dice to their roll.

RESTRAINED

A restrained creature cannot move or sprint and adds 2 terrible dice to Dexterity saving throws and attack rolls. They lose the effects of a shield if wearing one and grant combat advantage to attackers.

SLOWED

A slowed creature's move and sprint speeds are reduced by 1. Each level of slow reduces the value by 1, to a minimum of 1.

STAGGER

A staggered creature is unable to take reactions until the start of their next turn.

STUNNED

A stunned creature cannot move or take actions, and automatically failure Strength and Dexterity saving throws. Attackers gain combat advantage against this target.

WEAKEN

When a weakened creature hits with any attack or maneuver, all wounds are replaced with wound dice.

TERMS

FINESSE

This weapon can use either Strength or Dexterity for attack rolls.

LOADING

This weapon can only be used to attack once per round.

RANGE

This weapon can attack at range. Range is followed by two numbers, the near and far range. Attacks made inside the near range attack as normal while attacks within the far range add 2 terrible dice to the attack roll.

REACH

This weapon can attack creatures 1 tile further and their zone of control extends an additional tile.

RESISTANCE

You reduce the number of wounds dealt by the level of resistance. For example, *Fire Resistance 1* reduces all wounds taken from fire damage by 1.

THROWN

This weapon can be thrown using the ranged weapon proficiency instead. You may use either Strength or Dexterity for the roll. Thorn is followed by two numbers, the near and far range. Attacks made inside the near range attack as normal while attacks made within the far range add 2 terrible dice to the attack roll.

TWO-HANDED

This weapon requires both hands to use.

VERSATILE

This weapon can be used with two hands, using your two-handed proficiency. When used this way roll additional wound dice equal to the Versatile level.

VULNERABLE

You increase the number of wounds dealt by the level of vulnerability. For example, *Bludgeoning Vulnerability 1* increases the wounds taken by bludgeoning attacks by 1. If the attack can do damage, but didn't (due to rolling wound dice) a Vulnerable creature still takes the extra damage.

THE GAMEBOARD

Most GM's use a gameboard when your adventurers are exploring a dungeon or fighting monsters. It can be difficult for players to visualize combat and see what choices they have without one. This rule book assumes you play with a square or hex grid along with miniatures or tokens. If you don't use a grid or use *theatre of the mind* for your combat your GM may need to adjust or homebrew some of the rules in this section.

THE TILE GRID

The game world uses a square or hex tile grid with each tile representing a 5x5 foot area. Each creature takes up a number of tiles based on their size, which in the case of your adventurers is a single tile. For simplicities sake when determining movement or ability ranges on a square grid we assume that distance is *non-euclidean*. Basically all this means is travelling to a square diagonal to you costs the same amount of movement as moving to a square orthogonal to you. Hex grids do a much better job at handling movement in all directions, but it can be hard to find resources that support hex grids.

VARIANT RULE - NO DIAGONAL MOVEMENT

Another way to deal with diagonal movement costs is to prevent diagonal movement entirely. This essentially means that travelling diagonally costs 2 tiles worth of movement. If you do use this variant rule, make sure you calculate ranged attacks using the same method, taking 2 'range' to target someone on a diagonal.

CREATURES

Each creature is represented by a miniature or token on the gameboard. Creatures come in all different shapes and sizes, with each size taking up more or less of the board.

Size	Tile's Occupied
Tiny	1/4th
Small	1
Medium	1
Large	2x2
Huge	3x3
Gargantuan	4x4+

MOVEMENT

All creatures move and sprint speeds are listed in tiles. Any time a creature takes the move or sprint actions they can move up to that many tiles. When moving you may move through allies, but not through hostile creatures. If your movement takes you out of a hostile creatures zone of control they may make an opportunity attack against you.

FLYING

Creatures that are able to fly can use their movement to move vertically, following the same rules as normal movement. Unless the creature is able to hover, any effect that reduces their movement speed to 0, grapples, restrains, or knocks them prone causes them to fall from the air. Falling creatures fall 10 tiles per round, increasing the amount by 10 for each round they spend falling. On hitting the ground or a solid object after falling 5 or more tiles they take a wound and a wound die in bludgeoning damage for every 5 tiles they fell.

PRONE AND CRAWLING

A prone creature grants combat advantage to all melee attackers, with ranged attacks adding 2 bad dice to their roll instead. A creature that is prone can crawl, spending an extra tile of movement for every tile travelled. Unless the creature has a move speed of 0 they can stand up by spending half of their move speed, rounded down.

ZONE OF CONTROL

A creatures zone of control is a representation of the area they threaten in combat. A creatures zone of control is determined by his weapons reach. For most weapons this covers the 5 adjacent tiles to the creature centered on the direction the creature is facing. If a creature is using a weapon with *Reach* their zone of control is increased by the same amount. You may enter a creatures zone of control without penalty, but attempting to move out of a creatures zone of control allows them to make an opportunity attack against you. The 3 tiles behind a creature are not part of its zone of control and so do not provoke opportunity attacks.

Variant Rule - Ignore Creature Facing Sometimes tracking the direction a creature is facing can be difficult or slow down the game. When using this variant rule a creatures zone of control covers all tiles adjacent to the creature. If you play with flanking rules you can consider a creature as flanked if it has two hostile creatures adjacent to it with at least 1 tile of space between them.

Variant Rule - Flanking When a creature is attacked by a melee attack from an attacker that is not in its zone of control the attacker is considered to be flanking that creature. Any attacks made while flanking a creature add 1 critical to their roll.

Variant Rule - Ranged Attack Disadvantage With this variant any creature that tries to make a ranged attack, maneuver, or spell attack while another creature is adjacent to them adds 1 terrible die to their roll.

HAZARDS AND TERRAIN

Creatures are not the only thing on the battle field. Depending on the location there could be a deep river that inhibits movement, a trap that fires poison darts, a pit of bubbling acid, or even plain old darkness. Regardless of the location these hazards have an effect on your adventurers, and the clever ones can use them to their advantage.

DIFFICULT TERRAIN

Deep water, thick brush, or a rubble filled room could be considered difficult terrain. When moving over difficult terrain every tile of movement costs an extra tile. For example, to move through a deep river 2 tiles wide you need to spend 4 tiles of movement. Climbing a wall or rock face also takes an extra tile of movement, with a difficult to climb wall taking 3 tiles of movement for every 1 tile climbed.

TRAPS AND HAZARDS

Dungeons may be filled with traps or other hazards. Traps may be hidden, triggered only by a careless step or trip of a wire. Other hazards are blatantly obvious, like a pool of lava or ominous pit. While the exact mechanics of a trap or hazard is left up to the GM, characters can attempt to search or spot traps around them. Characters that succeed on a perception or investigation challenge may spot a trap or understand how it's triggered.

Hazards, such as a pool of lava or acid, are more obvious. Creatures that enter those tiles take damage immediately, taking damage again at the start of their turn for as long as they are in the hazard. A creature doesn't need to willingly move into a hazard to be affected by it. Characters can shove or push other creatures, or cast spells that knock creatures back.

DARKNESS

Most creatures are unable to see in the dark and struggle to see creatures in dim light. When making an attack, maneuver, spell attack, or trying to detect a creature in darkness you add 2 terrible dice to your roll, or 1 bad die if they are in dim light. Most of the time if a creature has a free hand they can light a torch, covering a 3 tile area around the creature in bright light and a further 3 tiles in dim light.

COVER

Some terrain can be used as cover, protecting creatures from attacks. Anything that obscures the creature or is large enough to hide behind can be used as cover, such as a stone fence, pillar, tree, or overturned table. The benefit you gain depends on the size of the cover and how well it could reasonably defend you against attacks. A creature that is fully behind cover, for example being behind a wall, are untargetable by most attacks. When the target of an attack, maneuver, or spell attack that targets your defense you add dice based on the table below:

Cover	Bonus
Quarter	+1 superior defense die
Half	+2 superior defense dice
3 Quarters	+3 superior defense dice
Full	untargetable

UNDERWATER HAZARDS

Some dungeons may be submerged, or your adventures may take you to the depths of the sea. Creatures that do not have a swim speed or some method of moving underwater treat all underwater tiles as difficult terrain. Similarly, creatures that cannot breath underwater can only hold their breath for a limited time. A creature can hold their breath for 1 minute, adding a minute for each point of Stamina while not in combat. The exertion of combat greatly limits the time you can hold your breath, with creatures able to hold it for 1 turn, adding a turn for each point of Stamina.

For every minute, or turn in combat, a creature goes beyond their limit they make an exhaustion check against 2 terrible dice and 1 bad die. On failure they gain a level of exhaustion.

ATTACK TYPES

Maneuvers and spells come in all kinds of shapes and sizes. Some might target a single creature, while others target an area. Depending on the description these attacks use one of the following areas.

AREA OF CONTROL

When used by a maneuver this attack hits all creatures inside your zone of control. If your zone of control is extended by a weapon with *Reach* then this attack's area is also extended. Spells that target your area of control, unless otherwise specified, do not benefit from *Reach*.

LINE

Line attacks hit all creatures in a line extending outward from the attacker. This line doesn't need to follow the grid exactly and can be any direction you wish. A good rule of thumb is if the line crosses more than 1/3rd of the creatures tile it effects that creature.

AREA

Area attacks hit all creatures in a square or rectangular shape centered on a tile. The spell or attack determines the size of the area. For example, the spell *Fireball* hits all creatures in a 5x5 tile area. Spells that effect all creatures in a radius use this type, creating a square centered on a point with the given radius.

DIAMOND

Diamond patterns are similar to area attacks, but rotated 45 degrees. Diamond patterns will usually have a size before them, for example a 3 tile diamond would have a size of 3. To determine if a creature is inside a diamond pattern, first make a horizontal and vertical line of tiles based on the diamonds size, centered on the target of the attack. Then draw a line connecting each of the ends of the lines, if a tile is entirely inside the line they are hit by the attack.

TOUCH

Touch attacks require you to be adjacent to the target, or have their effects begin in an adjacent tile.

CONE

Cone attacks are given as a length and width. The cone starts centered along the width, only effecting the center tile. The cone expands as you go down the length of the attack, reaching its width at the end. If the cone covers at least 1/3rd of the creatures tile it effects that creature.

DAMAGE TYPES

Damage can come from a variety of sources, such as the swing of a sword, an explosion of magic, or a deadly trap. Regardless of how it's inflicted, damage always falls into one of 3 categories: physical damage, elemental damage, and ethereal damage.

PHYSICAL DAMAGE

The majority of physical damage comes from weapons. From the stab of a spear, swing of a sword, or impact of a hammer, physical damage covers 3 types:

Bludgeoning: Impact from a weapon or heavy object.

Slashing: The cut of a blade or trap.

Piercing: The stab of a spear or puncture from an arrow.

ELEMENTAL DAMAGE

The burn of a fire, chill of an intense cold, or a strike of lightning all fall under elemental damage. Most spells that deal damage deal one of the following damage types:

Fire: The burn of a fire or explosion.

Cold: The chill of winter or a frigid blast of wind.

Lightning: The shock of lightning

Thunder: Loud sounds, shockwaves, or blasts of air.

Poison: Deadly poisons, acids, and other diseases.

Force: The raw magical force inflicted by some spells.

ETHEREAL DAMAGE

Ethereal damage directly effects a creatures body and soul. Draining life, causing something to decay, destroying somethings form, or smiting a creature are all examples of Ethereal damage. Ethereal damage covers 3 types:

Death: Draining life or unnatural decay.

Holy: smiting a creature or attacking their spirit.

Psychic: causing madness or deteriorating the mind.

MAGIC ITEMS

Magic items give a variety of effects and bonuses. Only some magic items require attunement, and each character can only attune with 3 magic items at a time. While you can carry multiple magic items of the same type, you can only get the benefit of one of them. For example, you cannot get the benefit of a *Cloak of Shadows* as well as a *Cloak of Waterbreathing*.

ATTUNEMENT

Some powerful magic items require attunement to use. To attune to a magic item you must spend 10 minutes focusing on it, and can be done during a short or long rest without interrupting the rest. If you are already attuned to 3 magic items you must choose which item to lose attunement to when attuning to a new item.

MAGIC GEAR

Magic weapons and armor can come with bonus modifiers from +1 to +3. When making an attack roll with a magic weapon you add superior dice to the roll equal to its bonus modifier. For magic armor you add superior dice to your defense roll equal to its bonus modifier instead. Shields do not have bonus modifiers, but can have additional effects.

IDENTIFYING MAGIC ITEMS

Magic items can be identified by a successful lore challenge. Each character can only attempt a lore roll once, if you fail then you must either cast *Identify* on the item or take it to someone who can appraise it.

You can still use magic items without identifying them, but its bonuses will be unknown to you. If the item requires attunement you only benefit from its bonus modifiers unless stated otherwise.

GAINING ATTRIBUTES THROUGH ITEMS

Some magic items grant bonuses to your attributes. While there is no limit on how much this can increase an attribute, you cannot benefit from two items that give bonuses to the same attribute, instead taking only the larger one.

For example, using a *Cloak of Agility* granting +1 Dexterity and a *Belt of Elvenkind* granting +2 Dexterity will only give you +2 Dexterity. You still benefit from the remaining bonuses on those items.

RACES



ELVES

HIGH ELF

Like most elves, high elves display an otherwordly grace in all that they do. Often living in ancient, timeless forests, humans see high elves as beautiful and elegant, if not slightly arrogant. High elves stand slightly taller than the average human, ranging from 5 and a half feet to nearly 7 feet. However they are more slender, weighing between 100 to 150 pounds. While their complexion matches humans, their hair encompasses a larger range, from silver-white to deep black. Like all elves they have long, pointed ears.

It is rumored that high elves are descended from the fae, a group of magical and supernatural beings of another realm, seeming to explain their natural affinity with magic. Because of this many of the more mundane or superstitious races are wary of high elves, believing them to be responsible for any malady affecting their small villages.

Starting Wounds: 3

Move/Sprint: 5/2

Attribute Bonuses: +1 Dexterity, +1 Intelligence, -1 Strength

Lifespan: 350 years

INNATE MAGIC

You learn a single cantrip. This cantrip does not need to be prepared or in your codex to cast. You start with 1 extra mana and recover 1 extra mana each short and long rest.



WOOD ELF

Unlike the timeless, magical forests of the high elves, the wood elves call the savage forests as their home. Wood elves display grace and strength in equal measure, being capable hunters and defenders of their forests. Their complexion tends to take on darker tones compared to their high elf cousins, often taking on a copper hue. Their hair ranges from deep reds to brown and black, but is occasionally blond or silver. They are slightly smaller than high elves, ranging from 5 to 6 feet. While they are still slender compared to humans their life in the forest has hardened their bodies, weighing between 120 to 160 pounds.

Due to their fierce dedication to their homeland, wood elves tend to be mistrustful of others, at least until they determine if they are a threat. Because of this most wood elves tend to stay in their forests, but there are those whose wanderlust takes them to explore the world beyond.

Starting Wounds: 3

Move/Sprint: 5/2

Attribute Bonuses: +1 Dexterity, +1 Willpower, -1 Intelligence

Lifespan: 250 years

FOREST WARRIOR

You gain 1 proficiency with either a bow or a spear, and gain a maneuver that uses that weapon.

STAR ELF

Seekers of knowledge, the star elves are nomads by nature. Their long lives allow them to see the world from a different perspective compared to the short lived races who see the star elves as aloof and unempathetic. Star elves are naturally curious, and because of this are gifted conversationalists. They love telling tales just as much as they do hearing them.

They are among the tallest races, averaging 7 feet tall, and also the rarest. They have a blue complexion that tends to fade to a pale white, with purple colorations being rare. Their hair is almost always a silvery blue, with eyes a dark blue or purple. Like other elves they have a slender appearance, weighing between 120 to 180 pounds.

Starting Wounds: 3

Move/Sprint: 5/2

Attribute Bonuses: +1 Dexterity, +1 Charisma, -1 Stamina

Lifespan: 700 years

FOCUSED RESOLVE

You gain 2 superior dice when making a save against a charm, possession, or fear effect.

GOBLINOID

HALF-ORC

While most orcs are filled with an all-consuming lust for battle, there are some born free from their curse. Those that are often seek out neighboring human or elven settlements, resulting in half-orcs. Half-orcs retain much of their parents strength and ferocity, free from bloodlust and tempered by their other half. Because of this half-orcs are widely loved among the fringe villages and settlements of the world.

Half orcs stand between 6 and 7 feet. They tend to have strong, wide jaws with small but noticeable tusks, making it impossible to hid their orcish heritage. Their skin tends to be tinted gray green, and with their towering build they weigh between 200 to 250 pounds. Even with human parents half orcs have short, pointed ears, although those with elven parents tend to be longer. While their hair shares the color of their parents, often times they end up with black hair.

Starting Wounds: 4

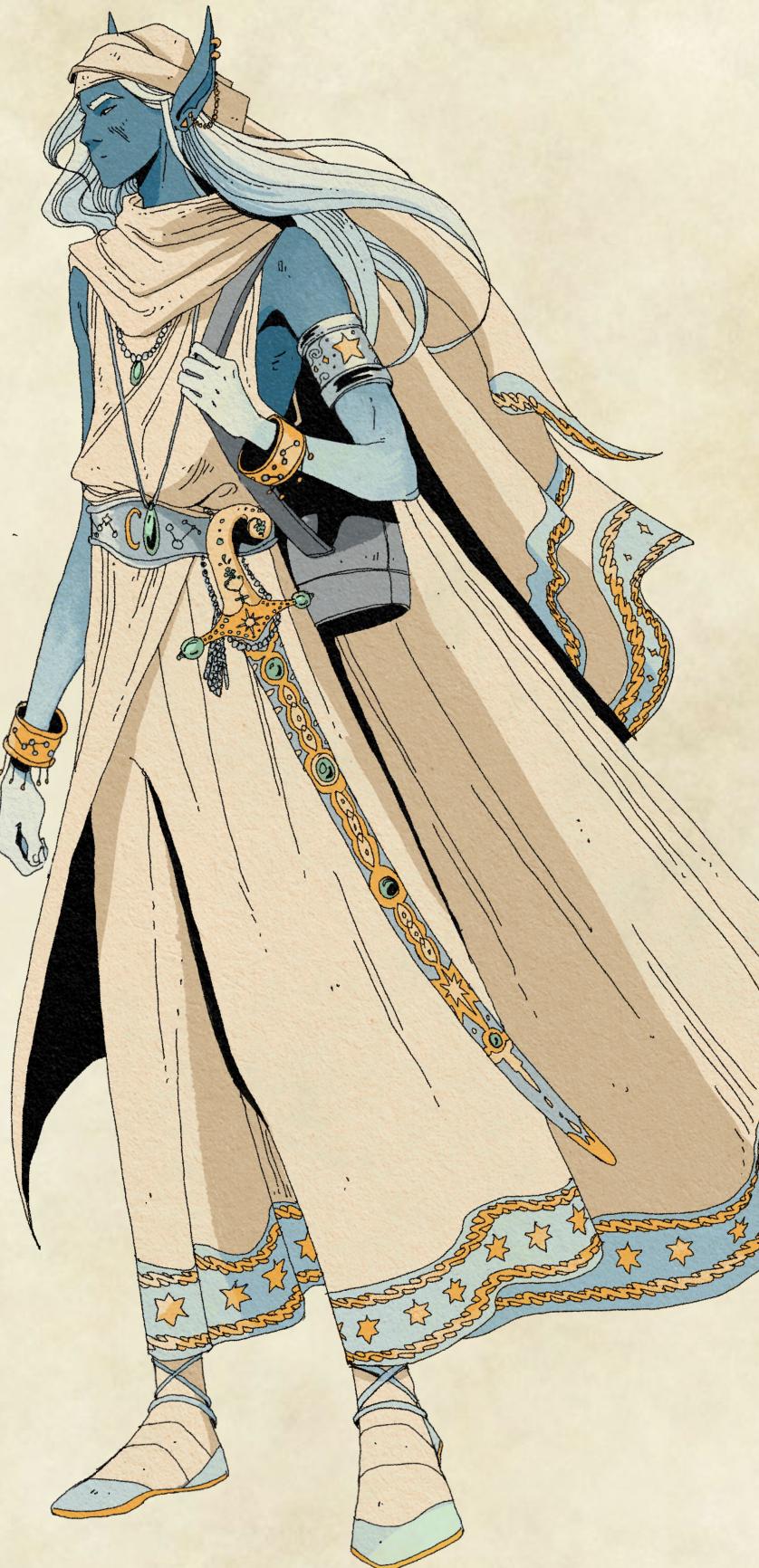
Move/Sprint: 4/2

Attribute Bonuses: +1 Strength, +1 Stamina, -1 Charisma

Lifespan: 100 years

RESILIENCE

When making death saving throws you may reroll the die, taking the new result. If you pass 3 rounds in a row without failing a death save you become stabilized.





TLANI

Often confused for goblins or imps, tlani live far from the rest of the civilized world, preferring to make their homes high in the mountains or deep under the ground. They are short in stature, rarely standing taller than 4 feet. Like elves they have a strange, unnatural beauty to them that contrasts with their more beastial features, having long pointed ears, cat-like eyes and pointed teeth. Their complexion ranges from dark greys and blues to black with a white or silver underbelly. Their hair tends to match the color of their skin, but rarely it can be blue, green, or purple. Tlani are light, weighing between 40 and 60 pounds, and maintain a youthful appearance well into their 150s.

Due to their small stature, beast-like appearance and affinity for darkness they are usually called night goblins by humans. Tlani are extremely practical, preferring a logical and efficient solution to their problems leading to others seeing them as cold and amoral.

Starting Wounds: 2

Move/Sprint: 4/3

Attribute Bonuses: +1 Dexterity, +1 Intelligence, -1 Strength

Lifespan: 180 years

OCCULT

You are always under the effects of the spell *Dark Sight* and you add a superior die when making stealth rolls in dim light or darkness.



HUMANOID

FALLEN

Despite their resemblance, fallen are not demons as some humans claim. They are one of the oldest races to emerge, along with the tlani, but their kind has dwindled, now living among the other races with no home of their own. Often seen as outsiders, fallen have relied on their wit and cunning to persevere, relying on their charm to get out of difficult situations.

While at times they can be mistaken for humans, all fallen are born with horns. They are taller on average, standing between 6 to 7 feet tall for males, with females being slightly smaller. Fallen are deceptively strong, and make adept warriors with their keen eyesight and bestial claws. Despite their slim stature, they weigh between 180-250 pounds.

Starting Wounds: 3

Move/Sprint: 4/2

Attribute Bonuses: +1 Charisma, +1 Strength, -1 Willpower

Lifespan: 150 years

BEAST SIGHT

You take no penalties when in dim light, and only add 1 bad die in total darkness. You may reroll 1 die when rolling Charisma skills and saves.

HUMAN

Out of all the common races, humans are by far the most numerous. While humans are short lived compared to most, they are tenacious and adaptable, which has allowed them to spread to all corners of the world. Due to this, humans span a variety of cultures and morals, taking in customs and traditions from their neighbours and adapting them to human life.

Starting Wounds: 3

Move/Sprint: 4/2

Attribute Bonuses: +1 to Any

Lifespan: 70 years

ADAPTABLE

You choose 3 bonuses when creating your character instead of 2.



SYLVAN

Also known as forestfolk, sylvan make their homes in the gentle forests, meadows, and hills of the world. Like the elves, Sylvan have an affinity with nature, preferring to live in small, rural villages instead of big cities. Naturally cheerful, sylvan recover quickly, be it from a night of boisterous revelling or from the dangers of the forest.

Sylvan are short compared to most, standing 3 and a half to 4 feet tall. Sylvan range from slim, almost child like figures to broad, almost dwarf like bodies. Because of this their weight varies wildly, ranging anywhere from 40 to 100 pounds. While their hair follows the usual shades of red, black and blond, it's not uncommon for some families to have emerald green hair and eyes.

Starting Wounds: 3

Move/Sprint: 4/3

Attribute Bonuses: +1 Intelligence, +1 Charisma, -1 Strength

Lifespan: 120 years

FORESTFOLK

During a short or long rest you restore 1 extra wound and mana. This feature has no effect if you've taken fire damage since your last rest.

HALF-ELF

Mistaken for an elf among humans, and a human among elves. Half elves often live in human settlements as many elves do not accept half elves as true elves. Their long lives make it difficult to bond with other humans who see half elves as nonchalant and distant. Regardless their elven grace and human tenacity make them excellent hunters, a welcome trait in many of the human settlements of the world.

Half elves are similar in height to humans, averaging between 5 and 6 feet. Like elves they have pointed ears, but aren't as slender, weighing between 150 and 200 pounds. Their hair and eyes usually take after their human parent, but occasionally they will have the silver hair or copper complexion of their elven side.

Starting Wounds: 3

Move/Sprint: 5/2

Attribute Bonuses: +1 to Dexterity

Lifespan: 200 years

INNATE REFLEXES

You have expertise in an attribute save.



DWARF

HILL DWARF

Making their homes above ground in the hills around mountains, hill dwarves are experts at harnessing the power of nature. Building complex contraptions, hill dwarves construct water and wind mills to power their forges. They are meticulous crafters and skilled tradesdwarves. It is not unheard of for hill dwarves to travel far from their homes to study the craftsmanship of other races. Because of this hill dwarves are welcoming of most races, only shunning those they believe lack artistic talent, such as goblins or orcs.

Hill dwarves are the shortest of the dwarves, being a few inches shorter than mountain dwarves. They make up for their height by being the heaviest, weighing between 200 and 300 pounds. While most hill dwarves have beards, many trim or even shave them completely if they become an impedance to their craft. They are usually fair skinned with hair to match, with blond, brown and red being most common.

Starting Wounds: 4

Move/Sprint: 4/2

Attribute Bonuses: +1 Willpower, +1 Stamina, -1 Dexterity

Lifespan: 250 years

CRAFTSDWARP

During a long rest you may enhance a piece of mundane gear, giving it +1 until the next day. At level 10 you can enhance two pieces of gear.

MOUNTAIN DWARF

Among all the dwarves, none are as stout or hearty as mountain dwarves. Carving grand kingdoms under the mountains, they spend most of their lives below ground. Mountain dwarves uphold their traditions with an almost zealous fervor, believing that their traditions are what make them dwarves rather than their birth. Because of this dwarves are often staunch followers of the law, putting their clan above themselves.

While dwarves are shorter than humans, standing 4 to 5 feet tall, they are just as heavy. They are naturally strong, able to endure long hours of work even into old age. Dwarves hold their beards and hair in high regard, keeping them well groomed and often braiding or weaving beads and fabric into their beards. Mountain dwarves commonly have black or brown hair, but rarely have red or even blond hair. Their eyes match the metals and gemstones they mine, commonly being silver or gold, but can be a deep blue, red, or green.

Starting Wounds: 4

Move/Sprint: 4/2

Attribute Bonuses: +1 Strength, +1 Stamina, -1 Dexterity

Lifespan: 250 years

HARDY

Your max wounds is increased by 1 and you recover 1 extra wound during a long rest.

LIZARDMEN

LIZARDFOLK

Lizardfolk live in the deadlier swamps and jungles of the world, forming small clans and tribes for survival. Most lizardfolk are unable to grasp the morals and customs of traditional civilization, their harsh environment giving them a singular focus: to survive. Lizardfolk are well suited to this life as they make deadly warriors, just as dangerous unarmed as they are with a spear or axe. While lizardfolk aren't skilled artisans, they are resourceful, using the bones and hides of their prey to fashion weapons and armor.

Lizardfolk tower over others, with some standing 7 and a half feet tall. With their long tails and hulking bodies, lizardfolk weigh between 300 and 400 pounds. Depending on the tribe they come from their scales can take on a multitude of colors, with green, blue, and red being the most common. While lizardfolk are hairless, some tribes have bright feathers covering their heads, extending down their backs.

Starting Wounds: 4

Move/Sprint: 4/2

Attribute Bonuses: +1 Strength, +1 Stamina,

-1 Intelligence

Lifespan: 60 years

CLAW AND FANG

You have 1 proficiency with unarmed weapons and deal 2 wound dice in damage when making unarmed attacks.

DRAKE

While lacking the strength of their lizardfolk cousins, drakes use their cunning to survive the deadly environments they call home. Drakes are canny crafters, creating simple yet ingenious creations to aid in their survival. Drakes are almost singularly focused on survival, because of this they rarely experience fear or courage. Drakes rarely leave their lands, but can occasionally seek out allies from other races. When they do they are often confused by their companions actions, seemingly unable to understand the morals and behavior of civilized races.

Drakes are smaller than lizardfolks, standing 5 and a half feet at most. Their bodies are lean, weighing between 150 and 200 pounds. Their large, dragon-like wings allow them to easily glide through the air. Drake scales share the green, blue and red coloring of their cousins, but rarely some drakes are born a metallic bronze color.

Starting Wounds: 3

Move/Sprint: 4/3

Attribute Bonus: +1 Dexterity, +1 Willpower, -1 Charisma

Lifespan: 70 years

LIMITED FLIGHT

You can maintain flight for a limited time. On your turn, you may take flight using your movement. If you fly this way you must touch the ground by the end of your next turn or plummet from the sky. You cannot fly again until the start of your next turn.



APPENDIX – SPELLS

ARCANE

CANTRIP

Cold Snap
Firebolt
Minor Image
Static Shock
Static Shock
Thundering Blow

FIRST

Arcane Blasts
Arcane Key
Beam of Fire
Call Lightning
Chilling Ray
Detect Magic
Identify
Magic Sight
Poison Trap
Ray of Sickness
Sword Burst
Thunderclap

SECOND

Barrier
Blink
Combust
Dispel Magic
Elemental Shell
Hailstorm
Imprint
Magic Weapon
Resilient Shield

THIRD

Animate Guardian
Chain Lightning
Counter Spell
Far Sight
Fireball
Flight
Ice Knives
Phantasmal Blades
Protective Sigil
Telepathic Bond

FOURTH

Conjure Elemental
Fire Shell
Ice Lance
Lightning Bolt
Nondetection
Orb of Acid
Passwall
Starfall

FIFTH

Illusory Space
Instant Fortification
Open Warren
Poison Cloud
Wall of Fire
Ward Area

SIXTH

Anti-Magic Field
Conjuration
Earthquake
Evocation
Forcewave

SEVENTH

Call Storm
Mass Fireball
Power Word: Fire
Power Word: Ice
Power Word: Lightning
Project Image

EIGHTH

Fiendfire
Invulnerability
Slow Time
Stabilize Warren

NINTH

Armageddon

CURSE

CANTRIP

Bleed
Eldritch Blast
Levitate
Life Sense
Trickery
Witchcraft

FIRST

Black Tendrils
Charming Guise
Concealment
Crow of Magthera
Curse of Misfortune
Firefly Swarm
Ghoulish Claws
Hex
Hex Bolt
Occult Whispers
Quicken
Sleep
Weal

SECOND

Betrayal
Bewitched Arrow
Binding
Cloud of Teeth
Command
Corpse Explosion
Curse of Fragility
Curse of Suffering
Dark Sight
Dull Intellect
Howling Whirlwind
Mass Web
Silent Passage

THIRD

Apathy
Curse of Weakness
Enlarge/Reduce
False Aura
Fearful Presence

Frog Morph
Inflict Wound
Shapechange
Shifting Image
Shroud of Darkness

FOURTH

Curse of Slowness
Gloom
Haste
Instigate
Laughing Skull
Mass Hex
Paralytic Cloud
Raise Dead
Void Lure
Invisibility

FIFTH

Curse of Pain
Heart Grip
Impale
Mind Break
Suggestion
True Sight

SIXTH

Curse of Fear
Isolation
Miasma
Psychic Scream
Ritual of Mordiggian

SEVENTH

Curse of Obedience
Gateway
Gravity Well

EIGHTH

Control
Curse of Death

NINTH

Power Word: Kill
Seal

DIVINE

CANTRIP

Guidance
Holy Protection
Light
Radiant Light
Spare From Death
Vine Whip

FIRST

Animal Messenger
Bonfire
Bramble
Breath
Chilling Fog
Close Wounds
Holy Weapon
Solar Flash
Tremor

SECOND

Cleanse
Consecrate Ground
Enhance Ability
Gust
Healing Word
Seed of Renewal
Shield of Faith
Treat Injury
Wall of Faith
Winds of Battle

THIRD

Beacon
Break Curse
Cure
Demonic Skull
Detect Creatures
Revive
Spirit Animal
Summoning
Travelers Protection
Turn Undead

FOURTH

Awaken
Bind Creature
Commune With Nature
Destroy Monstrosity
Purify Spirit
Regeneration
Shape Stone
Summon Demon
Ward From Death

FIFTH

Bind Familiar
Inner Fire
Judgement
Mass Healing Word
Mass Cleanse
Petrify
Radiance
Resurrect
Spirit Warriors

SIXTH

Exorcism
Power Word: Harm
Power Word: Heal
Sanctuary
Word of Command

SEVENTH

Divine Word

EIGHTH

Light of Divinity
Restoration

NINTH

Avatar

ARCANE

CANTRIPS

COLD SNAP

Cantrip

Casting Time: 5 AP

Range: 2

Duration: instant

Damage Type: cold

Sap heat from a creature you can see. Make a spellcasting roll against the creatures Stamina save. On success the creature takes a wound in cold damage and for every critical rolled the creature gains a level of slow until the end of their next turn.

Add an enhanced die for every level cast above cantrip.

FIREBOLT

Cantrip

Casting Time: 6 AP

Range: 8

Duration: instant

Damage Type: fire

Blast a creature you can see with a bolt of fire. Make a spellcasting roll against the creatures defense. On success the creature takes a wound in fire damage, adding a wound die on a critical.

Add a wound die for every level cast above cantrip.

MESSAGE

Cantrip

Casting Time: 2 AP

Range: 10+

Duration: instant

You attempt to send a telepathic message to a creature you're familiar with or that you can see. Make a spellcasting roll, adding a bad die for every 10 tiles of distance between you and the recipient. On success the recipient receives the message. You know whether the spell is successful or not.

Add an enhanced die for every level cast above cantrip.

MINOR IMAGE

Cantrip

Casting Time: 4 AP

Range: 10

Duration: 5 minutes

You create a small, soundless, illusory image no larger than 1 tile at a point within range you can see. The image is purely visual and objects pass through it as if it wasn't there. Any creature attempting to see through the illusion makes a perception check against your spellcasting roll. On success they see through the illusion. A creature that touches or passes through the illusion automatically succeeds this check.

Add an enhanced die for every level cast above cantrip.

STATIC SHOCK

Cantrip

Casting Time: 6 AP

Range: 3

Duration: instant

Damage Type: lightning

Charge the air around a creature in range causing it to discharge through the creature. Make a spellcasting roll against the creatures Dexterity save. On success the creature takes a wound in lightning damage. If you roll a critical the spell bounces to an adjacent creature, making a new roll for the new creature. This cannot bounce to the same creature twice and must bounce if there is a creature adjacent to the target.

Add an enhanced die for every level cast above cantrip.

THUNDERING BLOW

Cantrip

Casting Time: 5 AP

Range: touch

Duration: instant

Damage Type: thunder

Conjure a rolling thunder to blast a creature away. Make a spellcasting roll against the creatures Strength save. On success they take a wound die in thunder damage, are pushed back 1 tile, and staggered until the end of their next turn. For every critical rolled the creature is pushed an extra tile. If the creature is unable to move, either due to another creature or obstacle, add a wound die to the damage for every tile remaining.

Add an enhanced die for every level cast above cantrip.

FIRST LEVEL

ARCANE BLASTS

1st level

Casting Time: 8 AP

Range: 7

Duration: instant

Damage Type: force

Fire a volley of 3 force blasts against creatures in range. The blasts travel around corners and obstacles, homing in on their target and ignoring cover. You may have all blasts target the same creature, or split the blasts between creatures. Make a spellcasting roll against the creatures Strength save. On success they take a wound die in force damage for every blast aimed at them, replacing a wound die with a wound for every critical rolled.

Fire another blast for every level cast above 1st.

ARCANE KEY

1st level

Casting Time: 10 AP

Range: touch

Duration: instant

Force a lock to open. Touching a lock you may make a lockpicking check using your spellcasting roll instead of your lockpicking skill. On success the lock is opened. This spell can open magical locks.

Add an enhanced die for every level cast above 1st.

BEAM OF FIRE

1st level

Casting Time: 7 AP

Range: self

Duration: instant

Damage Type: fire

A blast of fire erupts from your hands hitting all creatures in a 4 tile line. Make a spellcasting roll against the creatures defense. On success the target takes a wound in fire damage, adding a wound on a critical.

The beam reaches 2 tiles further and deals an extra wound die for every level cast above 1st.

CALL LIGHTNING

1st level

Casting Time: 7 (5) AP

Range: 10

Duration: instant

Damage Type: lightning

Call a bolt of lightning to strike a nearby creature you can see. Make a spellcasting roll against the creatures Dexterity save. On success they take 1 wound and 2 wound dice in lightning damage, becoming paralyzed until the end of their next turn on a critical. If cast in rainy conditions this spell only costs 5 AP.

Add an enhanced die for every level cast above 1st.

CHILLING RAY

1st level

Casting Time: 6 AP

Range: 5

Duration: instant

Damage Type: cold

Fire a frigid beam at 3 creatures in range you can see. Make a spellcasting roll against the creatures Stamina save. On success, the creature takes 1 wound die in cold damage and gains Slow 1, or Slow 2 on a critical.

Add an enhanced die for every level cast above 1st.

DETECT MAGIC

1st level

Casting Time: 6 AP

Range: 10

Duration: instant

Attempt to read the flow of magic in a 10x10 area centered on a point in range. Making a spellcasting roll against 2 bad dice. On success you can see a faint outline over any magical effect in the area. For each critical you are able to determine the school of a given magic effect and a rough idea of the magic's purpose. For example you may learn a magical effect is a trap, but not how the trap is triggered or what the trap does.

Add an enhanced die for every level cast above 1st.

IDENTIFY

1st level

Casting Time: 1 minute

Range: touch

Duration: instant

Attempt to learn the secrets of a magical item or trinket. Make a lore check using your spellcasting roll for the check. On success you learn the properties of the item.

Add an enhanced die for every level cast above 1st

MAGIC SIGHT

1st level

Casting Time: 10 AP

Range: self

Duration: concentration, 1 hour

Create a floating eye, visible only to those who can see the ethereal plane or have cast the spell *Detect Magic* on it. You can see, but not hear, everything the eye can see in addition to your normal senses. On your turn you can command the eye to move up to 5 tiles as a free action. If the eye moves more than 10 tiles away from you, you must make a spellcasting roll against 2 bad dice, repeating this roll every minute. On failure the spell ends. The eye cannot move through solid objects, but can fit through a 1 inch hole.

If the eye is able to fully spot a creature behind cover, they gain 1 less bonus die from cover against your attacks.

Add an enhanced die for every level cast above 1st.

POISON TRAP

1st level

Casting Time: 7 AP

Range: 5

Duration: 1 minute

Damage Type: poison

Summon bubbling acid on 3 tiles at points in range you can see. When a creature starts their turn or enters a tile for the first time on a round you make a spellcasting roll against their Stamina save. On success they take 1 wound in poison damage and on a critical gain poison 1 until the end of their next turn. These tiles count as difficult terrain, and last for 1 minute.

Add a tile for every level cast above 1st.

RAY OF SICKNESS

1st level

Casting Time: 5 AP

Range: 7

Duration: instant

A sickening beam blasts a creature in range you can see. Make a spellcasting roll against the creatures Stamina save. On success the target gains poison 1 for the next 10 minutes, or poison 2 on a critical.

You may target an additional creature for every level cast above 1st.

SWORD BURST

1st level

Casting Time: 3 AP

Range: self

Duration: 1 minute.

Damage Type: force

Magically enchant your weapon to fire a burst of energy with your next attack. You gain *Reach 1* for the duration of the spell. On your next attack the target creature makes a Strength save instead of rolling defense. On hit, all physical damage dealt by the attack is converted to force damage and you deal an extra wound die of force damage with the attack. After you make the attack the spell ends.

Your reach increases by 1 and you add a wound die to the damage for every level cast above 1st.

THUNDERCLAP

1st level

Casting Time: 5 AP

Range: self

Duration: instant

Damage Type: thunder

A wave of thunder roars around you, hitting all creatures adjacent to you. Make a spellcasting roll against the creatures defense. On success the creatures take 1 wound and 1 wound die in thunder damage and are staggered. On a critical the creatures are pushed away 1 tile from you taking an extra wound in thunder damage if an object or creature blocks their movement.

Add an enhanced die for every level cast above 1st.

SECOND LEVEL

BARRIER

2nd level

Casting Time: 2 AP

Range: self

Duration: instant

As a reaction you quickly summon magical defenses, protecting you and all adjacent creatures from an incoming spell. Making a spellcasting roll, you and all adjacent creatures add 1 superior die to their saving throw, adding an extra superior die for every critical. Creatures in the barrier gain *Resistance 2* to Force damage.

Increase the range of protection by 1 and add an enhanced die for every level cast above 2nd.

BLINK

2nd level

Casting Time: 3 AP

Range: 5/10

Duration: instant

Attempt to teleport yourself to a unoccupied point you can see in range. Make a spellcasting roll against 1 bad die, or 3 bad dice if you attempt to teleport more than 5 tiles. On success you teleport to that position, preventing any opportunity attacks or attacks that trigger on entering someone's zone of control.

Add an enhanced die for every level cast above 2nd.

COMBUST

2nd level

Casting Time: 7 AP

Range: 10

Duration: 1 minute

Damage Type: fire

Cause 2 creatures you can see in range to burst into flames. Make a spellcasting roll against the creatures Dexterity save. On success they ignite in flames taking 1 wound in fire damage at the start of their turn. On their turn they may spend 5 AP rolling on the ground to extinguish the fire, leaving them prone. Taking cold damage or being doused in water extinguishes the fire.

You may target an additional creature for every level cast above 2nd.

DISPEL MAGIC

2nd level

Casting Time: 5 AP

Range: 5

Duration: instant

You attempt to dispel a single magical effect targeting a creature or area. Make a spellcasting roll against 1 enhanced die per level of spell you are trying to dispel. If the effect you are trying to dispel is being concentrated on by another creature make a spellcasting roll against the creatures spellcasting roll instead. On success the magical effect ends. If targeting an effect caused by an object, such as a magic item or animated armor, they regain their magical effects after 10 minutes.

Some magical effects may not come from a spell. In these cases the GM determines the challenge rating or if the spell fails.

You may target an additional effect for every level cast above 2nd.

ELEMENTAL SHELL

2nd level

Casting Time: 5 AP

Range: self

Duration: concentration, 10 minutes

Create an energy barrier around yourself. Choose a damage type: fire, cold, lightning, thunder, poison. Make a spellcasting roll, on success you gain Resistance 1 to that damage type, increasing the resistance by 1 for every critical rolled.

Add an enhanced die for every level cast above 2nd.

HAILSTORM

2nd level

Casting Time: 7 AP

Range: touch

Duration: instant

Damage Type: cold

You conjure a flurry of ice shards in a 3x3 tile area adjacent to you. Make a spellcasting roll against the creatures Stamina save. On success they take 2 wound dice in cold damage, gaining 1 level of Slow for the next minute on a critical.

Add a wound die and increase the area by 1 for every level cast above 2nd.

IMPRINT

2nd level

Casting Time: up to 5 minutes

Range: self

Duration: concentration, 5 minutes

Attempt to record your senses into an object, allowing a creature to replay your recording by holding the object and speaking a command word. Make a spellcasting roll, adding a superior die if a gemstone worth at least 50sc is used to store the recording. You can record a memory from the past 24 hours or record what you are currently experiencing. Depending on your successes the quality of the recording will change:

- **0-1:** There is no sound, and the visuals are too blurry to make out faces, but you can make out the environment you are in.
- **2-3:** You can determine each creature's race, but not face. You get a good idea of the area (in a cellar/building, number of trees, important landmarks such as a rock or pillar). You can hear if people are talking, but cannot make out words.
- **3-5:** You can make out a creature's race and identify them if you have seen them before. You can hear enough to make out individual words when spoken, although there are occasional gaps.
- **6+:** The recording is exact, with the user seeing and hearing exactly as the caster saw.

The recording is permanent, unless a command word is spoken to end the spell or *Dispel Magic* is cast on it. A creature under *Nondetection* appears as a blurry patch and their voice is unrecognizable regardless of the quality of recording.

Add an enhanced die for every level cast above 2nd.

MAGIC WEAPON

2nd level

Casting Time: 10 AP

Range: 5

Duration: concentration, 1 hour.

Temporarily enchant a weapon with magic. You may target up to 5 weapons, adding a terrible die to your spellcasting roll for each weapon. On success the weapons are considered +1 magic weapons. If you lose concentration before the hour is finished the weapons retain the magic for 1 minute before fading completely.

Add an enhanced die for every level cast above 2nd.

RESILIENT SHIELD

2nd level

Casting Time: 4 AP

Range: self

Duration: concentration, 10 minutes

On your turn or as a reaction, you create a dampening shield around yourself. Make a spellcasting roll against 1 bad die, or 2 if cast as a reaction. On success you create a shield of force around yourself. While the shield holds you gain Resistance 2 to all physical damage. The shield can take 3 hits before shattering, adding a hit for each critical rolled. While the spell is active you cannot take the move or sprint actions.

Add an enhanced die for every level cast above 2nd.

THIRD LEVEL

ANIMATE GUARDIAN

3rd level

Casting Time: 10 AP

Range: touch

Duration: concentration, 1 hour

Damage Type: Bludgeoning

You attempt to animate a simple object made of plant, wood, stone, or metal no more than 1 tile in size. If the object is part of a larger construction (a stone wall, a dirt mound, etc.) you add 1 terrible die to your roll as you try to force it free.

Make a spellcasting roll adding 2 terrible dice, or 4 terrible dice if the material is made of metal. On success you create a golem out of the object. The golem has 3 wounds and gains Resistance 1 to a damage type of your choosing: physical, fire, cold, lightning, poison. On your turn it can take a move action to move 4 tiles and may make an attack as free actions. The golem's attack uses your spellcasting roll instead of a normal attack roll. The creature deals a wound and wound die of bludgeoning damage on hit, adding a wound die for every size increase. After the duration or if the caster is incapacitated the golem reverts to inanimate material. Golems made of metal have Resistance 1 to all damage types instead.

Add an enhanced die for every level cast above 3rd. At 5th level you may target a 2x2 area creating a golem with 5 wounds, and at 7th a 3x3 area creating a golem with 8 wounds and two attacks per turn.

CHAIN LIGHTNING

3rd level

Casting Time: 7 AP

Range: 5

Duration: instant

Damage Type: lightning

Conjure a burst of lightning that bounces from creature to creature. Targeting a creature you can see within range, the lightning bounces from them to 2 other creatures each within 3 tiles of the previous creature. The lightning cannot bounce to the same creature twice and must bounce to a creature if able. Make a spellcasting roll against the creatures Dexterity. On success they take 1 wound in lightning damage, adding a wound die for every critical.

The number of bounces increases by 1 and you add an enhanced die for every level cast above 3rd.

COUNTER SPELL

3rd level

Casting Time: 2 AP

Range: 5

Duration: instant

Attempt to counter a creatures flow of magic, stopping a spell before it can be cast. As a reaction, make a spellcasting roll against the caster's spellcasting roll, adding a success to your roll for every point of mana spent above the target spell or adding a failure for every point of mana spent below the target spell. On success the target spell has no effect.

Multiple casters can attempt to counter the same spell. When multiple casters cast *Counter Spell* you use the combined mana across all casts when determining your roll.

FAR SIGHT

3rd level

Casting Time: 10 AP

Range: 1 mile

Duration: concentration, 10 minutes

See far into the distance, bending your sight around obstacles. Choose a location in range and make a spellcasting roll against 2 terrible die, or 3 if the location is unfamiliar to you. On success you can see the target location as long as it is not complete incased. For example you would be able to see the happenings in a town, but not inside buildings. You can see the location as if you were present there but cannot make out sounds. At any time you may change the target of your sight requiring a turn to reorient yourself.

Add an enhanced die for every level cast above 3rd.

FIREBALL

3rd level

Casting Time: 8 AP

Range: 10

Duration: instant

Damage Type: fire

Launch a ball of fire centered at a target point in range you can see. The fireball explodes on impact, hitting all creatures in a 5x5 tile area. Make a spellcasting roll against the creatures Dexterity save. On success they take 2 wounds in fire damage, adding a wound die on a critical. On failure the creatures take half damage, rounding down.

Add a wound die for every level cast above 3rd.

FLIGHT

3rd level

Casting Time: 7 AP

Range: 5

Duration: concentration, 1 hour

Gain magical flight, allowing you to float through the air. Choosing up to 5 willing creatures, make a spellcasting roll adding a terrible die for each creature chosen. On success all creatures gain a flying speed equal to their movement speeds.

Add an enhanced die for every level cast above 3rd.

ICE KNIVES

3rd level

Casting Time: 8 AP

Range: touch

Duration: instant

Damage Type: cold

You conjure an barrage of icicles, hitting all adjacent creatures and blasting an area 3 tiles wide and 4 tiles long adjacent to you. Make a spellcasting roll against the creatures Stamina save. On success they take 2 wounds in cold damage, being staggered on a critical.

Add a wound die for every level cast above 3rd.

PHANTASMAL BLADES

3rd level

Casting Time: 8 AP

Range: 10

Duration: instant

Damage Type: force

Summon a barrage of force blades at a creature in range you can see. Make a spellcasting roll against the creatures Strength save. On success they take 3 wounds in force damage.

Add a wound die and normal die for every level cast above 3rd.

PROTECTIVE SIGIL

3rd level

Casting Time: 1 minute

Range: touch

Duration: 8 hours

You create an invisible sigil on a willing creature, infused with another spell of 3rd level or below. When the creature is targeted by a harmful spell or attack the sigil activates, casting the stored spell before the attack lands. The spell must have a target specified beforehand, such as the attacker or yourself. Spells that do not target a creature, such as *Counter Spell* or *Conjure Elemental* cannot be placed into the sigil. Spells that target multiple creatures can only target the attacker, and spells that target an area must be centered on the attacker or yourself. The spell must have a casting time of 10 AP or less to be stored in the sigil.

To create the sigil make a spellcasting roll against 2 terrible dice. On success the spell is placed inside the sigil. Regardless of the outcome you pay the mana cost for both *Protective Sigil* and the spell you want to store. The sigil can be dismissed by the caster or removed with *Dispel Magic*.

You may choose a spell to store that is one level higher for every level cast above 3rd.

TELEPATHIC BOND

3rd level

Casting Time: 1 minute

Range: 5

Duration: 1 hour

You form a telepathic connection with up to 5 willing creatures. Make a spellcasting roll, adding a bad die for every creature. On success all creatures may communicate telepathically with each other over any distance as long as they remain on the same plane. Creatures communicating this way understand each other even if they do not speak the same language.

Add an enhanced die for each level above 3rd.

FOURTH LEVEL

CONJURE ELEMENTAL

4th level

Casting Time: 7 AP

Range: 5

Duration: concentration, 1 hour

You conjure an elemental construct at a target location. You create an air, water, earth, or fire elemental, making a spellcasting roll against 2 terrible dice. On success you conjure an elemental with wounds equal to your spellcasting roll. The elemental is a medium creature, becoming a large creature if it has 5 wounds or more. The elemental uses your spellcasting roll for attacks and has *Resistance 3* against its own element. The elemental takes its turn along side yours.

The elemental gains 1 max AP and you add a superior dice to your spellcasting roll for every level cast above 4th.

ELEMENTAL

Armor 0/3	Speed 3/3
Wounds */*	AP 10

STR	DEX	STA	INT	WIL	CHA
3/1	2/1	3/0	-2/0	1/0	0/0

Elemental Affinity: Each elemental gains a bonus based on their element.

Fire: melee attacks deal an extra wound die on a critical.

Earth: gain 1 defense die.

Air: gain a flying speed equal to their movement speed.

Water: gains 1 to their move and sprint speeds.

Elemental Actions

Attack All 5 AP, melee, Make a spellcasting roll against the creatures defense, dealing 1 wound + 1 wound die in damage based on its element.

Firebolt Fire Only 5 AP, range 10, Make a spellcasting roll against a creatures defense, dealing 1 wound in fire damage, adding 1 wound die on a critical.

Harden Earth Only 3 AP, reaction, Replace all defense dice to superior defense dice.

Gust Air Only 7 AP, Creates a torrent of wind in a direction away from the elemental. The gust is 3 tiles wide and 7 tiles long and lasts until the start of the elementals next turn. All creatures moving into the wind use an extra tile of movement for each tile moved. All ranged attacks against the wind add 1 terrible die to their attack roll.

Freeze Water Only 5 AP, melee, Attempt to freeze a creature in place, make a spellcasting roll against the creatures Dexterity save. On success you dealing 1 wound in cold damage, restraining them until the start of your next turn on a critical.

FIRE SHELL

4th level

Casting Time: 7 AP

Range: self

Duration: concentration, 10 minutes

Damage Type: fire

A shell of fire surrounds your body. For the duration you add 1 superior defense die to your defense rolls against ranged attacks, incinerating the projectile if the attack misses. When a creature adjacent to you makes a melee attack against you they make a Dexterity save against your spellcasting. On fail, they take 2 wound dice in fire damage, or 2 wounds on a critical. The damage from Fire Shell happens before the attack lands. If the creature is killed their attack has no effect.

Add an enhanced die for every level cast above 4th.

ICE LANCE

4th level

Casting Time: 8 AP

Range: touch

Duration: 10 minutes

Damage Type: cold

You create 3 spears of solid ice. For the duration you may replace your melee attack with an Ice Lance, using your spellcasting roll for the attack roll. The lance is a two-handed weapon with *Reach 1*, and deals 1 wound and 2 wound dice in cold damage on hit. You may throw the lance at a point within 10 tiles causing it to explode, hitting all creatures in a 3x3 tile area. Make a spellcasting roll against the creatures defense. On hit the creatures take 1 wound and 2 wound dice in cold damage, giving a level of slow for every critical rolled. After the last lance is thrown the spell ends.

You may make one attack, melee or thrown, when casting this spell.

You create an additional lance for every level cast above 4th.

LIGHTNING BOLT

4th level

Casting Time: 8 AP

Range: self

Duration: instant

Damage Type: lightning

Fire a bolt of lightning, hitting all creatures in a 25 tile line. The lightning ricochets off walls and solid objects. Make a spellcasting roll against the creatures Dexterity save. On success they take 1 wound and 2 wound dice in lightning damage, adding a wound die for every critical. On failure they take 1 wound in lightning damage instead.

Add an enhanced die for every level cast above 4th.

NONDETECTION

4th level

Casting Time: 10 AP

Range: touch

Duration: concentration, 24 hours

For the duration of the spell a creature is undetectable by most forms of magic. Any spell of 4th level or below that grants magical sight does not see this creature, and locating spells of a similar level fail to find them. When spells of 5th level or higher, such as *Screwing*, attempt to detect the creature make a spellcasting roll against the spell's spellcasting roll. On success the creature remains undetected by that spell.

You may target an additional creature for every level cast above 4th.

ORB OF ACID

4th level

Casting Time: 7 AP

Range: 10

Duration: instant

Damage Type: poison

You conjure an orb of vitriolic acid, launching it at a target point in range you can see. On impact the orb explodes in a splash of acid, hitting all creatures in a 5 tile diamond. Make a spellcasting roll against the creatures Dexterity save. On success they take 3 wound dice in poison damage, and on a critical the acid breaks the armor worn by the creatures causing it to give one less defense die. Armor that gives no bonus is destroyed.

Regardless of the outcome acid covers the floor for the next minute. Any creature that starts their turn, or moves into it for the first time this round takes 1 wound in poison damage.

The area of the blast increases by 2 and the initial damage increases by 1 wound die for every level cast above 4th.

PASSWALL

4th level

Casting Time: 1 minute

Range: touch

Duration: 1 hour

You attempt to mold a passage into a surface made of wood, stone, earth or another inorganic material, creating a doorway 2 tiles high and 2 tiles wide. The passage can be at most 4 tiles deep, if there is no area to exit on the other side the spell fails. Make a spellcasting roll, adding a terrible die for every 2 tiles of distance the passage creates. On success a passage forms in the wall.

Add an enhanced die and increase the maximum depth by 2 tiles for every level cast above 4th. At 7th level and above you may cast this on metal surfaces as well.

STARFALL

4th level

Casting Time: 9 AP

Range: 25

Duration: 1 minute

Damage Type: force

Summon glowing star shards falling over a 9x9 tile area centered on a point in range. For the duration, any creature that starts their turn in the area makes a Strength save against your spellcasting roll. On failure they take 1 wound in force damage, adding a wound die on a critical.

Increase the area by 2 and duration by 1 turn for every level cast above 4th.

FIFTH LEVEL

ILLUSORY SPACE

5th level

Casting Time: 10 AP

Range: 20

Duration: concentration, 1 hour

You create an illusory landscape covering a 10x10x10 tile cube centered on a point in range you can see. The illusion can change the look, smell, sounds and temperature of the area and create sounds that can be heard up to 1 mile. All effects happen in the creatures mind and have no effect on the creature themselves. The illusion covers the landscape and you may extend the illusion up to 6 inches away from a surface with creatures that touch the illusion will believing they are interacting with it.

You may cast the illusion over a cliff or gap, for example creating a bridge over a ravine. A creature that passes through your illusion and falls makes a Willpower save against your spellcasting roll. On failure they rationalize a reason for the outcome. Similarly you may create an illusion of something inside the space (eg: creating an illusion of a tower in a flat meadow), with the creature making a Willpower save when attempting to interact with it.

A creature attempting to perceive the illusion must make a perception check against your spellcasting, on success they see the illusion for what it is.

For every level cast above 5th you may extend the illusory space by another 10x10x10 cube.

INSTANT FORTIFICATION

5th level

Casting Time: 1 turn

Range: 5

Duration: concentration, 1 hour

You conjure fortifications of your design within a 5x5 tile area, extending 3 tiles high. The fortifications can be any shape and is made of shimmering bricks that sheds dim light over 2 tiles. The fortification can have multiple floors, stairs, ladders and doors, but cannot have complex structures such as a portcullis, draw bridge, or traps. It must contain at least one entrance, such as a door or gap 1 tile wide. Each tile square can be destroyed by taking a wound in damage, or having more than 2000 pounds of force or weight applied to it. The structure does not obey gravity and will not collapse if sections are destroyed. The fortifications have resistance to all damage except force damage.

This spell may be cast on existing fortifications, granting them the light and resistance effects, but not conjuring any new structures. If cast in this way the area effected is doubled on each side, covering a 10x10 tile area.

You may give the walls up to *Resistance 3*, with a minimum of 1. Make a spellcasting roll adding 2 terrible die per level of resistance, conjuring the fortifications on success.

For every level cast above 5th you create an additional 5x5 area which must share a side with the existing fortifications.

OPEN WARREN

5th level

Casting Time: 9 AP

Range: 5

Duration: 1 minute, concentration

Force open a rift leading to a warren, a space between realms. You can hold the warren open for one minute, after which the gate closes. While inside the warren, every hour of travel is equivalent to 8 hours of travel in a realm. On entering and at the start of every hour you must make a spellcasting roll against 1 terrible die for every hour you've stayed in the warren. On failure you are ejected from the warren, being randomly placed in your realm within 20 miles of your position. While inside the warren you gain no benefits from taking short or long rests. You may end the spell at any time, opening a gate back to the realm this spell was cast in.

You do not start making spellcasting rolls to stay inside the warren for an hour for every level cast above 5th.

POISON CLOUD

5th level

Casting Time: 8 AP

Range: 15

Duration: 10 minutes

Damage Type: poison

You create a 7x7 tile cloud of poison centered on a point in range you can see. The poison cloud bends around corners and permeates surfaces. While inside the poison cloud, any creature starting their turn there or entering for the first time this round makes a Stamina save against your spellcasting roll. On failure they gain poison 1 or have their poison condition increase in level and take 1 wound die in poison damage for each level of poison effecting them.

Strong winds can move or reduce the size of the poison cloud, with spells like *Gust* reducing the size of the cloud by 1 every round.

The size of the cloud increases by 2 and you add an enhanced die for every level cast above 5th.

WALL OF FIRE

5th level

Casting Time: 8 AP

Range: 15

Duration: instant

Damage Type: fire

A great wall of fire, 10 tiles wide and 3 tiles high, erupts from the ground. Any creature that starts their turn in or adjacent to the wall or enters that area for the first time this round makes a defense roll against your spellcasting roll. On hit they take 1 wound and 3 wound dice in fire damage, igniting for 1 minute on a critical. On success they take half damage, rounded down. Any ranged weapon or spell attack made through the wall adds 2 bad dice to the attack, being incinerated by the wall if the attack misses.

Ignited creatures take 1 wound of fire damage at the start of their turn and may spend 5 AP to extinguish the fire, leaving them prone.

Add a wound die and increase the width by 2 tiles for every level cast above 5th.

WARD AREA

5th level

Casting Time: 10 minutes

Range: 5

Duration: 24 hours

You crystalize the weave of magic around an area no larger than 100 tiles, securing it from outsiders. You may choose any or all of the following effects:

- Sound cannot pass through the warded area, preventing sounds from entering or leaving.
- The barrier becomes opaque preventing vision, looking like a dense cloud from either side.
- Magical sensors, such as those created by *Magic Sight*, cannot pass through or be created inside the barrier.
- Locating or scrying magic targeting a creature inside the barrier automatically fails.
- Teleportation by any means is prevented inside the barrier.
- Rifts to warrens or other realms are prevented from opening inside the barrier.

Make a spellcasting roll adding a bad die for every effect chosen. On success the barrier is created over the target area. Casting this every day for 30 days in the same location makes it permanent, only ending if dispelled.

The number of tiles effected increases by 100 for every level cast above 5th.

SIXTH LEVEL

ANTI-MAGIC FIELD

6th level

Casting Time: 9 AP

Range: 10

Duration: concentration, 10 minutes

Attempt to stabilize an area against magic, creating a 5x5 tile anti-magic field centered on a point in range you can see. Make a spellcasting roll against 3 terrible dice, on success the field is created. For the duration, any time a spell or magical effect passes through or targets a point inside the area make a spellcasting roll. If the spell has less successes than your spellcasting roll the spell fails and has no effect. If a spell entering the field does not require a roll it must make one, either determined by the GM or by rolling 1 enhanced die for every spell level of the effect.

The area increases by 2 and you add a superior die to your spellcasting rolls for each level above 6th.

CONJURATION

6th level

Casting Time: 10 minutes

Range: touch

Duration: 1 day

You conjure or reshape material into a form of your choosing. The material can be made of organic or inorganic material, such as leather, food, stone, or iron as long as you have seen the material before. Conjuring precious metals and materials, such as gemstones, gold, or diamonds will be brittle, crumbling after 10 minutes. The object cannot be magical in nature, such as a magic sword, potion, or scroll and must be simple, no more complex than a crossbow. For example, you may be able to conjure a door with hinges, a cart with wheels, or a chest but would not be able conjure a clock.

On casting the spell make a spellcasting roll against 3 bad dice, on success you conjure an object or objects up to 4 tiles in size, or 1/4th that size when conjuring items made of stone or metal.

The amount you can conjure doubles with each level above 6th; up to 8 tiles at 7th level, 16 tiles at 8th level, and 32 tiles at 9th level.

EARTHQUAKE

6th level

Casting Time: 10 AP

Range: 200

Duration: concentration, 10 minutes

Damage Type: Bludgeoning

You cause the ground to quake and tremble, collapsing buildings and toppling trees in a 60x60 tile area centered on a point in range. Now and at the start of each of your turns make a spellcasting roll with each creature in the earthquake making a Strength save. On success they take 1 wound die in bludgeoning damage and are knocked prone. The earthquake causes all tiles in the area to become difficult terrain. Structures made of wood, leather, or similar material fall apart over the duration. Structures made of stone partially collapse after the full 10 minutes. Reinforced buildings such as keeps and castles may take superficial damage, with cracks or holes opening in its walls.

The range and area of the spell increases by 10 for each level above 6th.

EVOCATION

6th level

Casting Time: 7 AP

Range: self

Duration: concentration, 10 minutes

You tap in to the latent mana in your surroundings, empowering your spells. Make a spellcasting roll against 3 terrible dice. On success you may reroll up to 5 dice between your spellcasting and spell damage rolls for the duration. Holding this connection is both mentally and physically exhausting. Should the spell end due to failing a concentration check you take 1 level of exhaustion, or 2 levels if you critically fail the concentration check.

Add an enhanced die for every level cast above 6th.

FORCEWAVE

6th level

Casting Time: 8 AP

Range: touch

Duration: instant

Damage Type: force

Harness your magic and unleash a destructive wave of force. A cone of force 5 tiles wide and 12 tiles long erupts from your hands. All creatures in the blast must make a Strength save against your spellcasting. On failure they take 7 wound dice in damage and are thrown back half the distance of the wave, on success they are pushed back 1 tile and take half damage, rounded down. Objects and structures made of wood or stone in the wave are destroyed, leaving difficult terrain.

The length of the wave increases by 3 and wound dice increases by 2 for each level above 6th.

SEVENTH LEVEL

CALL STORM

7th level

Casting Time: 10 AP

Range: 20

Duration: concentration, 10 minutes

Damage Type: lightning, Thunder

You summon storm clouds covering a 40x40 tile area centered on a point in range. For the duration the area is covered in light rainfall and strong winds. On casting this spell, and by spending 3 AP once per turn on following turns, you may activate one of the following effects:

Gale winds: The winds blow in a direction of your choosing, covering the area of the storm. All creatures in the storm make a Strength save against your spellcasting roll. On failure they are pushed back 2 tiles, being knocked prone on a critical. Until the start of your next turn moving into the wind takes 3 tiles of movement for every tile moved and ranged attacks made into the wind add 2 terrible dice to the roll.

Downpour: Torrential rainfall covers the area, extinguishing fires and greatly reducing visibility. A creature attempting to see through the rain and mists make a perception check against your spellcasting roll. On failure they cannot see further than 3 tiles.

Thunderstrike: Call down a thundering bolt at a creature inside the storm. Make a spellcasting roll against the creatures Dexterity save. On success they take 1 wound and 4 wound dice in lightning damage. All creatures within 2 tiles of the lightning blast make a Stamina save against your spellcasting roll instead. On failure they take 3 wound dice in thunder damage and are staggered.

Add an enhanced die for every level cast above 7th.

MASS FIREBALL

7th level

Casting Time: 10 AP

Range: 20

Duration: instant

Damage Type: fire

You conjure 3 fireballs which explode in a 5x5 tile area centered on points in range you can see. All creatures hit by the fireballs make a Dexterity save against your spellcasting roll. On failure they take 2 wounds and 3 wound dice in fire damage damage, adding 2 wound dice on a critical. On success they take half damage, rounded down. The fireballs can overlap, a creature hit by 2 or more fireballs adds an extra wound to the damage for each fireball if they fail their save.

Add an extra fireball for every level cast above 7th.

POWER WORD: FIRE

7th level

Casting Time: 9 AP

Range: self

Duration: concentration, 5 minutes

Damage Type: fire

You speak a word of power as fire crawls across your body. Until the spell ends, you gain the following benefits:

- You gain *Resistance* 3 to fire damage.
- Any creature that moves adjacent to you for the first time this round, begins their turn there or makes a melee attack against you are burned by the fire and take 1 wound in fire damage.
- You may spend 5 AP to unleash a cone of fire in front of you. The cone extends 5 tiles out and 3 tiles wide. Make a spellcasting roll against the creatures defense. On success they take 1 wound and 3 wound dice in fire damage.
- You have expertise with spells that deal fire damage.

Only a single Power Word can be active at once, casting another Power Word spell ends any other Power Word spells you've cast.

The damage from both sources increases by 1 wound die for every level cast above 7th.

POWER WORD: ICE

7th level

Casting Time: 9 AP

Range: self

Duration: concentration, 5 minutes

Damage Type: cold

You speak a word of power as ice rimes across your body. Until the spell ends, you gain the following benefits:

- You gain *Resistance 3* to cold damage.
- Any creature that moves within 3 tiles of you for the first time this round or starts their turn there makes a Stamina save against your spellcasting. On failure they gain *Slow 3* until the end of their turn.
- You may spend 5 AP to freeze a creature within 5 tiles. Make a spellcasting roll against the creatures Stamina save. On success they take 3 wound dice in cold damage, being frozen in ice until the end of their next turn on a critical. While frozen they gain *Resistance 2* to all but psychic damage and are stunned.
- You have expertise with spells that deal cold damage.

Only a single Power Word can be active at once, casting another Power Word spell ends any other Power Word spells you've cast.

The range of both effects increase by 1 and you add an enhanced die to your spellcasting rolls for every level cast above 7th.

POWER WORD: LIGHTNING

7th level

Casting Time: 9 AP

Range: self

Duration: concentration, 5 minutes

Damage Type: lightning

You speak a word of power as lightning surges through your body. Until the spell ends, you gain the following benefits:

- You gain *Resistance 3* to lightning damage.
- As a reaction or on your turn you may spend 2 AP to teleport to an unoccupied tile within 3 tiles of your position.
- You may spend 5 AP to fire a lightning bolt against 3 creatures within 10 tiles of you. Make a spellcasting roll against the creatures Dexterity save. On success they take 1 wound and 2 wound dice in lightning damage, being paralyzed on a critical.
- You have expertise with spells that deal lightning damage.

Only a single Power Word can be active at once, casting another Power Word spell ends any other Power Word spells you've cast.

Add a superior die for every level cast above 7th.

PROJECT IMAGE

7th level

Casting Time: 5 AP

Range: 5

Duration: concentration, 1 hour

You create a perfect image of a willing creature. Make a spellcasting roll against 2 terrible dice. On success an illusory copy of the creature appears in an empty tile adjacent to the creature. The illusion can interact with its surroundings and has temporary wounds equal to the number of successes in your spellcasting roll. Another creature can attempt to see through the illusion, making a perception check against your spellcasting roll. On success they know the illusion isn't real.

The image looks identical to the creature it's based on, copying all clothes, armor, or weapons they are carrying. Any magical items are copied in appearance only. For example, a magical sword will look magical but not have any of the properties of the original sword. The image does not need food, water, or air and any non-damaging spell targeting it fails. The image rolls defense equal to the armor the image is wearing, minus any magic properties. The image does not gain any of the features or abilities of the creature its copying.

For the duration of the spell you may choose to perceive through your senses or the image's senses. You may control the image as you would your own body; moving, interacting, and speaking as the image. When casting spells you may choose the image to be the source of the spell. You may make attacks using the image, using your spellcasting roll for the attack roll. The image cannot be healed or repaired and has *Vulnerability 3* to force damage. The image is destroyed when entering a zone similar to that of *Anti-Magic Field*.

The duration increases to 8 hours at 8th level, 1 day at 9th level, and 7 days at 10th level.

EIGHTH LEVEL

FIENDFIRE

8th level

Casting Time: 10 AP

Range: touch

Duration: instant

Damage Type: fire

Summon the fires of hell, vaporizing everything in a narrow arc extending 9 tiles long and 3 tiles wide. Make a spellcasting roll against the creatures Dexterity save. On success they take 4 wounds and 4 wound dice in fire damage, adding a wound die for every critical. Any armor or weapon a creature is holding is destroyed if it is mundane, otherwise taking 1 level of damage. On success they take half damage, rounded down. A creature reduced to 0 wounds from this spell is immediately killed, turning to ash.

The fire burns through trees, bushes, or other plant matter leaving only ash. On impacting stone or earth the fire burns through it, leaving a hole a size of half the remaining distance. Metal and other similar materials melt, leaving a hole only a quarter of the remaining distance.

Add 2 wounds for each level cast above 8th.

INVULNERABILITY

8th level

Casting Time: 9 AP

Range: self

Duration: concentration, 1 minute

You cover yourself in a layer of force, warding yourself from harm. Make a spellcasting roll against 2 terrible dice. On success you gain *Resistance 1* to all damage, increasing by 1 for each critical. While the ward holds you are immune to gaining poison, slow, and are unaffected by hazardous terrain.

The duration increases by 1 minute for each level cast above 8th.

SLOW TIME

8th level

Casting Time: 10 AP

Range: 5

Duration: concentration, 1 minute

Slow time, causing other creatures to freeze in place. You may choose up to 5 creatures, yourself included, to be excluded from this spell. Make a spellcasting roll against 2 terrible dice for every creature chosen. On success these creatures are able to freely move, while all other creatures experience time at a rate 100 times slower.

While time is slowed, all objects and terrain not held are frozen, unable to move. Interacting with another creature, such as attacking or casting a spell on them ends the effects of *Slow Time* for the attacker, resolving the action once the spell ends.

At the start each of the casters turn they must make an exhaustion check against 2 terrible dice, gaining 1 level of exhaustion and ending the spell on failure.

Add 2 superior dice to the spellcasting roll for each level cast above 8th.

STABILIZE WARREN

8th level

Casting Time: 10 minutes

Range: self

Duration: 24 hours

You stabilize a warren in the space between realms. Make a spellcasting roll against 4 terrible dice. On success you create a warren with a name of your choosing. Any creature that knows the name can travel to your warren with the *Open Warren* spell.

The warren is accessible from the realm it was created on, but you may connect your warren to any realm you have been to before. You may choose the atmosphere, terrain, and weather inside the warren. While the warren is stabilized you automatically succeed spellcasting rolls made to travel through it with the *Open Warren* spell. After the duration the warren begins to decay and you lose any benefits for travelling this warren, fully decaying after 7 days.

Repeating this spell every day for a week will stabilize the Warren for 1 year.

When cast at 9th level the duration increases to 1 year, or 77 years after casting for a week. At 10th level the duration increases to 10 years, or 300 years after casting for a week.

NINTH LEVEL

ARMAGEDDON

9th level

Casting Time: 1 turn

Range: 90 tiles

Duration: 1 turn

Damage Type: bludgeoning/fire

You attempt to bring forth the ruinous powers of Armageddon. Make a spellcasting roll, conjuring up to 3 meteors and adding 2 terrible dice to your roll for each meteor conjured. On success, choose a point in range for each meteor. At the start of your next turn the meteors impact the ground dealing 8 wounds in bludgeoning damage and 8 wound dice in fire damage to all creatures within 7 tiles of the impact. A creature in range of multiple meteors instead adds 2 wound dice to both damage types for each additional meteor. Buildings take full damage regardless of roll.

On failure the magic grounds itself through you, dealing 1 wound die in force damage for every failure in your spellcasting roll to you and every adjacent creature.

Add 3 superior dice when cast at 10th level.

CURSE

CANTRIP

BLEED

Cantrip

Casting Time: 5 AP

Range: 5

Duration: instant

Damage Type: death

Force open the wounds of a creature in range you can see. Make a spellcasting roll against the creatures Stamina save. On success they take 1 wound die in death damage, or 3 wound dice if they have already taken damage.

You may target an extra creature for every level cast above cantrip.

ELDRITCH BLAST

Cantrip

Casting Time: 5 AP

Range: 7

Duration: instant

Damage Type: force

Fire a burst of force at a creature in range you can see. Make a spellcasting roll against the creatures Strength save. On success they take 1 wound in force damage, adding a wound die on a critical.

Add an enhanced die for every level cast above cantrip.

LEVITATE

Cantrip

Casting Time: 5 AP

Range: 5

Duration: concentration, 5 minutes

You magically levitate an object or creature weighing less than 40 lbs. If the creature is unwilling you make a spellcasting roll against their Strength save. On success you levitate the creature. Each turn you may move the creature 3 tiles up or down as a free action. This movement does not provoke opportunity attacks, and does not move them with enough force to damage them, but can force them prone (against the ceiling or floor).

The creature can attempt to move while levitated, moving a single tile horizontally when taking the move or sprint actions. On their turn a creature can attempt to free themselves by spending 5 AP to remake the save. If the creature moves more than 10 tiles away from you or their weight exceeds the spells limit the spell ends.

The maximum weight doubles for every level cast above cantrip.

LIFE SENSE

Cantrip

Casting Time: 5 AP

Range: 10

Duration: 1 minute

You sense the presence of living creatures in a 3x3 tile area centered on a point in range you can see. Make a spellcasting roll against the creatures Willpower save. On success a dim light surrounds the creatures bodies. For the duration the effected creatures gain no benefits from invisibility, stealth, hiding, or anything that would obscure them from view such as fog or foliage. The light can be seen through walls as long as you are within 5 tiles of the creature.

Add an enhanced die for every level cast above cantrip.

TRICKERY

Cantrip

Casting Time: 4 (2) AP

Range: 3

Duration: 1 turn

You conjure up a display of illusory light to distract up to 5 creatures. Make a spellcasting roll, adding a terrible die for every creature you target. On success, the creatures add 1 bad die to their next attack or spell attack roll on their next turn. You may cast this as a reaction for 2 AP, targeting a single creature and making a spellcasting roll against 2 terrible dice instead.

Add an enhanced die for every level cast above cast cantrip.

WITCHCRAFT

Cantrip

Casting Time: 3 AP

Range: 5

Duration: 1 minute

You conjure up a display of witchcraft, displaying one of the following or similar effects:

- give yourself a minor alteration to your look, for example changing your eye color, causing harmless steam or smoke to rise off your body, creating a dim halo around your head, etc.
- Enhance your voice to reach 3 times as far
- Cause harmless tremors and vibrations in the earth around you
- Cause objects to harmlessly move
- Change the brightness or color of fire, cause it to flicker, etc.
- Create an instantaneous sound at a location.

A creature trying to see through these illusions must succeed on a perception check against your spellcasting roll.

Add an enhanced die for every level cast above cantrip.

FIRST LEVEL

BLACK TENDRILS

1st level

Casting Time: 7 AP

Range: 5

Duration: 10 minutes, requires a free hand

Black tendrils erupt from your hand to bind a creature in range you can see. Make a spellcasting roll against the creatures Strength or Dexterity save. On success the creature is grappled, or restrained on a critical. The Tendrils require a free hand to grasp or else the spell ends. On each of your move and sprint actions you may move the grappled target 1 tile. On their turn the creature can spend 5 AP to make a Strength save against your spellcasting roll, freeing themselves on success. If the creature moves more than 5 tiles away from you the tendrils break and the spell ends.

Add an enhanced die for every level cast above 1st.

CHARMING GUISE

1st level

Casting Time: 7 AP

Range: 10

Duration: 1 hour

You take on a charming persona, attempting to charm up to 5 creatures in range you can see. Make a spellcasting roll against the creatures Willpower save, adding 1 bad die for every creature past the first. If the creature is hostile to you it adds 1 superior die to their save. On success, the creatures are charmed by you for the duration. Charmed creatures treat you as a friendly acquaintance. The charm ends if they take any damage, or if you act in a harmful way towards them. After the spell ends the target knows it was charmed.

Add an enhanced die for every level cast above 1st.

CONCEALMENT

1st level

Casting Time: 10 AP

Range: 5

Duration: concentration, 10 minutes

A dull sheen covers your body, hiding your presence. Targeting up to 5 creatures, make a spellcasting roll, adding 1 terrible die for every creature. On success they are concealed for the duration. Creatures that don't know you have trouble remembering you after you pass, not being able to recall details such as race, gender, or appearance. As long as you are undetected by a creature you gain 1 superior die for all stealth checks, adding a superior die for every critical rolled. Concealment ends after taking a hostile action against another creature.

Add an enhanced die for every level cast above 1st.

CROW OF MAGTHERA

1st level

Casting Time: 6 AP

Range: 10

Duration: instant

Damage Type: death

You summon a crow with obsidian feathers capable of cutting through flesh and metal. The crow flies through a creature in range you can see. Make a spellcasting roll against the creatures Dexterity save. On success they take 1 wound in death damage. On a critical the creatures armor provides 1 less defense die until repaired. Armor that no longer provides a defense bonus is destroyed.

Add a wound die for every level cast above 1st.

CURSE OF MISFORTUNE

1st level

Casting Time: 6 AP

Range: 5

Duration: 7 days

Curse a creature you can see with misfortune. Make a spellcasting roll against the creatures Willpower save. On success the creature is cursed, adding a bad die to all saving throws, or a terrible die on a critical. This curse can be removed through *Cleanse* as if it was a normal condition.

You can only inflict a single curse on a creature at a time. Casting another curse, such as *Curse of Fragility*, ends this curse's effects.

You may target an additional creature for every level cast above 1st.

FIREFLY SWARM

1st level

Casting Time: 7 AP

Range: 7

Duration: 1 minute

Damage Type: fire

You summon a swarm of burning fireflies on a tile in range. The flies attach themselves to nearby creatures, igniting them. When a creature enters the swarm for the first time this round or begins their turn there they make a Stamina save against your spellcasting roll. On failure they take 1 wound of fire damage. Any invisible creatures hit by the fireflies lose their invisibility if it came from a spell, otherwise becoming visible for 1 minute. There are enough fireflies to burn 3 times, after which the swarm disappears.

The fireflies cover 1 additional adjacent tile and the number of burns increase by 1 for every level cast above 1st.

GHOULISH CLAWS

1st level

Casting Time: 6 AP

Range: Self

Duration: 1 minute

Damage Type: poison

Your hands elongate, becoming deadly poisonous claws. While under the effects of this spell you may make an attack against a creature, using your spellcasting roll instead of your attack roll. On hit they take 3 wound dice in poison damage, paralyzing the target on a critical until the end of their next turn. You may make an attack when casting this spell.

The duration increases by 1 minute for every level cast above 1st.

HEX

1st level

Casting Time: 5 AP

Range: 5

Duration: 10 minutes

inflict a creature you can see with a hex. Make a spellcasting roll against the creatures Willpower save. On success they gain hex, or hex 2 on a critical.

Add an enhanced die for every level cast above 1st.

HEX BOLT

1st level

Casting Time: 7 AP

Range: 5

Duration: 1 minute

Damage Type: psychic

Fire a bolt of psychic force, sticking to a creature in range you can see. Make a spellcasting roll against the creatures Willpower save, adding a bad die to your roll if the creature is not hexed. On success you deal 1 wound in psychic damage, adding a wound die if the creature is hexed. On a critical, the creature gains hex for 1 minute, or increases their level of hex up to a max of 3. For the next minute, once per turn you may spend 4 AP to make the same attack against the same creature, or move the hex bolt and attack a different creature within 2 tiles.

Add an enhanced die for every level cast above 1st.

OCCULT WHISPERS

1st level

Casting Time: 5 AP

Range: 5

Duration: instant

Damage Type: psychic

You whisper eldritch words into a creatures mind, causing it to panic. Make a spellcasting roll against the creatures Intelligence save. On success the creature takes a wound and a wound die of psychic damage, immediately fleeing on a critical. While fleeing the creature, if able, moves 1 tile per remaining AP up to their move speed, avoiding dangerous terrain if possible.

Regardless of success the creature is distracted by the whispers and cannot make opportunity attacks this turn.

Add an enhanced die for every level cast above 1st.

QUICKEN

1st level

Casting Time: 7 AP

Range: 5

Duration: concentration, 10 minutes

Enchant up to 5 creatures you can see, imbuing them with unnatural speed. Make a spellcasting roll adding a bad die for each creature targeted. On success, the creatures move and sprint actions cost 1 AP. In addition, for every critical the creatures move speed is increased by 1.

Add an enhanced die for every level cast above 1st.

SLEEP

1st level

Casting Time: 7 AP

Range: 10

Duration: 1 hour

You attempt to put a group of living creatures to sleep. Targeting a 6x6 tile area centered on a point in range, and make a spellcasting roll adding 2 superior dice. Starting with the creature with the lowest current wounds, subtract their remaining wounds from your successes. If you have 0 or more successes remaining they fall asleep for the duration. Continue this until there are no more creatures or you have no more successes remaining. Creatures that are hostile towards you or have magic resistance require 2 additional successes to put to sleep. Creatures that do not sleep are unaffected by this spell. The creatures wake up after the duration, if they take damage, or if another creature uses 5 AP to wake them.

Add 2 superior dice for each level above 1st.

WEAL

1st level

Casting Time: 1 minute

Range: 5

Duration: 4 hours

Take a moment to study your surroundings, watching for signs of the near future for up to 5 creatures. This can come in many forms: the smell of the forest, the pattern of dust, the movement of clouds in the sky. Make a spellcasting roll adding a terrible die for each creature targeted. On success each creature adds a superior die to the next action of their choosing.

They can describe a condition to fulfill or trigger before they take the action or simply choose the next time they take that action. Regardless they must add the superior die to the first action that meets the requirements. For example, if they choose "when I make a stealth check once I'm inside the dungeon" any stealth checks rolled outside the dungeon do not add dice while the first check inside the dungeon will.

Add an enhanced die to the spellcasting roll for every level cast above 1st.

SECOND LEVEL

BETRAYAL

2nd level

Casting Time: 8 AP

Range: 5

Duration: concentration, 10 minutes

Attempt to fill a creatures mind with rage, preventing it from seeing friend or foe. Make a spellcasting roll against the creatures Willpower save. On success the creature loses all remaining AP and makes an attack against a random creature within its attack range. For every critical rolled the target adds a normal die for all attack rolls for the duration. On each of this creatures turns they must spend it either attacking a random creature in range or moving towards the closest creature. Each time this creature takes damage they make a Willpower save against 2 bad dice, ending this effect on success.

Add an enhanced die for every level cast above 2nd.

BEWITCHED ARROW

2nd level

Casting Time: 1 minute

Range: touch

Duration: 1 day

Damage Type: death

You conjure up to 5 deadly, blackthorn arrows. Make a spellcasting roll adding a bad die per arrow. The arrows count as magical ammunition and can be fired from a bow or thrown by hand. When thrown it has a range of 10 and uses your spellcasting roll for the attack. When used the arrows explode into a 3x3 tile cloud of black smoke. All creatures in the smoke make a Stamina save against your spellcasting roll. On failure they take a wound and a wound die in death damage, becoming blind until the end of their next turn on a critical.

You conjure an additional arrow for every level cast above 2nd.

BINDING

2nd level

Casting Time: 7 AP

Range: 10

Duration: concentration, 10 minutes

Attempt to bind a creature you can see in shimmering chains. Make a spellcasting roll against the creatures Dexterity save, adding 2 bad dice if the creature is large or bigger. On success the creature is restrained for the duration. A restrained creature can spend 5 AP to try and break the chains, making a Strength save against your spellcasting roll. On success they are no longer restrained.

You can target an additional creature for every level cast above 2nd.

CLOUD OF TEETH

2nd level

Casting Time: 6 AP

Range: self

Duration: concentration, 10 minutes

Damage Type: piercing

You create a swirling cloud of teeth around yourself. If you roll 4 or less defense dice you add a defense die, otherwise replace a defense die with a superior defense die. The cloud extends to all adjacent tiles. Any creature that enters the cloud for the first time this round or starts their turn there makes a defense roll against your spellcasting roll. On hit they take a wound in piercing damage and gain slow 1 until the end of their next turn.

The clouds area increases by 1 and you add or improve a defense die for each level cast above 2nd.

COMMAND

2nd level

Casting Time: 7 AP

Range: 10

Duration: 8 hours

You attempt to force a creature in range to obey a given command or simple task. This spell automatically fails if the creature cannot be charmed, does not speak your language, or would harm the creature. The command can be no more than one sentence and must be something they can reasonably complete. For example, commanding a commoner to kill a dragon or hurt their friends will fail, but asking a peasant to buy you a drink wont.

Make a spellcasting roll against the creatures Willpower save. On success they must complete the command to the best of their abilities. The spell ends when they have completed their task or they take damage. Creatures don't immediately know they were under the spells effects, but do remember their actions.

Add an enhanced die for every level cast above 2nd.

CORPSE EXPLOSION

2nd level

Casting Time: 7 AP

Range: 10

Duration: instant

Damage Type: death

You cause a large or smaller corpse to explode, launching sharp bone shards at nearby creatures. Medium and smaller creatures explode hitting all adjacent creatures, while large creatures explode hitting all creature within 2 tiles. Make a spellcasting roll against the creatures Stamina save. On success they gain poison 1 for 1 minute and take a wound in death damage, adding an wound die on a critical. A creature caught in multiple blasts takes an extra wound die per blast.

You may target an additional corpse for each level cast above 2nd.

CURSE OF FRAGILITY

2nd level

Casting Time: 6 AP

Range: 5

Duration: 7 days

Curse a creature you can see with fragility. Make a spellcasting roll against the creatures Willpower save. On success they add a bad die to their defense rolls, or a terrible die on a critical. This effect can only be removed by *Break Curse* or similar spells.

You can only inflict a single curse on a creature at a time. Casting another curse, such as *Curse of Misfortune*, ends this curses effects.

You may target an additional creature for every level cast above 2nd.

CURSE OF SUFFERING

2nd level

Casting Time: 6 AP

Range: 5

Duration: 7 days

Curse a creature you can see, extending their suffering. Make a spellcasting roll against their Willpower save. On success any negative condition affecting the creature lasts an additional turn after being removed. Negative conditions last an additional turn even if removed through magic, such as with *Cleanse*. On a critical any time they gain hex, slow, or poison they gain an additional level of that condition.

You can only inflict a single curse on a creature at a time. Casting another curse, such as *Curse of Misfortune*, ends this curses effects.

You may target an additional creature for every level cast above 2nd.

DARK SIGHT

2nd level

Casting Time: 1 minute

Range: 5

Duration: 1 hour

Magically enhance the sight of up to 5 creatures, giving them the ability to see in the dark. Make a spellcasting roll against a bad die for each creature targeted. On success they are able to see through dim light and darkness within 30 tiles as if they were bright light.

Add an enhanced die for every level cast above 2nd.

DULL INTELLECT

2nd level

Casting Time: 6 AP

Range: 5

Duration: concentration, 10 minutes

Attempt to cloud the mind of a creature in range you can see. Make a spellcasting roll against the creatures Intelligence save. On success the creature adds a bad die to all spellcasting rolls, or a terrible die on a critical.

You may target an additional creature for each level above 2nd.

HOWLING WHIRLWIND

2nd level

Casting Time: 7 AP

Range: 10

Duration: 1 minute

Damage Type: bludgeoning

You create a spiraling mass of wind covering a 3x3 tile area centered on a point in range. Any creature that enters the wind for the first time this round or starts their turn there makes a Strength save against your spellcasting roll. On failure they are pushed 2 tiles away from the wind and take 1 wound in bludgeoning damage. Any mundane projectile firing through the whirlwind adds a terrible die to their attack roll.

For the duration, starting on your next turn you may move the whirlwind up to 3 tiles once per turn as a free action.

The area of the whirlwind increases by 2 for every level cast above 2nd. When cast at 5th level and above the whirlwind can damage buildings and can push large, heavy objects, such as barrels or carts.

MASS WEB

2nd level

Casting Time: 6 AP

Range: 10

Duration: 1 minute

You create a mass of webs in a 5x5 tile area centered on a point in range you can see. When a creature enters the web for the first time this round or starts their turn there they make a Dexterity save against your spellcasting. On failure they are grappled, or restrained on a critical. A creature effected by your webs can be freed by making a successful attack against 3 defense dice. Any creature in range is capable of making this attack.

The webs are extremely flammable and ignite after taking 1 wound of fire damage. Any creature caught in the webs takes 1 wound of fire damage and is freed. After the duration the webs remain but lose their stickiness, becoming difficult terrain until cleared.

Add an enhanced die and increase the area by 1 for every level cast above 2nd.

SILENT PASSAGE

2nd level

Casting Time: 1 minute

Range: 5

Duration: concentration, 1 hour

You emanate an aura of silence around yourself, extending out to a 5 tile radius. Make a spellcasting roll against 2 terrible dice. On success each creature within range of you adds the successes from your roll to any sound based stealth check while inside the aura. Creatures in the aura do not leave tracks and sounds are greatly inhibited.

Add an enhanced die for every level cast above 2nd.

THIRD LEVEL

APATHY

3rd level

Casting Time: 7 AP

Range: 5

Duration: concentration, 10 minutes

Suppress a creatures natural abilities. Make a spellcasting roll against the creatures Willpower save. On success you choose either Strength or Dexterity. The creature loses 2 to their proficiency modifier for all skills, saving throws, and weapon attacks using that attribute, decreasing by 1 for every critical.

You may target an additional creature for each level above 3rd.

CURSE OF WEAKNESS

3rd level

Casting Time: 6 AP

Range: 5

Duration: 7 days

Curse a creature you can see with weakness. Make a spellcasting roll against the creatures Willpower save. On success, they are weakened, being unable to inflict lesser or greater wounds with attacks on a critical.

You can only inflict a single curse on a creature at a time. Casting another curse, such as *Curse of Misfortune*, ends this curses effects.

You may target an additional creature for every level cast above 3rd.

ENLARGE/REDUCE

3rd level

Casting Time: 6 AP

Range: 5

Duration: concentration, 10 minutes

Change a creatures size, either doubling or reducing it by half. When targeting an unwilling creature they make a Stamina save against your spellcasting roll. On fail, you choose if they are enlarged or reduced for the duration. This has no effect on huge or larger creatures.

- **Enlarge:** Your body doubles in all proportions, increasing your size by 1 level. You add 1 superior die to all Strength skills, attacks and saves, and 1 terrible die to all Dexterity skills, attacks and saves. Attacks you make deal an extra wound in damage.
- **Reduce:** Your body halves in all proportions, decreasing your size by 1 level. You add 1 terrible die to all Strength skills, attacks and saves, and 1 superior die to all Dexterity skills, attacks and saves. Attacks you make replace all wounds dealt with wound dice.

You may target an additional creature for every level cast above 3rd. All targets must either be enlarged or reduced.

FALSE AURA

3rd level

Casting Time: 10 AP

Range: touch

Duration: 24 hours

You cover up to 5 creatures or objects in a false aura, changing how they appear to magical detection, such as *Detect Magic* or *Identify*. Make a spellcasting roll adding 2 bad dice per object or creature. On success, you may do any of the following:

- You can cause a mundane object to appear magical, a magical object appear mundane, or change its magical aura to belong to a different school. For example, you could cause an arcane effect to appear as divine when seen by *Detect Magic*.
- You can change how a creature appears to spells, such as disguising an undead creature as a human for the effects of *Consecrate Ground*.
- You may change how their race, type, or size appears to spells. Spells restricted to a type or size of creature use their original type and size. For example *Bind Creature* still adds bad dice against large creatures even if they are under the effects of this spell to appear as a medium creature.

If you cast this spell on a creature or object with the same effect every day for 30 days the aura becomes permanent, lasting until dispelled.

The spell lasts an additional 24 hours for every level cast above 3rd.

FEARFUL PRESENCE

3rd level

Casting Time: 7 AP

Range: 15

Duration: 1 minute

You assume a horrifying visage, fearing up to 5 creatures in range that can see you. Make a spellcasting roll, adding 1 bad die for every creature targeted after the first, against the creatures Willpower save. On success the creatures are feared with you as the source. Each time they take damage they make a Willpower save against your spellcasting roll, ending the effect on success.

Add an enhanced die for every level cast above 3rd.

FROG MORPH

3rd level

Casting Time: 7 AP

Range: 5

Duration: 1 minute

Attempt to turn a creature you can see into a harmless frog. Make a spellcasting roll against the creatures Stamina save, adding 1 terrible die if the creature's size is large, or 2 terrible dice if they are huge or greater. On success the creature turns into a harmless frog. Items they are wearing are transformed with them, but anything they were holding drops to the ground.

The creature spends its turns hopping around, moving a single tile in a random direction. The Frog has 1 wound and rolls 1 defense die. If reduced to 0 wounds the spell ends and the creature reverts to their old form, taking any remaining damage.

You may target an additional creature for every level cast above 3rd. If you try to cast this on multiple creatures larger than medium you add the terrible dice based on size across all creatures.

INFILCT WOUND

3rd level

Casting Time: 6 AP

Range: touch

Duration: instant

Damage Type: death

touch a creature, inflicting mortal wounds. Make a spellcasting roll against the creatures Stamina save. On success they take 2 wounds and a wound die in death damage, adding a wound die for every critical rolled. On failure they take half damage, rounding down. If this deals at least 3 wounds the target gains a random lesser wound, or a random greater wound if it deals 5 wounds or more.

Add a wound die for every level cast above 3rd.

SHAPECHANGE

3rd level

Casting Time: 7 AP

Range: self

Duration: 1 hour

You transform your body into a dangerous beast. The creature must have a CR of 5 or lower and be a beast you have seen before. While in this shape your max wounds become the max wounds of the creature and you take its Strength, Dexterity, and Stamina scores if they are higher, keeping your Intelligence, Willpower, and Charisma scores. You gain all abilities, attacks, and features of the creature. While transformed you can only use the beasts attacks and maneuvers, but you are still able to cast spells as normal.

Make a spellcasting roll, your max wounds are increased by 1 for every critical rolled. If you are reduced to 0 wounds while in this form the spell ends and you transform back to your normal shape, taking 2 wounds of damage and are stunned until the end of your next turn from the strain.

Add an enhanced die and increase the CR by 3 for every level cast above 3rd.

SHIFTING IMAGE

3rd level

Casting Time: 7 AP

Range: self

Duration: concentration, 10 minutes

Your form blurs as 3 illusory projections of yourself hide your true position. Any time you would be attacked by a single target attack, spell, or maneuver, the attacker must roll a perception check against your roll. On failure the attack misses destroying one of the illusions. The spell ends once all illusions have been destroyed. A creature that can see through illusions is unaffected by this spell.

Add an enhanced die for every level cast above 3rd.

SHROUD OF DARKNESS

3rd level

Casting Time: 5 AP

Range: 10

Duration: concentration, 10 minutes

You shroud a 5x5 area centered on a point in range in a consuming darkness that extinguishes mundane light. All tiles in the area are treated as being in complete darkness. Any creatures that enter the darkness for the first time this round or start their turn there makes a Stamina save against your spellcasting roll. On fail they are blind until the end of their next turn. If a creature is maintaining a *Light* spell inside the darkness they must make a spellcasting roll against your spellcasting roll, ending the spell on fail.

The area of the darkness increases by 2 for every level cast above 3rd.

FOURTH LEVEL

CURSE OF SLOWNESS

4th level

Casting Time: 6 AP

Range: 5

Duration: 7 days

Curse a creature you can see with an unnatural slowness. Make a spellcasting roll against the creatures Willpower save. On success all actions they take costs 1 extra AP, or 2 extra AP on a critical.

You can only inflict a single curse on a creature at a time. Casting another curse, such as *Curse of Misfortune*, ends this curses effects.

You may target an additional creature for every level cast above 4th.

GLOOM

4th level

Casting Time: 7 AP

Range: 10

Duration: 1 hour

Inflict an area with a supernatural gloom centered on a point you can see within range. Make a spellcasting roll, with the total area of the gloom increasing by 2 for every success. Every undead creature inside the gloom adds 1 superior die to all rolls. Mundane lights only provides light to adjacent tiles and magical light spreads half as far. All undead inside the gloom regain 1 wound at the start of their turns while all healing effects on living creatures heal for half of their value, rounding up.

Add an enhanced die for every level cast above 4th.

HASTE

4th level

Casting Time: 9 AP

Range: 5

Duration: concentration, 10 minutes

Enhance the speed of up to 5 willing creatures you can see. Make a spellcasting roll adding 2 terrible dice for each creature targeted. On success, all creatures have their move and sprint speeds increased by 3, have their max AP increased by 4, and gain 2 superior dice to their Dexterity saves. When the spell ends all creatures make an exhaustion roll against 2 bad and 1 terrible dice, gaining a level of exhaustion on fail.

Add an enhanced die for every level cast above 4th.

INSTIGATE

4th level

Casting Time: 8 AP

Range: 10

Duration: 10 minutes

You incite a crowd or group of creatures to violence. All creatures in a 7x7 tile area centered on a point in range must make a Willpower save against your spellcasting roll. On fail, non-hostile creatures begin to act violently, turning into an angry mob. The mob will provoke others, destroy or vandalize nearby buildings, carts, or other objects, and may attack other creatures. Hostile creatures effected by this spell lose any organization they have and recklessly attack their enemies. Each time a creature takes damage they make a Willpower save against 1 bad die, ending the effects of this spell on success.

Add an enhanced die for every level cast above 4th.

LAUGHING SKULL

4th level

Casting Time: 8 AP

Range: 10

Duration: instant

Damage Type: fire/death

You summon a flaming skull that screeches a hideous laughter. The skull appears in an adjacent tile and moves up to 5 tiles with the caster controlling its movement. Each creature the skull passed through makes a Willpower save against your spellcasting roll. On failure they take 2 wound dice in both fire and death damage, being feared until the end of their next turn on a critical. While feared they must use their move and sprint actions to move as far away from you as they can.

The distance the skull travels increases by 2 for every level cast above 4th.

MASS HEX

4th level

Casting Time: 9 AP

Range: 10

Duration: instant

You target a 4x4 tile area centered on a point in range, bestowing a potent hex to all creatures in the area. Make a spellcasting roll against the creatures Willpower save. On success each creature gains hex for 1 hour, increasing the level of hex by 1 for every critical.

Increase the area by 1 for every level cast above 4th.

PARALYTIC CLOUD

4th level

Casting Time: 7 AP

Range: 10

Duration: concentration, 10 minutes

Summon a cloud of toxic spores in a 5x5 tile area centered on a point in range. Any creature that enters the cloud for the first time this round or starts their turn there makes a Stamina save against your spellcasting. On failure they are paralyzed until the end of their next turn.

Add an enhanced die for every level cast above 4th.

RAISE DEAD

4th level

Casting Time: 10 AP

Range: 2

Duration: 1 day

Attempt to raise a dead creature as a zombie, or take control of a zombie without an owner. You can target up to 4 medium sized corpses, 2 large corpses, or 4 zombies. Make a spellcasting roll, adding a bad die for each medium corpse and 2 terrible dice for each large corpse. When targeting zombies make a spellcasting roll against their Charisma save instead. On success, medium corpses are raised as zombies and large corpses raised as zombie ogres. They act on your turn and are under your control for 1 day, at which point they turn to mindless zombies.

You may target an extra medium or large corpse and add a superior die to your roll for every level cast above 4th.

VOID LURE

4th level

Casting Time: 9 AP

Range: 5

Duration: instant

Attempt to break the barrier between this realm and the void. Make a spellcasting roll adding up to 3 terrible dice. On success a random outsider with a CR of 6 plus 2 per terrible die added heeds your call and is summoned to a point in range of your choosing. The exact creature summoned is determined by the GM, and multiple creatures may be summoned if their combined CR is less than the spells maximum. After summoning roll a wound die. On success the creature is friendly towards you for the next minute, otherwise the creature follows its own whims.

For every successful casting of *Void Lure* in this location in the past day, add a terrible die to the spellcasting roll. This die does not effect the CR of the summoned creature.

The CR of the summoned creature increases by 2 for every level cast above 4th.

INVISIBILITY

4th level

Casting Time: 10 AP

Range: 2

Duration: concentration, 1 hour

Turn yourself or another creature or an object invisible. Make a spellcasting roll against 2 terrible dice. On success the target becomes completely invisible while standing still. Moving causes a barely noticeable shimmer on the creature. Creatures may make a perception check against your spellcasting roll to see a moving creature, spotting them on success. Single target attacks, spells, and maneuvers against an invisible creature add 2 terrible dice to their rolls.

Add an enhanced die to your spellcasting roll, and you may target an additional creature or object for every level cast above 4th. When targeting multiple creatures add a terrible die for each creature targeted past the 1st.

FIFTH LEVEL

CURSE OF PAIN

5th level

Casting Time: 6 AP

Range: 5

Duration: 7 days

Curse a creature you can see with pain. Make a spellcasting roll against the creatures Willpower save. On success the creature takes an extra wound die every time they take damage, or a full wound on a critical.

You can only inflict a single curse on a creature at a time. Casting another curse, such as *Curse of Misfortune*, ends this curses effects.

You may target an additional creature for every level cast above 5th.

HEART GRIP

5th level

Casting Time: 9 AP

Range: 7

Duration: instant

Damage Type: death

Reach out to a creature you can see and stop their heart. Make a spellcasting roll against the creatures Stamina save. On failure they take 5 wound dice in damage and all healing they receive is half as effective until they take a long rest, being stunned until the end of their next turn on a critical. On success they take half damage, rounded down, and have no additional effects. A creature already under the effects of *Heart Grip* automatically saves.

Add a wound to the damage for every level cast above 5th.

IMPALE

5th level

Casting Time: 8 AP

Range: touch

Duration: instant

Damage Type: piercing

A line of bones sprout from the ground, impaling all creatures in a 5 tile line. Make a spellcasting roll against the creatures defense. On success they take a wound and 3 wound dice in piercing damage and are impaled by the bones, restraining them in place. On failure the creatures take no damage and are grappled instead.

The bones extend 8 feet high and are permanent, blocking movement through those tiles. The bones have 1 wound and roll 3 superior defense dice when attacked. To free a grappled or restrained creature the bones holding that creature must be destroyed.

Add a wound to the damage and increase the length of the line by 1 tile for every level cast above 5th.

MIND BREAK

5th level

Casting Time: 8 AP

Range: 10

Duration: instant

Damage Type: psychic

Attempt to overpower the mind of a creature in range that can see you. You make a telepathic link to the creature, using your will to shatter their mind. Make a spellcasting roll against the creatures Intelligence save. On success they take a wound die in psychic damage for every success remaining in your roll. If you deal at least 1 damage the target is dazed for the next minute.

Add a normal die to the spellcasting roll for every level cast above 5th.

SUGGESTION

5th level

Casting Time: 10 AP

Range: 15

Duration: 24 hours

You attempt to influence a group of creatures, suggesting a course of action. You may choose as many creatures in range as you want, adding a terrible die for every 3 creatures targeted. The creatures must be able to understand you and be able to hear you.

Make a spellcasting roll against the creatures Willpower save. On success you may give the creatures a 1 or 2 sentence command for them to follow. The command may have a condition to it, such as help the next person they see. If they are unable to meet the conditions before the spell ends the command is ignored.

Creatures that are immune to charm are immune to this spell. The command must be something the creature can reasonably accomplish and cannot be obviously harmful to the creature. The spell ends if the creature has completed their task or they take a wound in damage.

Add an enhanced die for every level cast above 5th.

TRUE SIGHT

5th level

Casting Time: 5 AP

Range: self

Duration: 1 hour

Enhance your vision, seeing through illusions, invisibility and the true forms of creatures. Make a spellcasting roll against 2 bad dice. On success you gain true sight out to 30 tiles.

The duration increases by 1 hour for every level cast above 5th.

SIXTH LEVEL

CURSE OF FEAR

6th level

Casting Time: 6 AP

Range: 5

Duration: 7 days

Curse a creature you can see with an unnatural fear. Make a spellcasting roll against the creatures Willpower save. On success the creature is feared as long as there is a hostile creature within 10 tiles, or is afraid of all creatures on a critical. A creature gains no benefits from resting while under this curse.

You can only inflict a single curse on a creature at a time. Casting another curse, such as *Curse of Misfortune*, ends this curse's effects.

You may target an additional creature for every level cast above 6th.

ISOLATION

6th level

Casting Time: 8 AP

Range: 10

Duration: concentration, 10 minutes

You sever the connections surrounding a creature you can see, leaving them utterly isolated. Make a spellcasting roll against the creatures Charisma save. On success the creature loses any spells, abilities, or magical effects that did not come from their own magic. While isolated, magic that is not their own cannot reach them, they cannot be detected by magical means and they cannot be contacted through telepathy. Any powers given from a deity or other being cannot be used and they do not benefit from magic items while isolated.

Add an enhanced die for every level cast above 6th.

MIASMA

6th level

Casting Time: 9 AP

Range: 5

Duration: 10 minutes

Damage Type: poison/Death

A thick miasma flows from your body, covering a 7x7 tile area centered on a point in range. The miasma flows around walls and down hills, but cannot climb more than 2 tiles. Any creature, except the caster, that enters the miasma for the first time this round or starts their turn there makes a Stamina save against your spellcasting roll. On failure they take a wound and 1 wound die in both poison and death damage, or half damage rounding down on success. A creature that fails its save gains poison 1 and hex 1 regardless of immunities or other effects until the start of their next turn.

The miasma is a thick, viscous cloud. Creatures inside the miasma can only see adjacent tiles. The caster can feel any creature in the miasma, bypassing the need for sight. If there is a strong wind, such as wind created by *Gust*, the miasma cloud moves 1 tile per turn in the direction of the wind.

The size of the miasma increases by 1 and you add an enhanced die to the spellcasting roll for every level cast above 6th.

PSYCHIC SCREAM

6th level

Casting Time: 8 AP

Range: self

Duration: instant

Damage Type: psychic

You send out a wave of mental force to all creatures within 5 tiles of you. Make a spellcasting roll against the creatures Intelligence save. On success they take 5 wound dice in psychic damage and are dazed for 1 minute. If a creature fails by 4 or more they are incapacitated until the end of their next turn instead. On failure they take half damage and are dazed until the end of their next turn.

Add a wound die for every level cast above 6th.

RITUAL OF MORDIGGIAN

6th level

Casting Time: 10 minutes

Range: 5

Duration: instant

Targeting a beast with an Intelligence of -1 or less or a willing creature you permanently alter their form. Make a spellcasting roll. On success the creature gains the *Nightmare* template and increases their max wounds by 1 for every critical rolled. The spell can be undone by casting *Restoration* on the creature.

Their max wounds increase by 1 for every level cast above 6th.

NIGHTMARE TEMPLATE

- **Bonus Action Points:** 4
- **Bonus Stats:** +1 Strength, +1 Stamina
- **Bonus Proficiencies:** +2 proficiency with Strength/Stamina saves, +3 proficiency with unarmed attacks
- **Bonus Wounds:** -

ADDITIONAL EFFECTS

At night this creature turns feral, actively hunting and attacking nearby creatures. After killing a creature they will drink their blood for the remainder of the night.

Feral Form. Their normal unarmed attacks are replaced with deadly claws and fangs. Attacking with their claws takes 5 AP and deals 1 wound in slashing damage and 2 wound dice in death damage. Attacking with their fangs takes 7 AP and deals 1 wound in piercing damage and 3 wound dice in death damage. All attacks are Strength based.

Mordiggians Hunger. Dealing death damage with their claws or fangs causes this creature to heal 1 wound. Not being able to feed at night reduces this creatures max wounds by 1, regaining all wounds lost this way on their next feeding.

SEVENTH LEVEL

CURSE OF OBEDIENCE

7th level

Casting Time: 7 AP

Range: 5

Duration: 7 days

Curse a creature you can see to obey your every command. Make a spellcasting roll against the targets Willpower save. On success the creature must follow your commands to the best of their ability. You cannot command the target to hurt itself or take an action that would obviously bring harm to the target, such as jumping off a cliff. However you may still command the creature to take dangerous actions, such as defending you from attackers.

You can only inflict a single curse on a creature at a time. Casting another curse, such as *Curse of Misfortune*, ends this curses effects.

You may target an additional creature for every level cast above 7th.

GATEWAY

7th level

Casting Time: 1 minute

Range: 5

Duration: 10 minutes

You create a gateway to hell, the abyss, or the realms of creation. Make a spellcasting roll, adding 2 terrible dice if you have been to the realm before or 5 if you only have an intimate knowledge of it. Trying to open a gateway to a realm you have only heard in passing or have a vague knowledge of automatically fails. On success a gateway 4 tiles wide and 4 tiles tall opens at a point in range you can see. For the duration creatures on either side can freely pass through the gateway, appearing in an empty tile adjacent to the gateway.

Opening a gateway in the same area multiple times can cause rifts creating a permanent gateway between realms. Rifts can be repaired by casting this spell on an the rift against challenge dice determined by the GM.

You add a superior die to your roll for every level cast above 7th. At 9th level the casting time becomes 1 turn instead of 1 minute.

GRAVITY WELL

7th level

Casting Time: 9 AP

Range: 15

Duration: concentration, 1 minute

Damage Type: Bludgeoning

You create a crushing gravity well covering a 7x7 tile area centered on a point in range you can see. All loose objects are pulled towards the center, destroying mundane items. Any creature that enters the gravity well for the first time this round or starts their turn there make a Strength save against your spellcasting roll. On failure they are pulled into the center of the gravity well taking 2 wounds and 2 wound die in bludgeoning damage. On success they take no damage and their move and sprint speeds are reduced to 1 and cannot be improved. Creatures in the center take an additional wound and wound die in bludgeoning damage at the start of their turn.. Any mundane ranged attacks made over the gravity well automatically fail, being destroyed.

The radius of the gravity well increases by 1 and you add 1 wound die to each source of damage for every level cast above 7th.

EIGHTH LEVEL

CONTROL

8th level

Casting Time: 10 AP

Range: 10

Duration: concentration, 1 hour

Overpower the mind of a creature you can see, taking control of the creature. Make a spellcasting roll against the creatures Willpower save. On success you possess the creature, sensing through the creatures senses. For the duration you are incapacitated, instead taking actions for the creature during the creatures turn. Taking damage as the controlled creature causes you to make concentration checks as if you took the damage yourself. If the controlled creature dies while you are still in control of it you take 3 wounds of psychic damage and are stunned until the end of your next turn from the strain of dying.

Add a superior die for every level cast above 8th.

CURSE OF DEATH

8th level

Casting Time: 7 AP

Range: 5

Duration: 7 days

Curse a creature you can see with sudden mortality. Make a spellcasting roll against the creatures Willpower save. On success, if their health drops to 7 wounds or below they instantly die, increasing the threshold by 1 for every critical.

You can only inflict a single curse on a creature at a time. Casting another curse, such as *Curse of Misfortune*, ends this curses effects.

You may target an additional creature for every level cast above 8th.

NINTH LEVEL

POWER WORD: KILL

9th level

Casting Time: 11 AP

Range: 10

Duration: instant

Speak a word and command a creature to die. Make a spellcasting roll, if the target creature has less wounds than you have successes the creature instantly dies.

Add 3 superior dice when cast at 10th level.

SEAL

9th level

Casting Time: 1 minute

Range: touch

Duration: 10 years

Seal a creature, binding their body and spirit to the current location and preventing them from influencing their surroundings. Make a spellcasting roll against the creatures Willpower save, adding 5 terrible dice if the creature has half or more of its wounds. On success the creature is incased in a material based on your surroundings and is incapacitated.

While sealed, the creature cannot take damage, does not need to eat or breathe, and does not age. The creature cannot communicate through any means and any telepathic or magical link between this creature and others is severed. If the seal is damaged the creature is no longer incapacitated and the GM determines what actions the sealed creature can take. Destroying the seal ends the effects of this spell and returns the creature.

The seal slowly degrades over the duration. Casting this spell on a sealed creature refreshes the seal, repairing any damage and extends the duration to 10 years.

When cast at 10th level the duration increases to 100 years and you add 2 superior dice to your spellcasting roll.

DIVINE

CANTRIPS

GUIDANCE

Cantrip

Casting Time: 3 AP

Range: 2

Duration: 1 minute

Enchant up to 5 creatures you can see with divine guidance. Make a spellcasting roll adding a bad die for each creature targeted. On a success, the creatures can add an enhanced die to their next attack, maneuver, or damage-dealing spell roll, or a superior die on a critical.

Add an enhanced die for every level cast above cantrip.

HOLY PROTECTION

Cantrip

Casting Time: 4 AP

Range: 2

Duration: 1 minute

Enchant up to 5 creatures you can see with protection. Make a spellcasting roll adding a bad die for each creature targeted. On success the next die to roll a critical against this creature is ignored, counting as 0 successes.

Add an enhanced die for every level cast above cantrip.

LIGHT

Cantrip

Casting Time: 6 AP

Range: touch

Duration: concentration, 10 minutes.

You cause a small object no larger than a fist to emit a bright light. You may control the intensity of the light, from 1 tile of dim light up to 3 tiles of bright light and 3 tiles of dim light. The lights ranged can be doubled, requiring you to roll a concentration check against 1 bad die every turn. While intensifying the light, any creatures that are sensitive to bright light add 1 terrible die to their attack rolls while in this spells bright light.

The range of the maximum bright and dim light increases by 1 tile for every level cast above cantrip. At 5th level and above this light is considered sunlight.

RADIANT LIGHT

Cantrip

Casting Time: 6 AP

Range: 5

Duration: instant

Damage Type: holy

A beam of radiant light envelops a creature in range. Make a spellcasting roll against the creatures Charisma save. On success they take 1 wound in holy damage, or 2 wounds if they are undead.

You may target an additional creature for every level cast above cantrip.

SPARE FROM DEATH

Cantrip

Casting Time: 4 AP

Range: touch

Duration: instant

Slow the heart and prevent blood loss of an incapacitated creature. Make a spellcasting roll against a bad die for every temporary wound the creature is missing. On success the creature is stabilized and will regain consciousness in 10 minutes with 1 wound.

Add a superior die for every level cast above cantrip.

VINE WHIP

Cantrip

Casting Time: 5 AP

Range: 5 (10)

Duration: instant

Damage Type: Bludgeoning

Cause a plant to attack or grapple a nearby creature you can see. Choose a location in range to grow a plant, or take control of a small or larger plant within 10 tiles. The plant grows a bramble whip with *Reach 1* it can use to attack creatures. You may use the plant to make an attack or grapple action using your spellcasting roll for the attack. On hit they take 2 wound dice in bludgeoning damage.

The plant lasts for 1 minute after which it withers or returns to its original shape.

Add a wound die for every level cast above cantrip.

FIRST LEVEL

ANIMAL MESSENGER

1st level

Casting Time: 1 minute

Range: touch

Duration: 1 day

You attempt to summon a small beast to deliver a message for you. Make a spellcasting roll against 2 bad dice, or 2 terrible dice in an urban environment. On success you summon a small beast local to the area, or a flying beast on a critical. You can give the beast a message up to 1 minute long and a description of the recipient. The beast will give the message to the first creature it finds that matches the description, and may have trouble with overly complex messages or descriptions. The beast can travel 20 miles a day, or twice that if they can fly.

On delivering the message the recipient is able to give a 1 minute message in return. If the beast is unable to find a creature matching that description or unable to return the response within the spells duration the beast reverts back to a normal animal and the message is lost.

The duration increases by 1 day for each level cast above 1st.

BONFIRE

1st level

Casting Time: 1 minute

Range: touch

Duration: 8 hours

You create a magical soothing bonfire. The bonfire takes up a tile of space, emits bright light for 5 tiles and dim light a further 5. Make a spellcasting roll against 2 bad dice. On success any creature that takes a long rest while in the fires light restores an extra wound and recovers an additional level of exhaustion.

Add an enhanced die for every level cast above 1st.

BRAMBLE

1st level

Casting Time: 7 AP

Range: 7

Duration: 5 minutes

Damage Type: piercing

A 3x3 tile growth of razor sharp bramble appears centered on a point in range you can see. The bramble counts as difficult terrain and is flammable, each tile burning away after taking 1 wound of fire damage.

Any creature taking a move or sprint action through the bramble makes a Dexterity save against your spellcasting roll. On failure they take 1 wound die in piercing damage, being tangled in the bramble on a critical, ending their movement. A creature makes this save only once per move or sprint action.

The area increases by 1 for every level cast above 1st.

BREATH

1st level

Casting Time: 10 AP

Range: 5

Duration: concentration, 1 hour

You summon a swirling vortex of breathable air around up to 5 creatures in range you can see. Make a spellcasting roll, adding a bad die for every creature targeted. On success, each creature is able to breathe normally when they otherwise couldn't, such as when underwater, in a smoke filled room, or in a vacuum. Creatures also get expertise when saving against poisonous or harmful gasses, such as from the spells *Poison Cloud* or *Miasma*.

Add an enhanced die for every level cast above 1st.

CHILLING FOG

1st level

Casting Time: 6 AP

Range: 15

Duration: 10 minutes

A chilling fog covers a 5x5 tile area centered on a point in range you can see. A creature that enters the fog for the first time this round or starts their turn there makes a Stamina save against your spellcasting roll. On failure they gain slow 1 for the next minute, increasing to slow 2 on a crit. All creatures inside the fog have Resistance 1 to fire damage. The fog heavily obscures the area counting as quarter cover.

The size and range of the fog increases by 2 for every level cast above 1st.

CLOSE WOUNDS

1st level

Casting Time: 5 AP

Range: touch

Duration: instant

Mend a creature's wounds. Make a spellcasting roll, healing a wound and adding a wound for every critical rolled.

Add a wound die for every level cast above 1st.

HOLY WEAPON

1st level

Casting Time: 4 AP

Range: self

Duration: concentration, 1 minute

Damage Type: holy

Enchant your weapon with holy power. For the next minute you may use your spellcasting roll in place of attack rolls you make. Your attacks add an additional wound die of holy damage, or 3 wound dice if the target is undead.

Duration increases by 1 minute for every level cast above 1st.

SOLAR FLASH

1st level

Casting Time: 6 AP

Range: touch

Duration: instant

You create a cone of shining light 3 tiles long and 3 tiles wide, blinding all creatures in the light. Make a spellcasting roll against the creatures Stamina save. On success the creatures are blinded until the end of their next turn. If the creature is sensitive to daylight or bright light they also take 1 wound in holy damage.

The length and width of the cone increases by 1 for every level cast above 1st.

TREMOR

1st level

Casting Time: 7 AP

Range: self

Duration: instant

Damage Type: Bludgeoning

You cause tremors in the earth around you. All creatures within 2 tiles of you make a Strength save against your spellcasting roll. On failure the creatures takes 1 wound die in bludgeoning damage, being knocked prone on a critical. If the ground in the area is loose earth or stone it becomes difficult terrain until cleared.

The affected tiles extends by 1 and damage is increased by 1 wound die for every level cast above 1st.

SECOND LEVEL

CLEANSE

2nd level

Casting Time: 3 AP

Range: 3

Duration: instant

Attempt to remove negative conditions afflicting a creature in range that you can see. Make a spellcasting roll against a bad die for each condition you want to cleanse. For conditions with levels, such as poison, add 1 bad die for each level of that condition. On success you end the chosen conditions on the creature. This spell can remove slow, poison, hex, daze, stun, blind, weakened, and fear.

Add an enhanced die for every level cast above 1st.

CONSECRATE GROUND

2nd level

Casting Time: 10 AP

Range: self

Duration: concentration, 10 minutes

Damage Type: holy

Mark a 3x3 tile area centered on yourself. Any undead or monstrosity attempting to enter the consecrated ground makes a Charisma save against your spellcasting roll. On failure they cannot willingly enter. Any undead or monstrosity inside the consecrated ground takes 1 wound in holy damage at the start of their turn. Allies inside the zone gain 1 proficiency to all saving throws. Leaving the consecrated ground ends the spell. If the spell lasts for the full 10 minutes the area remains consecrated for 1 day.

The area increases by 2 for every level cast above 2nd.

ENHANCE ABILITY

2nd level

Casting Time: 5 AP

Range: 3

Duration: concentration, 1 hour

You bless up to 5 creatures in range that you can see. Make a spellcasting roll against a terrible die, adding a terrible die for each creature targeted. On success the creatures increase an attribute of their choosing by 1 for the duration of the spell, increasing the proficiency of that attributes saving throw for every critical.

Add an enhanced die for every level cast above 1st.

GUST

2nd level

Casting Time: 7 AP

Range: touch

Duration: concentration, 1 minute

Damage Type: Bludgeoning

You cause strong winds to blow down the length of a 10x2 tile line. On casting and at the start of each of your turns all creatures in the wind make a Strength save against your spellcasting roll. On failure they are pushed back 1 tile, or 2 tiles on a critical. If a creature is pushed into an obstacle or a tile with another creature they take 1 wound in bludgeoning damage. Any creature trying to move against the wind counts as moving through difficult terrain. On your turn or as a reaction you may spend 2 AP to reverse the direction of the wind.

Add an enhanced die for every level cast above 2nd.

HEALING WORD

2nd level

Casting Time: 5 AP

Range: 5

Duration: instant

Send healing energy to a creature in range you can see. Make a spellcasting roll against 3 bad dice. On success, the target heals a wound die for every success in your roll.

Add a normal die for every level cast above 2nd.

SEED OF RENEWAL

2nd level

Casting Time: 1 minute

Range: touch

Duration: 10 minutes

Conjure a rejuvenating, fruit bearing bush. The bush can have up to 5 fruit, making a spellcasting roll, adding a bad die per fruit. On success a creature may eat one of the fruit during a short or long rest to restore a healing surge. They may also remove a poison or disease affecting them, unless the effect comes from a spell cast at a higher level than *Seed of Renewal*.

Add an enhanced die for every level cast above 2nd.

SHIELD OF FAITH

2nd level

Casting Time: 5 AP

Range: 3

Duration: concentration, 10 minutes

A shimmering aura protects up to 5 creatures in range that you can see. Make a spellcasting roll against a terrible die for each creature targeted. On success creatures add a defense die to their defense rolls, or a superior defense die on a critical.

Add an enhanced die for every level cast above 2nd.

TREAT INJURY

2nd level

Casting Time: 1 minute

Range: touch

Duration: instant

Restore a creatures body, healing injuries and mending bones. You may attempt to heal as many lesser and greater wounds as you wish. Make a spellcasting roll, adding 2 Bad dice for every lesser wound and 4 terrible dice for every greater wound. On success the effects of these wounds are removed.

Add an enhanced die for every level cast above 2nd.

WALL OF FAITH

2nd level

Casting Time: 5 AP

Range: 5

Duration: 1 turn

Channel your faith to form a protective wall 4 tiles wide and 4 tiles tall centered on a point in range you can see. Make a spellcasting roll adding 2 bad dice. On success the wall is created. The wall is transparent, blocking creatures and projectiles from passing through it. This can be cast as a reaction using 2 terrible dice instead of 2 bad dice. The wall lasts until the start of your next turn.

Add an enhanced die for every level cast above 2nd.

WINDS OF BATTLE

2nd level

Casting Time: 4 AP

Range: 5

Duration: 1 minute

A flurry of wind surrounds up to 5 willing creatures in range you can see. Make a spellcasting roll adding a terrible die for each creature targeted. On success the creatures do not provoke opportunity attacks when moving. For each critical rolled they can reroll a die in their attack, maneuver, or spell attack rolls. The effect ends on a creature if it takes damage.

Add an enhanced die for every level cast above 2nd.

THIRD LEVEL

BEACON

3rd level

Casting Time: 6 AP

Range: 5

Duration: concentration, 10 minutes

You project an aura around up to 5 creatures protecting them from harm. Make a spellcasting roll adding a terrible die for each creature targeted. On success any time a creature would need to make a Willpower save they may use your spellcasting roll instead. When making death saving throws they may reroll their wound die, taking either result.

Add an enhanced die for every level cast above 3rd.

BREAK CURSE

3rd level

Casting Time: 10 AP

Range: touch

Duration: instant

You attempt to remove a curse afflicting a creature. Make a spellcasting roll against a bad die per spell level of the curse. On success the curse is removed.

Add an enhanced die for every level cast above 3rd.

CURE

3rd level

Casting Time: 10 AP

Range: 3

Duration: instant

You cleanse poison and disease from up to 5 creatures you can see. Make a spellcasting roll adding a terrible die for each creature targeted. On success you end all poisons affecting them and cure one disease.

Add an enhanced die for every level cast above 3rd.

DEMONIC SKULL

3rd level

Casting Time: 8 AP

Range: 5

Duration: 1 minute

Damage Type: fire

You summon a flaming skull at position in range you can see. At the end of each of your turns the skull breathes fire at all creatures in its zone of control. Make a spellcasting roll against the creatures defense. On success they take 1 wound in fire damage, adding a wound die on a critical. On your turn you may spend 3 AP to move the skull up to 5 tiles and change its facing. If the skull moves more than 10 tiles from you the spell ends.

Add an enhanced die and increase the duration by 1 turn for every level cast above 3rd.

Detect Creatures

3rd level

Casting Time: 1 minute

Range: 1 mile

Duration: instant

You attempt to detect the location of a type of creature in range. Choose one of the following: *beast*, *celestial*, *construct*, *demon*, *draconic*, *elemental*, *giant*, *goblinoid*, *fey*, *humanoid*, *monstrosity*, *undead*, or *outsider*. Make a spellcasting roll adding 2 bad dice. On success you know the rough direction and Strength of creatures matching that type in the spells range. The spells accuracy is determined by how many success are in your roll:

0-2: You cannot sense how many creatures have been detected and their direction is accurate to within 2000 ft.

3-4: You have a vague count of the number of creatures in range, within 10, and their direction is accurate to within 500 ft.

5-7: You have a moderate idea of the number of creatures in range, within 5, and their direction is accurate to within 100 ft.

8+: You know exactly how many creatures are in range and their direction is accurate to within 10 ft.

The range increases by 1 mile for every level cast above 3rd.

Revive

3rd level

Casting Time: 10 AP

Range: touch

Duration: instant

Attempt to bring back a creature back to life that has been dead for no longer than 10 minutes. Make a spellcasting roll against 2 terrible dice, adding a terrible die for every time this creature has died. On success the creature is brought back to life with 1 wound. For the next 3 days their attribute scores are reduced by 1.

Add a normal die for every level cast above 3rd.

Spirit Animal

3rd level

Casting Time: 10 minutes

Range: self

Duration: 3 days

Attempt to commune with local nature spirits, gaining one as your guide. Make a spellcasting roll adding 2 terrible dice, or 3 if you are not in a forest, swamp, or plains. On success you gain an spirit companion of your choosing. You may summon or dismiss the spirit for 5 AP, appearing in a tile adjacent to you. Each spirit has 3 wounds with the spell ending if they are killed. Spending a minute in concentration you may look through your spirit animal's eyes. While doing so you gain the senses of the animal and lose your own. Besides their max wounds the spirit animal has the same attributes, abilities, and attacks as the animal they're based on. You gain the following bonuses if the spirit animal is within 10 tiles of you.

Elk: You add 2 superior dice with athletics checks and your move speed increases by 1.

Rabbit: You add a superior die to Dexterity saves and acrobatics checks. The rabbit has 1 wound cannot be hurt while on your person.

Bear: Your max wounds increase by 1.

Snake: You add 1 superior die to Intelligence saves and you cannot be charmed. The snake has 1 wound and cannot be hurt while on your person.

Eagle: You add 2 superior dice to perception checks. The eagle has a flying speed of 5/5.

Wolf: You add 1 superior die to conversation and diplomacy checks. When helping or being helped by an ally you may reroll 3 dice.

Add an enhanced die for every level cast above 3rd.

Summoning

3rd level

Casting Time: 10 AP

Range: touch

Duration: instant

You attempt to summon a willing creature to your location. Make a spellcasting roll, adding dice according to the table below. On success the creature is summoned to the location you touch. The creature gets a glimpse of the area they are being summoned to when the spell is cast and may refuse the summons.

You may instead cast this into a small object or trinket using the 'Passing Acquaintance' difficulty. Successfully casting this in the same location every day for 3 days permanently binds the spell to the object. A creature holding the object that speaks the command word is teleported to the casting location. After using it reverts to a mundane object.

Add an enhanced die for every level cast above 3rd.

Summoning Difficulty

Familiarity	Difficulty Dice
Second hand description or unknown name	4T
Passing acquaintance	2T/2B
Casual friendship	1T/2B
Intimate knowledge	2B
More than 200 miles away	+1T

Traveler's Protection

3rd level

Casting Time: 3 minutes

Range: 5

Duration: 8 hours

Create a protective ward that fills up to 5 creatures with vigor. Make a spellcasting roll adding a bad die for each creature targeted. On success the creatures maximum wounds increase by 1. Casting *Traveler's Protection* on a creature already under its effects refreshes the duration.

Add an enhanced die for every level cast above 3rd.

TURN UNDEAD

3rd level

Casting Time: 6 AP
Range: self
Duration: 1 minute
Damage Type: holy

You create a wave of holy force. All undead within 3 tiles of you makes a Charisma save against your spellcasting roll. On failure they take 2 wounds in holy damage and are turned for 10 minutes. On success they take 1 wound and are not turned. An undead possessing a creature is forced to leave that creature if they are turned. While turned undead cannot sprint, attack, or take hostile actions and must spend their turn moving away from you. This effect lasts until they take damage.

Add a wound die and increase the area by 2 tiles for every level cast above 3rd.

FOURTH LEVEL

AWAKEN

4th level

Casting Time: 1 minute
Range: touch
Duration: 7 days*

Attempt to awaken a plant or creature with an Intelligence of -2 or less. Make a spellcasting roll adding a terrible die for every 4 CR of the creature, with a minimum of 1. On success the plant or creature is awakened, gaining intelligence. While within 1 mile of you the awakened creature can speak the languages you can speak as well as communicate with you telepathically. For the duration, the creature obeys your commands to the best of its ability. Once the spell ends, or if they move more than 1 mile from you, or if you dismiss them they revert to their original form.

Add a superior die for every level cast above 4th.

BIND CREATURE

4th level

Casting Time: 6 AP
Range: 5
Duration: concentration, 1 hour.

Bind a creature in range you can see to this realm. Make a spellcasting roll against the creatures Charisma save. On success the creature is bound for the duration. While bound they are unable to leave this realm through any means, nor can they magically teleport, enter the ethereal plane, or possess a creature. Ethereal creatures are forced to the material plane, losing any resistances and cannot move through solid objects. The creature gains slow 1 for the duration on a critical.

Add an enhanced die for every level cast above 4th.

COMMUNE WITH NATURE

4th level

Casting Time: 10 minutes
Range: 3 miles
Duration: instant

You spend time in meditation, listening to the land itself covering an area 3 miles out in all directions. Make a spellcasting roll adding a bad die for each piece of information. On success you learn any of the following you've chosen:

- General lay of the land and bodies of water.
- Prevalent plants, creatures, or minerals.
- Presence of fey, elemental, celestial, undead, or demonic entities, and an estimate of their strength.
- General location and understanding of influence from other realms or warrens.
- General location of any structures, cave systems, or traces of people (such as a campsite).

Add a superior die for every level cast above 4th.

DESTROY MONSTROSITY

4th level

Casting Time: 8 AP
Range: 10
Duration: instant
Damage Type: holy

Channel holy energy to destroy an undead or monstrosity. Make a spellcasting roll against the creatures Stamina save. On success they take 7 wounds, or 2 wounds on failure. Regardless of success the creature gains slow 1 for 1 minute.

The number of wounds dealt increases by 2 for every level cast above 4th.

PURIFY SPIRIT

4th level

Casting Time: 8 AP
Range: 5
Duration: instant

Attempt to purify a hostile celestial, fey, or elemental, returning it into a neutral or friendly state. Make a spellcasting roll against the creatures Charisma save. If they have less than half of their wounds remaining add 2 superior dice to your roll. On success they are no longer hostile to you or your allies, but not necessarily helpful. They remain this way for 24 hours or until you or an ally takes a hostile action against them.

Add an enhanced die for every level cast above 4th.

REGENERATION

4th level

Casting Time: 7 AP

Range: 5

Duration: instant

Fill a creature with healing energy, causing their wounds to close over time. Make a spellcasting roll adding 4 bad dice. On success the creature heals a wound, healing a wound at the start of each of their turns. This effect lasts a number of turns equal to your successes. Remove a lesser wound on the creature for every critical rolled.

Add an enhanced die for every level cast above 4th.

SHAPE STONE

4th level

Casting Time: 8 AP

Range: touch

Duration: instant

Attempt to shape stone into a form of your choosing. Make a spellcasting roll adding 2 bad dice. On success an area of stone no larger than 2 tiles takes the form of your choosing. The stone can have multiple parts, but cannot be more complex than a door. You can shape the stone into anything following these constraints, such as a weapon, an statue, or a chair. This can be used to seal a door shut or create a passage way through a wall.

Your number of tiles shaped increases by 2 for each level cast above 4th. The tiles must be adjacent.

SUMMON DEMON

4th level

Casting Time: 10 AP

Range: 5

Duration: instant

You attempt to call forth a demon from the abyss at a point in range you can see. Make a spellcasting roll against 2 terrible dice. On success a group of demons (determined by the GM) whose combined CR is 8 or lower appear at the target location. When they appear the demons make a Willpower save against your raw Willpower. On failure the demons obey you for the next hour after which they revert to their default behavior. Each successful casting of *Summon Demon* in this location over the past day adds 1 terrible die to your spellcasting roll.

The maximum CR increases by 3 for every level cast above 4th.

WARD FROM DEATH

4th level

Casting Time: 1 minute

Range: 5

Duration: 8 hours

Cast a ward on up to 5 creatures, protecting them from death. Make a spellcasting roll against 2 terrible dice for each creature targeted. The next attack or spell that would either take them to 0 wounds or instantly kill them instead leaves them at 1 wound. Once triggered the spell ends on the creature.

Add an enhanced die to the roll for every level cast above 4th.

FIFTH LEVEL

BIND FAMILIAR

5th level

Casting Time: 1 turn

Range: 3

Duration: 1 year

You bind a spirit to a beast to serve as your familiar. The creature must have a CR of 15 or less and an Intelligence score of -1 or less to become your familiar. Make a spellcasting roll adding a terrible die for every 3 CR of the creature. On success you call a spirit (75% chance for a celestial spirit, 25% chance for a demonic spirit) and bind it to the creature. The creature gains powers based on the spirit that inhabits it and gains the ability to speak and communicate telepathically with whoever they form a contract with.

Once bound, the familiar offers a contract to the caster in exchange for one year of service. The offer can include anything, such as a large sum of money, an attribute point for the duration of the contract, needing to feed on human flesh every 7 days, or tracking down and punishing a wicked creature. The offer will be determined by the GM, but regardless of the cost accepting the contract reduces your maximum wounds by 2 for the duration.

You gain part of the familiar's powers while it is within 10 tiles of you. The powers granted are included in the contract and can be anything, such as giving you expertise in a spell school or saving throw, allowing you to turn invisible, read the minds of nearby creatures, or giving you a powerful maneuver.

Once successfully cast, regardless of whether a contract was formed this spell cannot be cast again for 7 days. You may only have a single familiar bound to you at once. The contract ends after the familiar dies or a year passes.

Add a superior die to your roll for every level cast above 5th.

INNER FIRE

5th level

Casting Time: 8 AP

Range: 5

Duration: concentration, 10 minutes

Empower up to 5 creatures with righteous fury. Make a spellcasting roll adding a terrible die for each creature targeted. On success the creatures have expertise with all weapons and deal an extra wound die in holy damage with every attack.

Add an enhanced die to every level cast above 5th.

JUDGEMENT

5th level

Casting Time: 10 AP

Range: 10

Duration: instant

Damage Type: holy

You call down a holy judgement over a 5x5 tile area centered on a point in range you can see. All creatures of your choosing in the area makes a Charisma save against your spellcasting roll. On failure they take 5 wound dice in damage with Undead taking 5 wounds, or half damage, rounding down, on success. On a critical the creature cannot move until the end of their next turn. If the damage would kill a living creature they are brought to 1 wound instead and stunned until the end of their turn. Undead killed this way cannot be raised again.

Add a wound for every level cast above 5th.

MASS HEALING WORD

5th level

Casting Time: 6 AP

Range: 5

Duration: instant

Mend the wounds of up to 5 creatures in range you can see. Make a spellcasting roll adding 3 terrible dice. On success you heal each creature for 1 wound, adding a wound die for every success in your roll.

Add a normal die for every level cast above 5th.

MASS CLEANSE

5th level

Casting Time: 6 AP

Range: 5

Duration: instant

Attempt to remove afflictions from up to 5 creatures. Make a spellcasting roll adding a terrible die for each creature targeted. On success you remove two negative conditions affecting each creature. Mass Cleanse can remove slow, poison, hex, daze, stun, blind, weaken, fear, petrification, or a condition inflicted by a spell of 4th level or lower.

Add a normal die for every level cast above 5th.

PETRIFY

5th level

Casting Time: 8 AP

Range: 5

Duration: concentration, 1 minute

Petrify a creature in range you can see, turning them to stone. Make a spellcasting roll against the creature's Stamina save. On success they are paralyzed for the next minute. You must maintain line of sight with the creature or the spell ends. After 1 minute you make another spellcasting roll against the creature's Stamina save. On success the creature is turned to stone.

You add a terrible die to your roll when cast on a large creature, or 3 terrible dice when cast on a huge or larger creature.

You may target an additional creature for every level cast above 5th.

RADIANCE

5th level

Casting Time: 10 AP

Range: self

Duration: concentration, 10 minutes

Damage Type: holy

A holy light emanates bright light in 3 tiles and dim light a further 3. Any undead, demon, or monstrosity entering the bright light for the first time this round or starting their turn there makes a Stamina save against your spellcasting roll. On failure they take 1 wound in holy damage and are blind until the end of their next turn. Any creature making an attack roll against you adds a terrible die to their roll. You and any creatures you choose inside the light adds a superior die to all saving throws.

The radius of the bright light increases by 1 for every level cast above 5th.

RESURRECT

5th level

Casting Time: 10 AP

Range: touch

Duration: instant

Attempt to bring back a creature that has died in the past week. A majority of the creature must be present, with this spell restoring missing body parts. Make a spellcasting roll against 2 bad dice, adding a terrible die for every time this creature has died in the past year. On success the creature is brought back to life with 1 wound, adding a wound for every critical you rolled.

Add an enhanced die to the roll for every level cast above 5th.

SPIRIT WARRIORS

5th level

Casting Time: 10 AP

Range: 3

Duration: 10 minutes

You call upon the fighting spirit of nearby dead creatures. You may choose any number of corpses within range, except the corpses of undead, monstrosities, or constructs. Make a spellcasting roll adding a terrible die for each corpse. On success spirits of the creature rise from their bodies to defend you.

The spirits have the same attributes and proficiencies they had in life, but lose any maneuvers, abilities, or spells. Each spirit has 2 wounds in health and *Resistance* 2 for all physical damage from non-silvered weapons. The warriors act immediately and obey simple commands. The spirits vanish after the duration or when exposed to direct sunlight. Corpses that have been targeted by this spell cannot be used again.

Add an enhanced die for every level cast above 5th.

SIXTH LEVEL

EXORCISM

6th level

Casting Time: 10 AP

Range: touch

Duration: instant

You attempt to exorcise an undead, demon, fey, outsider, or celestial creature, returning them to their home realm. If the creature is in its home realm it is instead banished to a warren, appearing within 40 miles of your location within the next hour. Make a spellcasting roll against the creatures Charisma save, adding a bad die if the creature has no negative conditions. On success the creature is banished to their home realm or warren, ending any possession or effects this creature was maintaining.

Add an enhanced die to the roll for every level cast above 6th.

POWER WORD: HARM

6th level

Casting Time: 9 AP

Range: 10

Duration: instant

Damage Type: holy

Channel your divine wrath at a creature in range you can see. Make a spellcasting roll against the creatures Stamina save. On success the creature takes 6 wounds in holy damage, adding a wound die for every critical rolled. This damage bypasses any resistances. Damage dealt from this spell reduces the creatures maximum wounds an equal amount, recovering 1 max wound every day. casting *Power Word: Heal* on a creature removes this effect.

Add a wound for every level cast above 6th.

POWER WORD: HEAL

6th level

Casting Time: 9 AP

Range: touch

Duration: instant

Restore the body of a creature in range you can see. Make a spellcasting roll. The creature heals 6 wounds and removes all lesser and greater wounds, healing an extra wound for every critical rolled. A creature can only be healed by this spell once per long rest.

Add a wound for every level cast above 6th.

SANCTUARY

6th level

Casting Time: 7 AP

Range: touch

Duration: 1 turn

When casting this spell you may choose to either mark a location as your sanctuary or open a portal to your sanctuary. When marking a location as your sanctuary the spell takes 1 hour to cast and does not require a roll.

When opening a portal it remains open until the end of your next turn and any creature you allow can enter it before it closes. Once the portal closes make a spellcasting roll adding 3 terrible dice. On success you appear at the location, otherwise you appear in a random location within 20 miles of your sanctuary. Regardless of the result it takes 1 minute to travel through the portal.

Add an enhanced die to the roll for every level cast above 6th.

WORD OF COMMAND

6th level

Casting Time: 8 AP

Range: 10

Duration: instant

Your voice bellows a single command heard by all creatures within 10 tiles of you. Any creatures you choose makes a Charisma save against your spellcasting roll, with hostile creatures adding a superior die to their save. On failure they obey your command. You may command the creatures to not take an action, such as preventing them from taking the move, attack, or defend actions. Alternatively you may command them to immediately take an action, such as clearing a path or dropping their weapons. Creatures commanded this way will only take the action if they have AP remaining and are capable of doing so. The command is either resolved immediately or lasts until the end of the creatures next turn if the command prevents them from taking an action.

Your voice carries an extra 5 tiles for every level cast above 6th.

SEVENTH LEVEL

DIVINE WORD

7th level

Casting Time: 9 AP

Range: 10

Duration: instant

Damage Type: holy

You speak a divine word to smite any creatures in range that can hear you. Make a spellcasting roll against the creatures Charisma save. On success the following effects occur depending on the creatures remaining wounds, increasing the threshold by 1 for every critical rolled:

- 8 wounds or fewer: blinded for 1 minute
- 5 wounds or fewer: blinded and feared for 10 minutes
- 3 wounds or fewer: killed instantly

Regardless of the outcome, any undead, demon, or celestial targeted by this spell takes 3 wounds in holy damage.

Add a superior die to your roll for every level cast above 7th.

EIGTH LEVEL

LIGHT OF DIVINITY

8th level

Casting Time: 10 AP

Range: 10

Duration: concentration, 5 minutes

Damage Type: holy

A blinding light shines down covering a 5x5 tile area in sunlight centered on a point in range. You may choose any number of creatures inside the light to be unaffected. All other creatures make a Charisma save against your spellcasting roll. On failure the creatures are pushed to the closest empty tile outside of the light and take 2 wound dice in holy damage.

Creatures inside the light are considered to be in a different realm and any attack or spell made through the the light fails. A creature can attempt to force their way into the light, making a Charisma save against your spellcasting roll. On success they enter the light as normal, otherwise they are burned by the light, taking 2 wound dice in holy damage and cannot enter.

Add a superior die and increase the area by 2 for every level cast above 8th.

RESTORATION

8th level

Casting Time: 10 AP

Range: 5

Duration: instant

You restore a creature's body, ending negative effects on them and healing mortal wounds. Make a spellcasting roll, the creature restores wounds equal to the rolls successes. Any conditions afflicting the creature are removed if they came from a spell of 5th level or below. All lesser and greater wounds are removed.

Add 2 superior dice to your roll for every level cast above 8th.

NINTH LEVEL

AVATAR

9th level

Casting Time: 1 turn

Range: self

Duration: concentration, 10 minutes.

You channel your magic to become a divine avatar. Make a spellcasting roll adding 3 terrible dice. On success you heal a wound die for each success in your roll. Starting on your next turn you become an embodiment of divine wrath, gaining the following effects:

- You gain a flying speed equal to your move speed.
- You gain Resistance 1 to all damage.
- You have expertise in everything.
- You add 2 superior dice to all saving throws.

Add a hero die to your spellcasting roll and you have Resistance 2 when cast at 10th level

APPENDIX - MANEUVERS

MANEUVERS BY LEVEL

LEVEL 1

Aimed Shot
Hamstring
Headbutt
Inspiring Words
Protector
Savage Leap
Shield Slam
Shove
Sneak Attack
Spear Wall
Sweeping Strike

LEVEL 2

Careful Advance
Daze
Guided Strike
Raise Shield
Wild Attack

LEVEL 3

Heavy Swing
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Press the Attack
Smite
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LEVEL 4

Cleave
Deflect
Flurry
Magic Arrow

LEVEL 7

Disarm
Leaping Slam

LEVEL 8

Hail of Arrows

LEVEL 9

7 Hand Strike
Volley
Wounding Strike

LEVEL 5

Armor Break
Roundhouse Kick
Target Weakness

LEVEL 6

Pommel Strike
Suplex
Tumble

LEVEL 11

Steel Tempest

LEVEL 1

AIMED SHOT

AP Cost: 5-8/4-8

Weapon: any ranged weapon

Range: min 3 tiles, weapon range

Level Required: 1/7

Make a ranged attack against a creature, adding an enhanced die for each AP spent above the minimum.

Enhanced: Add a wound die to the damage for each critical, up to a max of 3.

HAMSTRING

AP Cost: 5/4

Weapon: any melee weapon

Range: melee

Level Required: 1/9

Make a melee attack against a creature, adding an enhanced die. On hit you deal normal damage, inflicting the lesser wound, hamstring, on a critical.

- **Hamstring:** The creature has slow 1.

Enhanced: Add a wound die to the damage, and the lesser wound inflicts slow 2.

HEADBUTT

AP Cost: 2/1

Weapon: N/A

Range: melee

Level Required: 1/7

After making a successful melee attack against a creature you may attempt to headbutt them. Make a raw Stamina roll against their Stamina save, the loser is staggered and takes a wound die in damage.

Enhanced: Add an enhanced die to your Stamina roll. The loser is dazed until the end of their next turn.

INSPIRING WORDS

AP Cost: 3/3

Weapon: N/A

Range: 6

Level Required: 1/9

You give words of encouragement to up to 3 creatures. Make a performance check adding a bad die for each creature. On success the creatures may add an enhanced die to one roll they make in the next 10 minutes.

Enhanced: Creatures add a superior die instead.

PROTECTOR

AP Cost: 1

Weapon: any shield

Range: melee

Level Required: 1/7

When a creature adjacent to you is targeted by an attack you add your shields defense dice to their defense roll.

Enhanced: If the attack misses you may make an opportunity attack against the attacker if you are in range and have AP for the attack.

SAVAGE LEAP

AP Cost: 5/4

Weapon: any melee weapon

Range: 2

Level Required: 1/9

This cannot be used if you are adjacent to your target. You make a running leap at a creature, jumping 2 tiles towards them and make a melee attack. This leap passes over difficult or hazardous terrain and half cover. On hit you deal an extra wound die in damage, staggering them on a critical.

Enhanced: Add an enhanced die to the attack roll.

SHIELD SLAM

AP Cost: 3/2

Weapon: any shield

Range: melee

Level Required: 1/12

Make an attack with your shield, knocking the target off balance. Make a melee attack against a creature. On hit the creature is staggered and takes 1 wound if you used a shield, or 1 wound die if you used a buckler.

Enhanced: Add an enhanced die to the attack roll and the creature is knocked prone on a critical.

SHOVE

AP Cost: 2

Weapon: N/A

Range: melee

Level Required: 1/5

Attempt to knock a Large or smaller creature off balance with a strong push or kick. Make an athletics check against the creatures Strength save. On failure they are staggered and you may push them back 1 tile. While staggered the creature loses the benefits of any shield they are holding.

Enhanced: On a critical you have combat advantage against the creature while they are staggered.

SNEAK ATTACK

AP Cost: 6/5

Weapon: any one-handed weapon

Range: melee

Level Required: 1/10

Can only be used when flanking a creature or if you have combat advantage. Make a melee attack against the creature, rerolling up to 3 dice. On hit you deal normal damage, adding a wound die for every critical.

Enhanced: Sneak Attack can be used every turn and you may reroll all wound dice in your damage roll.

SPEAR WALL

AP Cost: 2

Weapon: any spear or polearm

Range: 2

Level Required: 1/7

As a reaction you make an opportunity attack against any creature moving into your zone of control. On hit you deal normal damage and the creatures move action ends. On a critical the target is pushed back 1 tile.

Enhanced: Add an enhanced die to the attack roll.

SWEEEPING STRIKE

AP Cost: 5/5

Weapon: any spear or polearm

Range: 2

Level Required: 1/9

Make a melee attack against a creature, adding an enhanced die. On hit you deal a wound die in damage, knocking the creature prone on a critical.

Enhanced: You deal normal damage instead.

LEVEL 2

CAREFUL ADVANCE

AP Cost: 5/4

Weapon: any melee weapon

Range: weapon range

Level Required: 2/8

You carefully study your opponents movements, making a calculated attack. Make a melee attack against a creature adding a normal die and rerolling up 3 dice in the attack roll. You ignore any criticals in your roll, counting only the successes. If the attack hits you may move 1 tile in any direction, ignoring opportunity attacks.

Enhanced: Add an enhanced die instead of a normal die and you may reroll 5 dice in your attack roll.

DAZE

AP Cost: 5/4

Weapon: any bludgeoning weapon

Range: melee

Level Required: 2/12

Make a melee attack against a large or smaller creature adding an enhanced die to the attack roll. On hit you deal normal damage, dazing the creature until the end of their next turn on a critical.

Enhanced: Add a superior die instead of an enhanced die and the creature is dazed for 1 minute on a critical.

GUIDED STRIKE

AP Cost: 5/4

Weapon: any weapon

Range: weapon range

Level Required: 2/10

Make a melee attack against a creature using any spellcasting roll instead of your attack roll. On hit the creature takes normal damage, ignoring 1 level of resistance.

Enhanced: You may spend 1 mana to add a wound of fire, cold, lightning, or poison damage to the attack.

RAISE SHIELD

AP Cost: 3/3

Weapon: any shield

Range: N/A

Level Required: 2/12

Used in place of your defend action. You raise your shield to defend against arrows. You gain *Resistance 1* to physical damage dealt by ranged attacks until the start of your next turn.

Enhanced: While your shield is raised you can reroll 1 die when making a defense roll against ranged attacks.

WILD ATTACK

AP Cost: 5/5

Weapon: any slashing weapon

Range: melee

Level Required: 2/12

Make a wild melee attack against a creature, adding a normal die to your attack roll. On hit you deal an extra wound in damage. After making the attack you grant combat advantage to attackers until the start of your next turn.

Enhanced: Add an enhanced die instead of a normal die. If you deal 3 or more wounds with this attack the target gains a random lesser wound.

LEVEL 3

HEAVY SWING

AP Cost: 7/7

Weapon: any two-handed weapon

Range: melee

Level Required: 3/12

You bring the full weight of your weapon down on a creature. Make a melee attack against a creature, adding an enhanced die to the roll. On hit they take an extra wound in damage, and you may reroll all wound dice on a critical.

Enhanced: Add a Superior die instead of an enhanced die to the attack roll and an extra wound die to the damage.

PINNING SHOT

AP Cost: 6/5

Weapon: any ranged weapon

Range: weapon range

Level Required: 3/10

Make a ranged attack against a medium or smaller creature, adding an enhanced die to the roll. On hit they take 1 wound in piercing damage, pinning them to the wall or ground on a critical. A pinned creature grants combat advantage and cannot take the move or sprint actions until they spend 5 AP unpinning themselves.

Enhanced: Add a superior die instead of an enhanced die.

PRESS THE ATTACK

AP Cost: 5/4

Weapon: any melee weapon

Range: melee

Level Required: 3/12

Strike into a creature, pushing them back. Make a melee attack against a creature, adding a normal die to the roll. On hit they take normal damage, are pushed back 1 tile, and you move to occupy their space ignoring opportunity attacks, staggering them on a critical.

Enhanced: Add a wound die to the damage. If you have higher strength than the creature they are knocked prone instead.

SMITE

AP Cost: 6/5

Weapon: any melee weapon

Range: melee

Level Required: 3/12

Empower your weapon with holy might, consuming up to 2 mana. Make a melee attack against a creature using your divine spellcasting roll for the attack and adding an enhanced die to the roll. On hit the creature takes an extra wound die, adding a wound die for every mana spent, in holy damage. If the target is undead they take wounds instead, and are turned for 1 minute on a critical.

Enhanced: Add a superior die instead of an enhanced die to your attack roll and you may use up to 4 mana.

SUCKER PUNCH

AP Cost: 2/2

Weapon: any

Range: melee

Level Required: 3/13

Take advantage of an opponents spellcasting to quickly attack. As a reaction, when a hostile creature adjacent to you begins casting a spell you may make a melee attack against them. On hit you deal a wound die in bludgeoning damage and you add a bad die to their spellcasting roll, adding an extra bad die for every critical.

Enhanced: The first die added to their spellcasting roll is a terrible die instead of a bad die.

LEVEL 4

CLEAVE

AP Cost: 7/6

Weapon: any two-handed weapon

Range: melee

Level Required: 4/13

With a wide swing you cleave all creatures in your zone of control. Make a melee weapon attack adding a bad die to the roll. On hit the creatures take 1 wound in damage.

Enhanced: You deal normal damage to all creatures.

DEFLECT

AP Cost: 2/1

Weapon: N/A

Range: melee

Level Required: 4/12

This can only be used when the targeted by a ranged weapon. Instead of making a defense roll against the attack, make a sleight of hand roll. On success you catch the projectile taking no damage.

Enhanced: After catching the projectile you may spend 2 AP to fire the projectile back. Make a ranged attack against a target within 5 tiles adding an enhanced die to your roll. On hit you deal normal damage with that ammunition.

FLURRY

AP Cost: 7/6

Weapon: any melee weapon

Range: melee

Level Required: 4/13

You make two quick attacks against a creature. Make two weapon attacks, adding a terrible die to each attack. On hit the creature takes normal damage.

Enhanced: You add a bad die instead of a terrible die to your attack roll.

MAGIC ARROW

AP Cost: 7/6

Weapon: any ranged weapon

Range: weapon range

Level Required: 4/16

You channel magic into your weapon, empowering the next attack and consuming up to 3 mana. The arrow pierces its target hitting all creatures in a 2 tile line, increasing the tiles by 1 for each mana spent. All creatures in the line make a defense roll against your attack, adding an enhanced die to the attack roll. On hit the creatures take a wound in damage.

Enhanced: The attack deals normal damage.

LEVEL 5

ARMOR BREAK

AP Cost: 5/4

Weapon: any bludgeoning weapon

Range: melee

Level Required: 5/14

Make a melee attack against a creature, adding a normal die. On hit you deal normal damage, breaking their armor on a critical. Armor broken this way provides 1 less defense die until repaired.

Enhanced: Add an enhanced die instead of a normal die.

ROUNDHOUSE KICK

AP Cost: 5/5

Weapon: unarmed

Range: melee

Level Required: 5/15

Perform a spinning kick. Make an unarmed attack against a creature adding an enhanced die to the roll. On hit the creature takes normal damage, is pushed back 1 tile, and staggered.

Enhanced: You may target 3 creatures with the attack.

TARGET WEAKNESS

AP Cost: 5/4

Weapon: any ranged weapon

Range: weapon range

Level Required: 5/14

Make a ranged attack against a creature, adding up to 5 wound dice to the damage. For each wound die add a terrible die to your attack roll.

Enhanced: The creature gains a random lesser wound on a critical.

LEVEL 6

POMMEL STRIKE

AP Cost: 5/4

Weapon: any two-handed weapon

Range: melee

Level Required: 6/15

Make a weapon attack against a creature adding a normal die to the attack roll. On hit they take 2 wound dice in bludgeoning damage, being weakened until the end of their next turn on a critical.

Enhanced: Add an enhanced die instead of a normal die to the attack.

SUPLEX

AP Cost: 5/4

Weapon: unarmed

Range: melee

Level Required: 6/15

Can only be used against a grappled creature. Make an unarmed attack against the creatures Strength save. On hit you slam the grappled creature into the tile behind you ending the grapple, knocking the creature prone and dealing normal damage.

Enhanced: All wound dice in your damage roll are replaced with wounds.

TUMBLE

AP Cost: 3/2

Weapon: N/A

Range: 2

Level Required: 6/13

Only usable when targeted by an attack, maneuver, spell attack, or when travelling over hazardous terrain. You dive to avoid the attack, making a dexterity save instead of the normal save for the attack. On success you avoid the attack and may move up to 2 tiles in any direction. This maneuver may only be used once per round.

Enhanced: You have expertise on the dexterity save.

LEVEL 7

DISARM

AP Cost: 6/5

Weapon: unarmed

Range: melee

Level Required: 7/15

You attempt to disarm a creature, forcing them to drop their weapon. The creature makes a defense or Dexterity save against your unarmed attack. On success they drop their weapon, landing on a tile of your choosing within 2 tiles of the creature. A creature standing on that tile can spend 2 AP to retrieve the weapon.

Enhanced: The creature is also staggered.

LEAPING SLAM

AP Cost: 7/7

Weapon: any two-handed weapon

Range: melee

Level Required: 7/18

You jump up to 2 tiles making a weapon attack against a creature adding a bad die to the attack roll. On hit they take normal damage and are knocked back 2 tiles if they are large or smaller. On a critical the target is knocked prone.

Enhanced: The attack hits 2 creatures adjacent to the main creature.

LEVEL 8

HAIL OF ARROWS

AP Cost: 8/7

Weapon: any ranged weapon without *Loading*

Range: weapon range

Level Required: 8/18

This cannot be used in constrained areas. Launch a volley of arrows hitting all creatures in a 3x3 tile area centered on a point in range. Make a ranged attack against the creatures adding a bad die to your roll. On hit they take 2 wound dice in damage.

Enhanced: You no longer add a bad die to your roll and you deal normal weapon damage.

LEVEL 9

7 HAND STRIKE

AP Cost: 8/7

Weapon: unarmed

Range: melee

Level Required: 9/15

Hit a creature with a series of quick strikes. Make an unarmed attack against a creature adding an enhanced die. On hit the creature takes 5 wound dice in damage. If the target is humanoid and the total wounds and critical successes in your roll adds to 5 or more the creature is stunned until the end of their next turn.

Enhanced: You can target a creature up to 2 tiles away, moving yourself to an unoccupied tile adjacent to the creature for the attack. You add a superior die instead of an enhanced die to your attack roll.

VOLLEY

AP Cost: 9/7

Weapon: any ranged weapon

Range: weapon range

Level Required: 9/17

Shoot a volley of arrows at 3 adjacent creatures. Make a ranged weapon attack adding a terrible die to the attack roll. On hit you deal normal damage.

Enhanced: Add a bad die instead of a terrible die to your attack roll and the creatures are staggered on hit.

WOUNDING STRIKE

AP Cost: 5/4

Weapon: any one-handed weapon

Range: melee

Level Required: 9/16

Attempt to mortally wound a creature. Make a weapon attack adding a superior die if you are flanking the creature. On hit they take 1 wound die in damage, gaining a random lesser wound on a critical.

Enhanced: The attack deals normal damage and you have expertise for the attack if you are flanking the creature.

LEVEL 11

STEEL TEMPEST

AP Cost: 10/8

Weapon: any sword

Range: 2

Level Required: 11/22

Swiftly strike up to 5 creatures in range. Make a weapon attack against the creatures adding 2 terrible dice to the attack roll. On hit you deal normal damage, moving to the nearest empty tile beside a targeted creature.

Enhanced: If you hit every target they grant combat advantage until the start of your next turn.

APPENDIX - FEATS

BACKGROUNDS

BLESSED

Known to you or not, you have been given a blessing by a powerful being. You gain access to additional feats based on the being that has given you their blessing. In addition, you gain starting benefits based on the blessing:

- **Fae Court:** You are an innate spellcaster. You start with 2 mana and you add a superior die to your spellcasting rolls against effects that would stop your magic, such as being targeted by *Counter Spell*, *Dispel Magic*, or *Anti-Magic Field*. You have a codex with 2 cantrips.
- **Earthen:** When unarmored you roll 3 defense dice instead of 2. Regardless of duration, when you gain poison 1 it disappears at the end of your next turn. This has no effect on effects inflicting poison 2 or higher.
- **Blight:** You have a natural affinity with the Undead. You can sense the presence of Undead within 10 tiles of you. When dealing death damage you deal a minimum of 1 wound before resistances.
- **Abyssal:** You have unnatural luck. Once per long rest you may redo a roll, rerolling all dice and taking the new roll. You know the spell *Eldritch Blast* without needing to prepare it and can cast it without a codex. Casting *Eldritch Blast* costs 1 less AP.

COVEN WITCH

You are trained in curse spells. You start with 4 mana and a codex containing 4 cantrips or level 1 spells of your choosing. You have 1 proficiency nature and insight.

DISCIPLE

You have trained under masters, learning to perfect your mind and body. You have expertise in 2 saving throws of your choice, 2 proficiency in a weapon type, and 1 proficiency in 2 skills of your choosing based on Strength, Dexterity, or Stamina.

DRUID

You have studied the natural world and have gained an affinity with nature. You have 1 proficiency in nature and animal handling and have expertise in those skills. You start with 2 mana and have a codex with two cantrips of your choice.

ENCHANTER

You have learned the trade of an enchanter allowing you to empower mundane items. You have 1 proficiency in lore, arcana, diplomacy, and enchanting tools. Enchantments cost half as many enchanting supplies when done by yourself. You start with 2 mana, a codex with 2 cantrips, and enchanting tools.

MAGICIAN'S APPRENTICE

You are trained proficiency in arcane spells. You start with 4 mana and a codex containing 4 cantrips or level 1 spells of your choosing. You have 1 proficiency in arcana and lore.

NOBLE

You start with double the starting silver and have 1 proficiency in a weapon type. Your skill in trade and court proceedings allows you to reroll 1 die for all Charisma skill checks. You have 5 proficiency points to spend among skills. You start with padded armor and 1 martial weapon of your choice.

ORDER INITIATE

You are trained in divine spells. Your devotion to your order gives you an unnatural ability to seek out evil. You have expertise in insight and have 1 proficiency in diplomacy, religion, and a weapon type of your choice. In addition, you add a superiority die for Willpower and Charisma saves and skill challenges against demons and undead.

You start with scalemail armor, a martial weapon of your choice, and a codex with 2 cantrips.

PIT FIGHTER

Either by circumstance or choice, your time in the pits has honed your senses in battle. You gain 1 proficiency in unarmed weapons and 2 proficiency in any other weapon type. While wearing light or no armor your sprint speed is increased by 1. When attacked by a creature inside your zone of control you improve one defense die to a superior defense die.

PRIEST

You are trained in divine spells. You start with 4 mana and a codex containing 4 cantrips or level 1 spells of your choosing. You gain 1 proficiency in religion and medicine.

RANGER

Your time hunting and wandering through the wilderness has honed your skills. You have 1 proficiency with ranged weapons, nature, survival and animal handling and your move speed is increased by 1. You reroll 1 die when making an initiative, nature, survival, or animal handling roll. You start with studded armor and a martial weapon of your choice.

SCRIBE

You have spent years learning the history of your tribe, village, or city, and with your steady hands have commit it to writing. You have 2 proficiency in lore and have expertise in it. You have 1 proficiency in sleight of hand and scribing tools and know 2 additional languages. You start with scribing tools and a spell scroll containing a 1st or 2nd level spell.

SOLDIER

You learn 1 maneuver you meet the requirements for and have 1 proficiency in 3 weapon types. You also gain one of the following trainings:

- **Shield Master:** When attacked, as long as you are holding a shield you may spend 1 AP to reroll all wound dice in the attack.
- **Weapon Expert:** Choose a weapon type, when making attacks with this weapon you may reroll 1 die.
- **Defensive Stance:** You may reroll 1 die when making a defense roll.
- **Ranger:** As long as no one is in your zone of control your ranged attacks add 1 critical.

You begin with hide armor and 3 weapons you are proficient with.

STREET URCHIN

You gain 1 proficiency in sleight of hand, stealth and lockpicking and have expertise in those skills. Your naturally hard to pin down. When taking the move or sprint action you may spend an extra 2 AP to prevent opportunity attacks from the movement. You start with a simple weapon of your choice.

VILLAGE HEALER

You have studied the traditional methods of healing. You start with an apothecary set and any 3 plants from the apothecary set's *wilderness survival rewards* table. You have 2 proficiency with the apothecary set and 1 proficiency with nature, medicine, and survival. When making an apothecary roll your experience lets you reroll 1 die in the roll. You have a codex with two cantrips.

WANDERER

You've never had a home, instead relying on your own skills to survive in the wild. You gain 2 proficiency in survival and have expertise in that skill. You gain 1 proficiency in athletics and a weapon type of your choice. Once per day when taking lethal damage, if the damage dealt is less than your Stamina score you survive with 1 wound. You do not start with any currency, instead starting with hide armor and 2 weapons of your choice.

BASIC

AGILE

As long as you aren't wearing armor, when making a defense roll you roll defense dice equal to your Dexterity score.

ALERT

You take no penalty from being surprised and you add 1 superior die to initiative rolls.

ARMOR EXPERT

You reduce the penalties of wearing armor to 1 bad die for medium armor and 1 terrible die for heavy armor. When making a defense roll you add 1 critical to your roll.

ATTUNED SPIRIT

You resonate particularly well with magic items. You may attune to 4 items at one time instead of 3. If an item you are attuned to grants you a bonus to your attributes you gain an equal bonus to that attributes saving throw.

BATTLE MAGE

Once per turn, when you cast a cantrip or 1st level spell your next basic attack costs 2 less AP. Alternatively if you make a basic attack your next cantrip or 1st level spell costs 2 less AP, with a minimum of 1. The spell level increases to 2nd at 7th level, and 3rd at 14th level, and 4th at 21th level.

DUAL-WIELD EXPERT

You have no penalties from dual wielding. While dual wielding you count as holding a shield when taking the Defend action.

DUELIST

You are an expert with one-handed weapons. When attacking with a one-handed weapon you reroll 1 die in your attack roll. If you're holding nothing in your off hand you have expertise with your attack roll instead.

DURABLE

When taking damage from any source you may reroll 1 wound die.

EXPERTISE

Choose 2 skill or tool proficiencies. You have expertise in these skills.

FLURRY OF BLOWS

After an unarmed attack, if you have nothing in your offhand you may take the off-hand attack action to make 2 attacks against a creature. The attacks add 1 bad die to the attack roll and do not use proficiency.

HUNTER

Your skill in hunting creatures has given you a knack for identifying weaknesses. During a short or long rest you may study the body of a dead, non-humanoid creature to learn its weaknesses. After studying you learn 1 piece of information about the creature, such as its max wounds, its attributes, resistances or vulnerabilities, or one of its features.

You keep a log of all creatures you've studied. During a long rest you can prepare a creature you've studied, taking up one of your prepared spell slots. For the next day you add 1 critical to all attacks, maneuvers, and spell attacks against a prepared creature.

LONGCASTER

Spells you cast with a range of 5 tiles or more have 3 extra range. Spell attacks against creatures in cover grant them one less defense die.

LUCKY

When you make a roll you may reroll dice equal to your Charisma score. This can be used twice, after which you must take a long rest to regain this feat.

PRIEST

You have training in divine spells.

QUICK HEALING

You gain 4 healing surges instead of 3 each long rest. You roll 4 wound dice instead of 3 when rolling healing surges.

WITCH

You have training in curse spells.

WIZARD

You have training in arcane spells.

WRESTLER

You add 2 superior dice when making Strength rolls to grapple, move or shove a creature.

JOURNEYMAN

ACTION SURGE

Requires 5th level

At any time you may use *Action Surge* to regain 7 AP and use a second maneuver this round. After using this feat, you must take a short or long rest before you can use it again.

ACTOR

Requires proficiency in performance

You are able to impersonate voices you have heard before, reducing the skill challenge for these rolls. When making conversation or diplomacy checks you can use your performance instead.

ARCANE FORGE

Requires proficiency with enchanters tools

If you enchant an item with the same property every day for 7 days the effect becomes permanent, becoming a magic item. At 5 proficiency in enchanters tools, you may attempt to add a second permanent enchantment after the first one has become permanent. You add a terrible die to all enchanting rolls when adding the second enchantment.

ASSASSINATE

Requires 3 proficiency in one-handed weapons, 3 Dexterity, 8th level

Once per turn, when making a one-handed weapon attack against a creature, on a critical you add 2 wound dice to the damage.

BANISHMENT

Requires 3 proficiency in divine spells, 12th level

The spells *Turn Undead* and *Destroy Monstrosity* can target Undead, Monstrosities, Demons, and Outsiders. When casting *Bind Creature*, if the creature is not native to this plane they add 1 terrible die to all attacks, maneuvers, and spells made while bound.

BATTERING RAM

Requires 3 Stamina, 3rd Level

If you move at least 2 tiles before making an attack or maneuver you deal an extra wound die in damage.

BEAST WHISPERER

Requires proficiency in animal handling

You gain expertise in animal handling. Your skill with animals allows you to pacify even hostile beasts. You can spend your turn attempting to calm the beast, making an animal handling roll. On success the creature is no longer hostile.

You may make an animal handling roll against a beast that hasn't been hostile towards you in the past day in an attempt to befriend it. On success the beast sees you as an ally and on a critical the beast will defend you while in its habitat.

BLESSED HEALING

Requires 2 Charisma, proficiency in divine spells

A creature healed by you adds a superior die on their next attack or saving throw within the next 10 minutes.

BOOK OF HYMNS

Requires 2 Charisma, proficiency in religion

In addition to the spells you normally prepare, you may prepare divine spells equal to your Charisma score.

BRUTAL STRIKES

Requires 3 Strength, 3rd level

When making an attack or maneuver against a creature you add a wound die to the damage on a critical.

BURST OF SPEED

Requires proficiency in athletics

With a running start you can easily jump up to your Strength score in tiles, or half that from a standstill. When taking the sprint action you can spend 1 more AP to add your athletics proficiency to your sprint speed instead of your Dexterity score.

CHARMER

Requires proficiency in conversation

When making a conversation challenge against a non-hostile creature you add a superior die to the roll. On a critical the creature treats you as a friend for the next day.

CONSTITUTION

Requires proficiency in exhaustion

You are used to pushing your body to its limits. When traveling or staying awake you automatically pass your first exhaustion roll, allowing you to travel further and stay up longer without negative effects. As long as you have no levels of exhaustion your first healing surge used during a rest heals for its maximum value.

DANGER SENSE

Requires proficiency in perception, 10th level

When making a saving throw against an attack, damaging spell, or damaging effect you can see you add 1 superior die to the roll.

DEFENSIVE DUELIST

Requires proficiency with a weapon

When you make a melee attack against a creature with a weapon you are proficient in they cannot make opportunity attacks against you until the start of your next turn, regardless of the outcome of the attack. You add 1 superior defense die to your defense roll when targeted by opportunity attacks.

DIVINE HEALING

Requires proficiency in divine spells, 3 Charisma, 12th level

Your are able to mend even the most fatal of wounds. When casting a healing spell you add 1 wound die to the heal. Casting a healing spell on an unconscious creature always restores the maximum value.

EFFICIENT BREWING

Requires proficiency in apothecary set

When using your Apothecary set you can add an additional ingredient from any of the required ingredients. If you do you create two potions on success instead of one.

ELEMENTAL AFFINITY

Requires proficiency in arcane spells, 3 Intelligence

Your mastery of magic has enhanced your abilities with a chosen element. Choose fire, cold, lightning, thunder, force, or poison. Spells you cast of this element ignore 1 level of resistance and you add a superior die to those spells spellcasting rolls. You add a superior die when making saving throws against spells with that damage type.

EVASION

Requires Agile, 3 Dexterity

When targeted by a area of effect attack, maneuver, or damaging spell you may spend up to 3 AP, moving 1 tile per AP spent. This movement does not trigger opportunity attacks and you take no effect from the spell if you are able to leave its area of effect.

ENDURING CONCENTRATION

Requires 2 Stamina

You add 1 superior die to your concentration checks and saving throws that would stun or leave you incapacitated.

EXERTION

Requires 10th level

As long as you have at least 1 AP remaining you may take an action that leaves you at -5 AP or more. After taking the action make an exhaustion roll adding 1 bad die for every AP you overspent. On failure you gain a level of exhaustion.

FAST ATTACKS

Requires 1 Dexterity

Basic attacks cost 4 AP instead of 5.

FAR BLESSINGS

Requires 3 proficiency in divine spells, 10th level

The spells *Guidance*, *Holy Protection*, *Enhance Ability*, *Shield of Faith*, and *Winds of Battle* have 3 extra range. When cast at 1st level and above the effects of *Guidance* and *Holy Protection* last for a full turn instead of a single attack.

FORAGER

Requires proficiency in survival

When searching for food you find twice the amount with a successful survival roll. When searching for ingredients, for example when searching for apothecary ingredients, you find one extra ingredient.

FOREST KIN

Requires proficiency in nature, 2 Strength

When attacked by a wild beast or plant creature they make a Willpower save against your raw Strength roll. On failure they must find a new target or the attack fails. Once a beast succeeds they are immune to this effect for 24 hours.

HELPING HAND

Requires proficiency in divine spells, 6th level

When casting non-damaging spells on allies, add a superior die to the roll if you are not one of the targets.

HIDDEN IN PLAIN SIGHT

Requires proficiency in stealth

Your ability to sneak allows you to hide even in combat. When partially obscured, such as in fog or behind foliage, you can spend 5 AP to take the Hide action. Make a stealth roll against the creatures perception. On success you hide from the creature. The creature is still aware of you but cannot find you, being unable to target you with single target attacks, maneuvers or spells.

INTIMIDATING PRESENCE

Requires proficiency in intimidation

You may use your intimidation roll instead of your conversation roll in conversation checks. In combat you can spend 5 AP to attempt to intimidate a humanoid creature within 2 tiles of you. The target makes a Willpower save against your intimidation check. On failure they are afraid of you for the next minute.

KEEPER OF LORE

Requires proficiency in lore

You add 2 superior dice when rolling a lore challenge to identify a magic item and on a critical you know if the item is cursed, but do not learn what the curse does. When taking this feat you may choose a race, nation, or area of the world to gain an expert understanding of that lands culture and history, greatly reducing the difficulty of lore challenges relating to your choice.

KEEN REFLEXES

Requires 12th level

You gain expertise in 2 saving throws.

LIGHTNING ROD

Requires 3 proficiency in arcane spells, 9th level

When casting a spell that deals lightning damage you may spend 1 mana to add a critical to your spellcasting roll.

LINGUIST

Requires 2 Intelligence

You learn a new language of your choosing. You are able to translate writings written in any non-magical language to a language you know, taking 1 hour per page translated.

LIVING HEX

Requires 3 proficiency in curse spells, 12th level

When a creature dies while inflicted by a hex caused by your spells, you may move the hex to another creature within 2 tiles. Make a spellcasting roll against the creatures Willpower save. On success they gain hex at the same level as the dead creature.

MALADY

Requires 3 proficiency in curse spells, 9th level

For curse spells that target multiple creatures, such as *Trickery*, *Charming Guise* or *Concealment*, you may target 1 extra creature. This creature does not add bad or terrible dice to the roll.

MAGIC SIGHT

Requires proficiency in arcana

You can see the faint traces of magic around you. When making a perception check you may use your arcana roll, detecting a faint outline of any magical trap or effect within 6 tiles.

MANA FONT

Requires 2 Intelligence, 5th Level

You may spend 3 AP to restore mana equal to half your level, rounded up. This feat can only be used once every long rest.

MANA RECOVERY

Requires 3 proficiency in arcane spells, 9th level

When casting *Barrier*, *Counter Spell*, or blocking spell damage with *Elemental Shell* you regain 1 mana, or 2 mana if the spell is 6th level and above, regardless of the rolls outcome.

NIMBLE

Requires proficiency in acrobatics

You may use your acrobatics roll in place of athletics checks, and standing up takes 1 tile of movement instead of half your movement. You can climb near vertical walls and cliffs with ease, even without climbing gear.

OVERCHARGE

Requires proficiency in arcane spells, 6th level

When casting an arcane spell that deals at least 1 wound of damage you may overcharge it by spending 1 extra mana and adding a terrible die to your spellcasting roll. Overcharged spells deal an extra wound with single target spells or a wound die with area of effect spells.

OVERWATCH

Requires proficiency in perception, 8th level

Once per turn when a creature takes a movement action towards you, you may spend 2 AP to make a ranged weapon attack as a reaction as long as the creature is within your weapons near range.

PERFECT DEFENSE

Requires 4 Strength, 12th level

You have perfected your defenses allowing you to withstand almost any attack. While holding a shield or wearing heavy armor you may spend 1 AP to gain *Resistance 1* against physical damage for the attack.

POISON RESISTANCE

Requires 3 Stamina, 10th level

You gain *Resistance 1* against poison damage. At the end of each of your turns you reduce the level of a poison affecting you by 1.

POTENT CURSES

Requires proficiency in curse spells, 3 Willpower, 8th level

Curses you cast, such as *Curse of Misfortune*, last until dispelled. If you only target a single creature with a curse, add a superior die to the spellcasting roll.

POWERFUL ENCHANTMENTS

Requires proficiency in enchanters tools

You add 1 superior die to your enchanting rolls. Enchantments you make last 7 days instead of 3.

QUICKENED SPELLCASTING

Requires proficiency in a spell school

Spells you cast cost 1 less AP.

RELIABLE

Requires proficiency, 12th level

Choose an attribute, your natural talent has made you reliable in all skill challenges related to that attribute. When rolling a skill challenge using that attribute you may choose to take your proficiency score in successes instead of the roll. This only takes into account positive dice. Challenge dice and negative dice added by effects, such as poison, still reduce that number as normal.

RETALIATE

Requires Dual-Wield Expert, 6th level

You have combat advantage against every creature that missed you with an attack the previous round.

RUNESMITH

Requires proficiency in Scribing Tools, 1 Dexterity

When inscribing a rune you may add 1 bad die to the scribing roll. On success you create two runes instead of one.

SECOND WIND

Requires 1 Stamina

While in combat you may spend 3 AP on your turn to use a free healing surge. This can be used once per long rest.

SENTINEL

Requires 2 proficiency in perception, 7th level

The first opportunity attack you make each turn costs 1 AP less. Hostile creatures treat your zone of control as difficult terrain.

SIGNATURE MOVE

Requires 10th level

Choose a maneuver you know with a level requirement of 7 or lower. This maneuver can be used every turn and you have expertise in rolls made with that maneuver.

SIPHON ENERGY

Requires proficiency in curse spells, 3 Willpower, 12th level

You are able to siphon the fading life from creatures to create a temporary shield. When you kill a cursed enemy or kill an enemy using death damage you gain 1 temporary wound lasting 24 hours. You may gain up to half your max wounds in temporary wounds this way.

SPELL RESEARCHER

Requires proficiency in scribing tools, 3 Intelligence, 10th level

Your experience with scribing tools allows you to create spell scrolls for spells you don't know. You may research any spell at or below your casting level. Researching a spell costs double the normal costs for creating a spell scroll and takes 1 week of work for spells below 4th level, adding an additional week for every level at 4th and above. You add 1 terrible die to the challenge roll, creating the spell scroll on success.

SPILLSPEAKER

Requires proficiency in scribing tools, arcana

You may use spell scrolls to cast the spell written on them. When using a spell scroll you cast as normal, except it doesn't require mana and doesn't need to be prepared. After casting roll a bad die. On failure the spell scroll is destroyed.

STICKY HANDS

Requires proficiency in sleight of hands

When in combat you may attempt to steal an item from a creature. The item has to be visible and is not being held by the creature. Using 5 AP you make a sleight of hand roll against the creatures Dexterity save or defense roll. On success you take the item.

TWINNED SPELL

Requires 4 proficiency in arcane spells, 15th level

When casting an arcane spell you may cast a second copy of the spell, spending mana for both spells but costing no additional AP. The spells must have different targets, and creatures can only be affected by one of the two spells if their area of effect overlaps. You add a terrible die to the spellcasting rolls.

UNRELENTING FORCE

Requires 3 proficiency in arcane spells, 9th level

Your spells that deal force damage push creatures hit, pushing them 1 tile away or to the side. This movement does not trigger opportunity attacks. You may reroll a wound die for every critical in your spellcasting roll.

VIGILANCE

Requires 2 Strength

Effects that push or pull you move you one less tile. You have expertise on Strength saves against spells, attacks, and effects that grapple, move, or knock you prone.

WILDFIRE

Requires 3 proficiency in arcane spells, 9th level

Area of effect fire spells you cast, such as *Beam of Fire* and *Fireball*, have their area of effect increased by 1.

ADVANCED

ARMOR MASTERY

Requires Armor Expert, 3 Strength, 8th level

You take no penalties from wearing armor. When making a defense roll you may reroll 1 defense die.

DURABLE RUNES

Requires Runesmith, 10th level

Runes you make are resistant to breaking. When a rune you crafted is activated, roll a wound die. On a blank the rune does not break.

INDOMITABLE

Requires Durable, 3 Stamina, 12th level

When taking lethal damage, as long as the total damage is less than or equal to your Stamina score you are reduced to 1 wound, with the excess damage reducing your Stamina directly. Stamina lost this way is regained after a long rest.

IRON GRIP

Requires Brutal Strikes, 4 Strength

You can wield a two-handed weapon as if it was one-handed, using either one or two-handed proficiency for attack rolls. You cannot dual wield while holding a two-handed weapon, but you can hold a shield.

AFFLICTION

Requires Potent Curses, 4 Willpower, 12th level

You may afflict a creature with two different curses instead of one. You gain a superior die to your saving throw when you are the target of a curse.

LAY ON HANDS

Requires Blessed Healing, 3 Charisma, 10th level

You have a natural gift for healing, being able to channel healing without the use of magic. You may spend 5 AP to heal 2 wounds from a creature you touch. This can be used 3 times, after which you must take a long rest to regain this feat.

MAGIC WEAVING

Requires Powerful Enchantments or Arcane Forge, 15th level

You may enchant magic items. When enchanting a magic item you add terrible dice based on its modifier or rarity according to the table below. Enchantments on magic items can't be made permanent with arcane forge, and you cannot enchant magic ammunition.

ENCHANTMENT DIFFICULTY

Modifier/Rarity	Difficulty
+1 or Uncommon	+1 terrible die
+2 or Rare	+2 terrible dice
+3 or Legendary	+3 terrible dice

QUICK ATTACKS

Requires Fast Attacks, 3 Dexterity, 15th level

Basic attacks cost 3 AP instead of 4.

SPLIT MIND

Requires Enduring Concentration, 4 Intelligence, 15th level

You can concentrate on 2 spells at once as long as these spells have different targets. Persistent effects, such as *Shroud of Darkness*, have no targets. For example a creature can be under the effects of both *Shroud of Darkness* and *Paralytic Cloud*, but not *Binding* and *Apathy*.

UNCANNY DODGE

Requires Agile, 10th level

Once per round you may spend 2 AP to gain Resistance 2 to all but psychic damage from the single target attack, maneuver, or spell attack.

LEGENDARY

You may only take 1 legendary feat, regardless of requirements.

JUGGERNAUT

Requires 5 Stamina, 20th level

Once per short or long rest, as long as an attack does less than your max wounds in damage you can take no damage instead.

MARKSMAN

Requires 5 proficiency with ranged weapons, 20th level

You do not add bad or terrible dice with ranged attacks when targeting a creature outside of your close range. When making a ranged attack or maneuver you may ignore all bad and terrible dice added to the roll. You may do this up to your ranged weapon proficiency, after which you must take a long rest to regain this feat.

NECROMANCER

Requires 5 proficiency in curse spells, 20th level

When gaining temporary wounds from any source, you may heal missing wounds instead. When casting *Raise Dead* you may target 2 additional corpses without adding bad or terrible dice, and you add 3 successes to *Gloom's* spellcasting roll.

PURITY OF SOUL

Requires 5 Charisma, 20th level

You cannot be charmed, possessed, or feared and have Resistance 1 against death damage.

SAINT

Requires 5 proficiency in divine spells, 20th level

You add 2 superior dice to Intelligence, Willpower, and Charisma saves against undead, demons, outsiders, celestials and fey creatures. You can prepare any number of divine spells, and once prepared are not forgotten during the next long rest.

SORCERER

Requires 5 proficiency in arcane spells, 20th level

You gain 10 spell power and mana. Choose one spell you know, this spell is always prepared and does not count towards your prepared spell slots. When casting this spell you add a superior die to the spellcasting roll.

STRENGTH OF MIND

Requires 5 Willpower, 20th level

Once per short or long rest you may pass an Intelligence, Willpower, or Charisma save regardless of the roll.

TACTICIAN

Requires 5 Intelligence, 20th level

Once per long rest, when rolling initiative as long as you are not surprised you may move a creature you are aware of to any position in the initiative. You have expertise in insight and diplomacy, with those skills use Intelligence instead of their normal attribute.

TITANIC BLOW

Requires 5 Strength, 20th level

When rolling wounds from an attack or maneuver that uses your Strength score you may instead roll all wound dice as wounds. You can do this up to your Strength score, after which you must long rest before using again.

TURNABOUT

Requires 5 Dexterity, 20th level

When the target of an attack, if the attack misses you may make a free opportunity attack against the attacking creature.

UNBRIDLED POTENTIAL

Requires 20th level

Your max attribute score is 6 instead of 5. You gain 1 attribute when taking this feat.

WARRIOR

Requires 7 combined weapon proficiencies, 20th level

Gain expertise in 2 weapon proficiencies.

FAE COURT

Only those blessed by the fae can take these feats.

ALLURING PRESENCE

Requires proficiency in conversation

Using your fae allure you may attempt to charm a humanoid creature. Taking an entire turn you make a conversation check against a creatures Willpower save. On success they are charmed by you until you release them. They become infatuated with you, going out of their way to please you but will not take any action that harms themselves or another creature. You may have up to your Charisma score in creatures under your charm at any time. If the charmed creature takes damage this effect ends.

ENCHANTMENT

Requires 8th level

As long as you are not wearing or carrying iron, any attack, maneuver, or spell attack against you adds 1 bad die to their roll.

FOXFIRE

When making an attack or maneuver you may spend 2 mana to enchant it with foxfire. The defending creature makes a Dexterity save against the attack instead of their normal roll. On hit the attack deals an extra 2 wound dice of fire damage for single target attacks or 1 wound die for area of effect attacks. You may enchant arrows with foxfire. When you or another makes an enchanting roll to create *Homing Arrows* you may spend 2 mana to create Foxfire arrows, giving the effects above.

JINX

Requires 2 Charisma

Before casting a non-damaging spell you may empower it with fae magic. In addition to the spells effects, an empowered spell causes the all creatures hit to gain hex 1 until the end of their next turn on a critical. You can do this up to your Charisma score, after which you must long rest to use this again.

EARTHEN

Only those blessed by nature or earth elementals can take these feats.

BEAST SPEECH

Requires proficiency in conversation

You can speak with animals. You know the spell *Animal Messenger* without needing to prepare it and casting it at 1st level costs no mana.

FORCE OF EARTH

Requires proficiency in a spell school, 9th level

Spells you cast that push or move creatures push them an additional tile. Spells you cast that deal physical damage deal an extra wound die in damage.

STONE SKIN

Requires 5th level

Your skin is supernaturally tough, able to deflect blows with ease. While not wearing armor, when rolling defense you replace a defense die with a superior defense die for every point of Stamina you have.

TREMOR SENSE

Requires proficiency in perception and nature

You can feel the presence of nearby creatures by their movement. When a creature touching the ground within 10 tiles of you moves you know their location unless they are magically silenced, such as from the spell *Silent Passage*.

BLIGHT

Only those blessed by a powerful undead can take these feats.

SIPHON UNDEAD

You can sense the life force keeping an undead creature alive. On your turn you may spend 5 AP to touch an undead creature, draining their life force to heal yourself. If you target an unwilling creature they make a Stamina save against your raw Willpower roll. On failure they take 2 wounds in damage and you heal for 1 wound.

SLEEPLESS

Requires proficiency in exhaustion

When targeted by the *Sleep* spell you count as having twice as many wounds. For any other effects that cause you to fall asleep you add 3 superior dice to the saving throw. You only need 4 hours to gain the full benefits from a long rest instead of 8.

TAME UNDEAD

Requires proficiency in Willpower saves, 5th level

You are able to exert your will over mindless undead. On your turn you may spend 7 AP to attempt to control a mindless undead (an undead creature having an Intelligence score of -1 or below). The creature makes a Willpower save against your raw Willpower roll. On failure they obey your commands for the next 24 hours. This effect ends if you or an ally damages the creature, you are incapacitated, or move further than 20 tiles from the creature. A creature that saves is immune to this effect for 24 hours.

You may have up to your Willpower score in undead creatures under your control. For each creature under your control you add 1 bad die to your raw Willpower rolls with this feat.

UNDEAD VITALITY

Requires 2 Stamina, 5th level

When you long rest, for every healing surge you regain that exceeds your maximum you instead gain temporary wounds equal to the excess healing surges.

ABYSSAL

Only those blessed by a powerful demon can take these feats.

ELDER SIGHT

Requires 2 Willpower

You are permanently under the effects of the spell *Dark Sight* and you gain 1 proficiency in perception.

ELDRITCH FORCE

Requires proficiency in curse spells, 8th level

When casting Eldritch blast at 1st level or above you add 1 wound to the damage.

FIENDISH TRICKERY

Requires proficiency in sleight of hand

When targeted by a damaging attack, maneuver or spell you may add a terrible die to their attack or spellcasting roll. You may do this a number of times equal to your sleight of hand proficiency, after which you must long rest before using this feat again.

ONE WITH SHADOWS

Requires proficiency in stealth

While not in direct sunlight you have expertise in stealth. While in dim light or darkness you can spend 5 AP to become invisible. The invisibility ends when you move or take an action.

ITEMS

ADVENTURING GEAR

Most towns and some villages will have adventuring gear for sale. While the actual costs are determined by the GM, this list can be used to give guidelines for the costs of typical gear adventurers will need.

Item	Cost
basic health potion	10sc
bandage	10ct
fire kit	2sc
50 ft. rope	150ct
grappling hook	5sc
climbing gear	15sc
+1 Ammunition	25sc per 3
nettle fever poison	15sc
cantrip spell scroll	15sc
1st level spell scroll	25sc
2nd level spell scroll	50sc
3rd level spell scroll	1pt
enchanting supplies	12sc

HEALTH POTION

On use they heal 1 wound and 2 wound dice. Health Potions come in different potencies, adding a wound and wound die for each modifier

Modifier	Total Wound Dice
0	1w + 2 wound dice
+1	2w + 3 wound dice
+2	3w + 4 wound dice
+3	4w + 5 wound dice
+4	5w + 6 wound dice

BANDAGE

During a short or long rest you may use a bandage, allowing you to reroll any healing surge used during the rest.

FIRE KIT

Contains kindling and equipment to easily start a campfire. Can be used to pass a survival check when building a fire. Has 10 uses.

AMMUNITION

A standard quiver can hold 25 arrows or bolts. Arrows add 1 wound die to the attack, while bolts only deal the base crossbow damage.

MUNDANE GEAR

WEAPONS

Weapon	Modifiers	Damage	Cost	Type
<i>Simple</i>				
Dagger	Finesse	1	5sc	Piercing
Club	-	1 wound die	4sc	Bludgeoning
Spear	Reach	1	8sc	Piercing
Crossbow	Loading	1	35sc	Piercing
<i>Martial</i>				
Javelin	Thrown 5/10, Finesse	1	4sc	Piercing
Hatchet	Thrown 5/10	1	8sc	Slashing
Axe	-	1	15sc	Slashing
Halberd	Versatile 1, Reach	1	25sc	Piercing
Flail	Versatile 1	1	55sc	Bludgeoning
Mace	-	1	30sc	Bludgeoning
Warhammer	Two-Handed	1 + 1 wound die	80sc	Bludgeoning
Sword	Finesse	1	35sc	Slashing
Great Sword	Two-Handed	1 + 1 wound die	70sc	Slashing
Battle Axe	Two-Handed	3 wound dice	70sc	Slashing
Bow	Range 15/25	1 + arrow damage	30sc	Piercing
Arrow	-	1 wound die	5ct	Piercing
Bolt	-	-	5ct	Piercing

ARMOR

There are 3 different types of armor: light, medium, and heavy. There is no proficiency required to wear armor, but different armors give different penalties. Medium armor adds 2 bad dice to all Dexterity saves, stealth checks, and spellcasting rolls. Heavy armor adds 2 terrible dice to all Dexterity saves, stealth checks, and spellcasting rolls.

If you do not meet the Strength requirement for wearing your armor you add 1 terrible die to all attacks, maneuvers, attribute saves and spellcasting rolls.

Armor	Defense	Strength	Cost	Dex/Spell Penalty
<i>Light</i>				
Padded	0/3	-	20sc	none
Leather, Studded	1/2	0	30sc	none
<i>Medium</i>				
Hide	1/3	1	60sc	2 bad dice
Chain Shirt, Scalemail	2/2	2	85sc	2 bad dice
<i>Heavy</i>				
Half Plate, Splint	2/3	3	155sc	2 terrible dice
Full Plate	3/2	4	300sc	2 terrible dice
<i>Shield</i>				
Buckler	+0/1	0	15sc	none
Shield	+1/0	2	50sc	none

WOUNDS

Some abilities leave lasting wounds. If an ability inflicts a random lesser or greater wound, roll on the tables below to determine the effect.

LESSER WOUNDS

Roll 4 bad dice, adding the successes.

Roll	Wound	Effect
-8	Bleeding	All blank wound die rolled against you are rerolled.
-7	Winded	You have 1 less maximum AP.
-6	Festerling Wound	Your max wounds are reduced by 1.
-5	Sprained Wrist	Add a bad die to attacks and maneuvers
-4	Minor Concussion	Add 1 bad die to spellcasting rolls, you must pass a concentration check every turn while concentrating.
-3	Bruised Leg	Your move and sprint speeds are reduced by 1 and you add a terrible die to Dexterity saves.
-2	Head Wound	Add 2 bad dice to all Willpower, Intelligence and Charisma saves and skills.
-1/0	Exhaustion	You have 1 level of exhaustion. This exhaustion cannot be healed until you cure this wound.

GREATER WOUNDS

Roll 4 bad dice, adding the successes.

Roll	Wound	Effect
-8	Deadly Infection	Your max wounds are reduced by 1. At the end of each long rest its are reduced by 1 again.
-7	Broken Arm	You can only hold a one-handed weapon or shield, not both.
-6	Internal Bruising	Opponents add 1 critical to their rolls against you.
-5	Collapsed Lung	Your Stamina score is reduced by 1 and you automatically failure exhaustion rolls.
-4	Broken Leg	You cannot sprint, and your move speed is reduced by 1.
-3	Sliced Eye	You have -3 proficiency in perception. Ranged attacks and spells you make add 1 terrible die to the roll.
-2	Concussed	Your Intelligence score is reduced by 1 and you are unable to concentrate on spells.
-1/0	Torn Ligament	You add a terrible die to all Dexterity saves.

APPENDIX - TOOLS

LOCKPICKS

A set of tools for picking a variety of locks. Anyone can use a lockpicking set, but only people with at least 1 proficiency in lockpicking get the bonuses. Lockpicks come in several rarities.

Type	Bonus
Basic	None
Expert	Adds an enhanced die
Masterwork	Adds 2 enhanced dice
Skeleton Key	Adds 4 superior dice. After the lockpicking roll, roll a terrible die. The skeleton key breaks on failure.

APOTHECARY SET

A portable set of tools required to brew potions over a campfire. During a long rest you may attempt to brew a potion or poison if you have the right ingredients, or you may search your surroundings for ingredients.

To search for ingredients make an average difficulty survival check, increasing or decreasing the difficulty based the abundance of the wilderness. Searching for ingredients takes 1 hour. On success you roll 3 superior dice to determine the ingredient found on the table below. You gain a number of ingredients equal to the successes in your survival check.

WILDERNESS SURVIVAL REWARDS

Area	6	5	4	3	2	1	0
Plains	Vitalflower	Skillwheat	Poison Nettle	Poison Nettle	Healroot	Healroot	Healroot
Forest	Lucky Leaf	Nightshade	Cleansebloom	Cleansebloom	Poison Nettle	Healroot	Healroot
Mountains	Buff Beetle	Dragonflower	Cleansebloom	Skillwheat	Skillwheat	Healroot	Healroot
Desert	Scorpion Venom	Scorchroot	Scorchroot	Dragonflower	Dragonflower	Healroot	Healroot
Swamp	Toxic Frog	Nightshade	Poison Nettle	Poison Nettle	Cleansebloom	Cleansebloom	Healroot
Lake	Brainfish	Cleansebloom	Skillwheat	Skillwheat	Healroot	Healroot	Healroot

POTIONS

Each potion requires a number of ingredients and has their own difficulty dice. When brewing a potion make an apothecary roll against the potions difficulty dice. On success you brew the chosen potion, losing the ingredients on failure.

HEALING POTION

Ingredients: 2 Healroot

Roll: 2 bad dice

A basic healing potion. On use heals for a wound and 2 wound dice.

POTION OF VITALITY

Ingredients: 2 Healroot, 1 Vitalflower

Roll: 2 bad dice

Increases your maximum wounds by 1 for 24 hours.

REPAIR KIT

Any damage taken by your armor or weapons are permanent until repaired. An item that takes enough damage, whether it's magical or not, is destroyed. A weapon that goes below a -2 modifier or armor that is reduced to a single defense die is destroyed and can no longer be repaired or used.

A damaged weapon adds 1 bad die for every negative modifier, or reduces the superior dice given from a magic weapon. Damaged armor reduces the number of defense dice given by 1, or reduces the superior defense dice given from magic armor.

You may attempt to repair a piece of equipment over a long rest. Make a repair roll against 2 bad dice. On success the gear is repaired by 1 level, or 2 on a critical. You may attempt to repair magical gear, adding a terrible die for each modifier.

CLEANSING POTION

Ingredients: 2 Cleansebloom, 1 Healroot

Roll: 2 bad dice

Ends up to 2 of the following conditions: daze, hex, paralyze, poison, slow, stun, and weaken. If the condition is level 3 or more, remove 2 levels instead. Conditions inflicted by wounds, curses, or persistent effects return at the start of your next turn.

POTION OF STRENGTH

Ingredients: 2 Buff Beetle, 1 Skillwheat

Roll: 2 bad dice, 1 terrible die

For the next hour, when making an attack or maneuver you may reroll 3 wound dice in the damage roll.

POTION OF ABILITY

Ingredients: 2 Skillwheat, 1 Healroot

Roll: 2 bad dice, 1 terrible die

When brewing this potion choose an attribute. On use increases that attribute score and saving throw proficiency by 1 for 4 hours.

FORTIFY MIND POTION

Ingredients: 2 Brainfish, 1 Cleansebloom

Roll: 2 bad dice, 1 terrible die

For the next 4 hours you add 1 superior die when rolling Intelligence, Willpower, Charisma saves and concentration checks.

BRACING POTION

Ingredients: 1 Vitalflower, 1 Buff Beetle, 2 Cleansebloom

Roll: 2 bad dice, 2 terrible die

For the next hour, any time you gain a condition roll a wound die instead. On a blank you don't gain the condition.

POTION OF FIREBREATHING

Ingredients: 2 Dragonflower, 1 Scorchroot

Roll: 2 bad dice, 2 terrible die

For the next 10 minutes, as a maneuver you may spend 7 AP to breath fire, hitting all creatures in your zone of control. Creatures make a Dexterity save against 3 superior dice. On hit they take 1 wound of fire damage.

HERO'S LUCK

Ingredients: 1 Lucky Leaf, 2 Skillwheat

Roll: 3 Terrible dice

You gain 2 Hero dice for the next hour. Any unspent dice are lost after the potion fades.

POISONS

Poisons are applied to weapons and inflict their effects after landing an attack with that weapon. Each poison vial has enough to coat a weapon for 2 attacks, or coat 5 arrowheads. Weapons that deal bludgeoning damage cannot be coated.

NETTLE FEVER

Ingredients: 2 Poison Nettle

Roll: 2 bad dice

On hit inflicts poison 1, or poison 2 on a critical. Lasts for 10 minutes.

SAPPING POISON

Ingredients: 2 Poison Nettle, 2 Skillwheat

Roll: 2 bad dice, 1 terrible die

On hit inflicts poison 1, or poison 2 on a critical. Reduces the creatures proficiencies by 1 as long as they are poisoned. Lasts for 10 minutes.

NIGHTBLEED POISON

Ingredients: 2 Nightshade, 1 Poison Nettle

Roll: 2 bad dice, 1 terrible die

On hit deals 1 wound in poison damage, adding a wound die on a critical.

PARALYZING POISON

Ingredients: 2 Nightshade, 1 Scorpion Venom

Roll: 2 bad dice, 2 terrible die

On hit inflicts poison 1, or poison 2 on a critical. The creature is paralyzed as long as they are poisoned. Lasts for 10 minutes.

DEADLY TOXINS

Ingredients: 1 Toxic Frog, 1 Nightshade, 1 Poison Nettle

Roll: 2 bad dice, 2 terrible die

On hit inflicts poison 3 for 10 minutes.

ENCHANTERS TOOLS

During a long rest you may attempt to enchant a piece of mundane gear. Enchantments lasts for 3 days and counts as magical equipment for the duration. After the enchantment ends the gear returns to normal. To enchant a piece of gear you must have mana and enchanting supplies available. Make an enchanting roll, adding the difficulty dice for the enchantment. On success you make the enchantment, otherwise losing the supplies on failure. Most cities and towns will sell enchanting supplies.

You may spend additional mana to improve your roll, adding an enhanced die for every 2 mana spent. Ammunition enchantments are permanent, lasting until the ammunition is used.

ENCHANTMENTS

Name	Mana	Supplies	Dice	Effect
<i>Weapon</i>				
Skillful	1	1	2B	You gain 1 proficiency with this weapon type.
Brutality	2	3	2B/1T	When you land a critical with this weapon, add an extra wound die to the damage.
Hexblade	2	3	2B/1T	When you land a critical with this weapon the target gains hex 1 for 1 minute.
Quickened	4	3	1B/2T	The first attack or maneuver made with this weapon each turn costs 1 less AP.
<i>Armor</i>				
Durable	2	2	2B/1T	If a spell or effect would damage this armor, roll a wound die. On a blank the armor takes no damage instead.
Lightened	3	3	2B/1T	Heavy armor is treated as medium armor and medium armor is treated as light armor when calculating armor penalties.
<i>Shield</i>				
Lesser Block	3	3	2B/1T	You may reroll 1 defense die when making defense rolls.
Greater Block	6	5	1B/3T	You may reroll 2 defense dice when making defense rolls.
<i>Ammunition</i>				
Staggering	1	1	2B	On a critical the creature is staggered until the start of your next turn. Creates 3 ammunition
Slowing	1	1	2B	On a critical the creature gains slow 1 until the start of your next turn. Creates 3 ammunition
Homing	2	2	1B/1T	Creates 3 +1 magical ammunition.
Slaying	5	2	1B/3T	Choose a creature type. This arrow deals an extra 3 wounds against creatures of this type.

SCRIBING TOOLS

A set of tools for writing spell scrolls and inscribing runes. During a long rest you may attempt to inscribe a rune or spell scroll. Spell scrolls are written in a way such that anyone is able to learn it and add it to their codex. Runes are consumables that give a variety of one time effects, from enhancing one of your spells to creating a magical trap. Creating scrolls and runes requires mana and uses a mix of gemstones and enchanting supplies which can be found in most cities and towns.

INSCRIBING SPELL SCROLLS

You can create a spell scroll for any spell in your codex that you are able to cast. Creating a spell scroll of 3rd level or lower can be done during a long rest, with spells of 4th level and higher taking 1 day of work for each level above 3rd. You must have mana available which is consumed in creating the scroll.

When copying spells from a codex you can instead use your scribing tools to create a spell scroll. Doing so costs a single enchanting supply regardless of spell level, ignoring all other costs for creating spell scrolls. For each spell you want to remove from the codex and turn into a scroll you make a scribing roll against that spell levels difficulty. On success you create a spell scroll for that spell, destroying the codex on failure.

Level	Mana	Gemstones	Supplies	Challenge Dice
Cantrip	1	10sc gemstone	0	1B
1st	1	10sc gemstone	1	1T
2nd	2	25sc gemstone	1	1B/1T
3rd	3	25sc gemstone	2	2B/1T
4th	4	50sc gemstone	2	1B/2T
5th	6	50sc gemstone	3	2B/2T
6th	7	100sc gemstone	4	2B/3T
7th	8	250sc gemstone	5	1B/4T
8th	9	500sc gemstone	7	2B/4T
9th	12	10pt gemstone	10	2B/5T

SPELL SCROLLS

INSCRIBING RUNES

You can inscribe a rune during a long rest or with 2 hours of downtime. To inscribe a rune you need to have the required supplies and mana which are consumed in creating the rune. Runes are consumed on use, with some requiring a specific trigger to activate. Unless otherwise stated, runes that augment spells require no AP to use while placing a rune takes 2 AP.

RUNES

Rune	Mana	Gemstones	Supplies	Challenge	Effect
Longcaster	1	10sc gemstone	0	1B	Doubles the range of a spell that does not have a range of self or touch.
Potency	1	-	1	2B	Add a critical to your spellcasting roll.
Fire Ward	2	10sc gemstone	1	1B/1T	Once placed, the next creature to enter its tile makes a Dexterity save against 3 Superior dice, taking 1 wound and 1 wound die in fire damage on fail.
Arc Ward	2	10sc gemstone	1	1B/1T	Once placed, the next creature to enter its tile makes a Stamina save against 3 Superior dice, becoming Paralyzed for 1 minute on fail.
Expanding	3	1 25sc gemstone	1	2T	Increases the area of effect of a spell by 1.
Sleeping	4	-	2	1B/2T	Once placed, the next time a creature enters its tile roll 5 superior dice. The creature falls asleep if the total successes is greater or equal to their current wounds. The creature wakes up after taking damage or another creature spends 5 AP to wake them.