FANTASY CLASSIC

ROLEPLAYING CORE RULEBOOK

BETA VERSION 0.2.0

Welcome Gamer,

You stand at the threshold of a world shaped by steel, sorcery, and consequence. Beyond these gates lie ancient roads worn by caravans and conquerors alike, forgotten barrows sealed beneath wind-swept hills, and dungeons whose stones remember every oath broken within their depths. Here, strength is tested in the clash of iron, cunning is measured in the shadows between torchlight, and wisdom is earned not from comfort, but from survival.

Your choices will carry weight. Allies will look to you for leadership, enemies will adapt to your resolve, and the realms you traverse will not remain unchanged by your passing. Every blade drawn, every spell uttered, every bargain struck becomes part of a larger chronicle-one written not in ink, but in action.

Gather your courage, marshal your companions, and step forward. The world does not wait, and legend favours only those bold enough to claim it.

Simon Newton - Author

CREDITS AND ACKNOWLEDGEMENTS

Illustrations by:

Playtesting Credits:

Fantasy Classic is a trademark of Eternal Play Office. All characters and their distinctive likeness are property of Eternal Play Office. This material is protected under the Copyright law of Australia. Any reproduction or unauthorised use of this material is prohibited without the prior written consent of Eternal Play Office.

CONTENTS

Getting Play Started ---------- 7
- Statistics & Skills ---------- 7
- Game Challenges ---------- 7

World Mechanics ---------- 9
- Damage ---------- 9
- Time ---------- 9
- Resting ---------- 9
- Movement ---------- 10
- Carry capacity ---------- 11
- Fatigue and Exhaustion ---------- 12
- Poison, Disease & Insanity ---------- 12
- Creature Size ---------- 16
- Alignment ---------- 17
- Encounters ---------- 19
- Climbing, Jumping, Swimming and Falling ---------- 20
- Sneaking and Hiding ---------- 22
- Spotting and Searching ---------- 23
- Conditions ---------- 23

Characters ---------- 24
- Statistics and Skills ---------- 24
- Character Progression ---------- 29
- Races ---------- 30
- Backgrounds ---------- 33
- Perks ---------- 36
  - Large Weapon Use ---------- 36
  - Shield Use ---------- 37
  - Athletics ---------- 38
  - Dodge ---------- 40
  - Sneak ---------- 41
  - Small Weapon Use ---------- 42
  - Aimed Weapon Use ---------- 44
  - Trickery ---------- 45
  - Resilience ---------- 46
  - Recovery ---------- 48
  - Armour Use ---------- 49
  - Spot ---------- 50
  - Nature Magic ---------- 51
  - Divine Magic ---------- 53
  - Arcane Magic ---------- 54
  - Knowledge ---------- 55
  - Search ---------- 56
  - Barter ---------- 57
  - Convince ---------- 58
  - Sorcery Magic ---------- 59

Equipment ---------- 61
- Weapons ---------- 62
  - Melee Weapons List ---------- 63
  - Missile Weapon List ---------- 64
- Armour and Shields ---------- 64
  - Durability ---------- 65
- Other Equipment ---------- 66
  - Travel Gear ---------- 66
  - Dungeon Gear ---------- 67
  - Camp Gear ---------- 68
  - Urban Gear ---------- 69

Combat ---------- 70
- Combat Round at a Glance ---------- 70
- Entering Combat ---------- 70
- Attack and Damage ---------- 70
- Combat Dice ---------- 70
- Combat Stance ---------- 71
- Combat Challenges ---------- 71
- Combat Rounds ---------- 71
- Initiative Modifiers ---------- 73
- Combat Movement ---------- 73
- Ranged Combat ---------- 74
- Combat Facing ---------- 74
- Two-Weapon Fighting ---------- 74
- Casting Spells in Combat ---------- 74
- Shield and Armour Use ---------- 75
- Damage and Wounds ---------- 76

Magic ---------- 77
- Magic in the World ---------- 77

Spell Components ---- 78
Spell Casting ---- 78
Spell Casting Times ---- 79
Spell Challenge ---- 79
Spell Resolution Order ---- 79
Spell Effects and Persistent Conditions ---- 80
Magic Access ---- 80
Arcane ---- 80
Divine ---- 81
Nature ---- 81
Sorcery ---- 81
Magic Schools & Mysteries ---- 82
Abjuration ---- 82
Conjuration ---- 86
Divination ---- 98
Enchantment ---- 101
Evocation ---- 103
Earth ---- 104
Illusion ---- 105
Transmutation ---- 107
Necromancy ---- 111
Crafting Spells ---- 113
Casting Time ---- 114
Empower ---- 115
Spell Range ---- 116
Spell Shape ---- 116
Duration ---- 118
Concentration ---- 119
Spell Resistance ---- 119
Additional Effects ---- 120
Spell Limitations ---- 120
Conditions ---- 122
Bodily Harms ---- 122
Boons ---- 123
Breath and Voice ---- 124
Concealment ---- 125
Consciousness ---- 125
Endurance ---- 126
Form ---- 126
Magic Integrity ---- 127
Marking and Vulnerability ---- 127
Morale ---- 128
Fear ---- 128
Courage ---- 129
Movement ---- 130
Impediments ---- 130
Bindings ---- 130
Orientation ---- 130
Perception ---- 131
Sight ---- 131
Hearing ---- 132
Smell ---- 132
Taste ---- 132
Touch ---- 133
Planar Place ---- 133
Protection ---- 134
Position and Posture ---- 134
Self Control ---- 135
Soul ---- 136
Deities & Domains ---- 137
Domains ---- 137
Death ---- 137
Life ---- 137
Fire ---- 137
Cold ---- 137
Earth ---- 137
Air ---- 137
Protection ---- 137
Trickery ---- 138
War ---- 138

Destruction---138
Creation ---138
Animal---138
Plant ---138
Weather ---138
Madness---138
Sun ---139
Shadow ---139
Knowledge---139
Magic ---139
Charm---139
Patheon---139
The Good Gods ---139
The Evil Gods ---140
Vesha – The Bloody ---140
Appendix 1: Known Spells---141
Spell List ---141
Abjuration ---141
Conjuration ---144
Enchantment ---155
Evocation---156
Illusion ---158
Transmutation ---160
Necromancy ---162
Spell Descriptions ---164
Abjuration---164
Avoidance---164
Banishing ---165
Dispelling ---168
Repelling ---170
Resistance ---172
Conjuration---176
Astral ---176
Ethereal---181
Feywild---186
Magma---194
Ice---204
Smoke---208
Radiance ---212
Lightning ---217
Mineral---221
Ash ---230
Vacuum---233
Dust---237
Salt ---241
Evocation---244
Positive Energy---244
Negative Energy ---247
Fire ---249
Water---251
Air---252
Earth---253
Enchantment ---254
Influence ---254
Dominate ---257
Illusion ---259
Glamour---259
Shadow Magic---263
Transmutation ---267
Augment ---267
Transmute Matter ---271
Necromancy---279
Undeath ---279
Death Magic---283
Appendix 2: Creatures---287
Beasts ---287
Elementals---290
Demi Elementals ---295
Quasi Elementals---301
Astral Plane---311

Ethereal Plane ---------- 314
Feywild ---------- 317
Appendix 3: GMs Notes ---------- 321
Repairing Equipment ---------- 321
Creature Classifications ---------- 321
Fantasy Classic Character Sheet ---------- 323

Getting Play Started

Gather your gamer group, one **Game Master** (herein referred to as the **GM**), and 1+ players, who will assume the role of a Character in the game, to be known as **Player Characters** (**PCs**).

The GM knows the world, its dangers, and its rules the players traverse, they adjudicate on outcomes as they describe scenes and events, choreograph combat, and play the **Non-player Characters** (**NPCs**) throughout the game sessions.

The PCs traverse this fantasy world as an Adventurer, pitting skills, spells and swords against its dangers gaining fame and fortune… or joining the departed in the depths of a dark dungeon.

You will also need some **Six-Sided Dice**. Combat, skill challenges, resistance rolls, all use them in their core mechanics.

To help players track and manage their PCs use the Character Sheet in **Appendix 2: Character Sheet**

It is also highly recommended that Players and the GM use a battle grid and miniatures when conducting combat.

While Role Playing games should be as open to adjusting to participants imaginations as possible, this is a rule book, so allow it to give you some mechanics for your adventures. Below are the key concepts, components and rules that **Fantasy Classic** provide the GM and Player.

Statistics & Skills

Statistics represent raw natural capability. Skills represent training, practice, and learned expertise applied through that capability.

The Physical Statistics: Strength (**STR**), Dexterity (**DEX**) and Constitution (**CON**) form the base of Skills like Athletics, Dodge and Resilience.

The Mental Statistics: Wisdom (**WIS**), Intelligence (**INT**) and Charisma (**CHR**) form the base of Skills like Spot, Knowledge, and Convince.

A full list of Stats and Skill are found in the Character Section

Game Challenges

A **Challenge** occurs whenever a character pits a Skill or Stat against an obstacle, environmental hazard, or magical effect.

The degree of difficulty is expressed through the **Challenge Rank**, which describes the overall difficulty of the task at hand.

The 10 Challenge Ranks are: Lesser, Minor, Moderate, Major, Greater, Grand, Epic, Otherworldly, Mythic, and Godlike. And, each Challenge Rank is tied to a standard dice expression, such as 1d6 for Lesser, 2d6 for Minor, 3d6 for Moderate, and so on.

A character attempts to overcome a Challenge by rolling their relevant **Skill Level** dice, against the **Challenge Dice**.

For combat and interactions, a Challenge is often Skill vs Skill roll.

For instance: A PC with **Dodge Skill Level 2 (1d6+1)** is shot at by an enemy combatant with **Aimed Weapon Use Skill Level 2 (1d6+1)**

The player rolls 1d6+1 and compares it to the 1d6+1 Attack roll. Success means the character avoids the attack, failure indicates the attack hits.

Blank

Challenge Rank Table

Rank	Challenge Dice	Description
Lesser	**1d6 – 1d6+1**	A simple challenge. This covers routine tasks, clumsy attacks, obvious hazards, or opposition from the weak, untrained, distracted, or impaired. Failure is possible, but competence usually carries the day.
Minor	**2d6 – 2d6+1**	A modest challenge. This is the standard difficulty of ordinary danger, common obstacles, or opposition from a capable but unexceptional foe. Most trained adventurers will face Minor challenges regularly.
Moderate	**3d6 – 3d6+1**	A serious challenge. This rank reflects skilled opposition, hazardous environments, demanding feats, or effects that press a character beyond the merely routine. Failure becomes a meaningful possibility even for competent characters.
Major	**4d6 – 4d6+1**	A hard challenge. This covers elite foes, dangerous magic, punishing terrain, or tasks requiring real skill, nerve, or strength to overcome. A Major challenge is one that most ordinary people would fail outright.
Greater	**5d6 – 5d6+1**	An exceptional challenge. This reflects masterful opposition, powerful supernatural effects, or daunting undertakings at the edge of mortal capability. Even experienced adventurers will approach such a challenge with caution.
Grand	**6d6 – 6d6+1**	A formidable challenge. This rank marks threats and tasks beyond the reach of common heroes: mighty creatures, devastating powers, or ordeals that test the best of the mortal world. Success demands either great talent, good fortune, or both.
Epic	**7d6- 7d6+1**	A near-impossible challenge. This is the rank of legendary opposition, ruinous magic, or feats spoken of in stories rather than expected in ordinary life. Only the truly exceptional can hope to prevail consistently.
Otherworldly	**8d6 – 8d6+1**	A challenge beyond mortal standards. This reflects the force of ancient powers, world-shaping magic, divine wrath, or beings that stand outside the natural order. Such challenges are not merely difficult; they are fundamentally extraordinary.
Mythic	**9d6 – 9d6+1**	A challenge of saga and legend. This is the sort of difficulty associated with titans, living myths, impossible trials, and events that define ages. Success is the mark of a hero whose deeds will be remembered.
Godlike	**10d6+**	The highest order of challenge. This rank is reserved for powers that rival gods, reshape reality, or threaten entire realms. To overcome a Godlike challenge is not simply to succeed, but to achieve the nearly impossible.

These bands are intended to give the GM and players a shared language for difficulty, danger, and magical power.

So, if a GM says, “That would be an Epic Leap!” pay attention.

It is encouraged that the GM still call for rolls even where a Challenge appears low, because no roll is entirely without risk. A Character may still suffer a Critical Failure, and a Critical Success may bring unexpected advantage.

Perks, Spells, environmental circumstances, et al. can affect a challenge either.

a full dice step; expressed as (n)d6 or,

a point modifier; expressed as + or – (n), or

a combination of both; expressed as (n)d6(- or +) (n).

So, modifiers may be +1, +1d6, or +1d6+1 added to the original Challenge Dice. For example, 1d6+1d6+1.

Critical Failure

Whenever all dice rolled show the minimum possible, the result is a Critical Failure.

This is always a bad outcome. The action fails, and the GM should apply an additional setback appropriate to the action being attempted. In many cases this means a negative Condition, lost opportunity, worsened position, or some other immediate consequence.

Each Skills description in the Character Section has a random generator of recommended Critical Failure results.

Critical Success

Whenever all dice rolled show the maximum possible, the result is a Critical Success.

This is always a favourable outcome.

First, the player rolls **one additional die** and adds it to the total. If that die is also the maximum, another die is rolled and added, continuing for as long as the maximum number continue to appear.

Second, the Character gains **1 Competency Point** in the Skill used for that roll. See Character Progression for more on Competency Points

World Mechanics

DAMAGE

Steel, stone, wood, bone or flesh, all things are susceptible to damage. They have a limited amount of punishment they can endure until being broken, or dead in the case of living. In the case of Fantasy Classic, the amount is represented **as Hit Points (HP).**

HP is used by PCs to track their health, a PC reaching 0 HP is unconscious, a PC reaching -10 HP is dead.

Positive Energy used on living creatures will heal them, and there are mending spells for inanimate objects, and for restoring the Undead, foul **Negative Energy** is needed.

Taking damage may also incur Conditions that effect PCs performance, more of this is covered in Combat - Damage and Wounds.

TIME

Time in Fantasy Classic is measured in Hours, Turns and Rounds.

An **Hour** is the basic unit used to resolve what the characters do in an overland, outdoor or urban setting.

A **Turn is 10 minutes**, representing dungeon exploration or other careful adventuring movement.

A **Round** is **10 seconds**; time measured as **10 Segments** specifically for combat.

For a GM the duration is the timeframe to consider the actions of the PCs and check for things like Random Encounters.

RESTING

There are 3 types of resting possible:

- **Respite** (10 minutes),
- **Reprieve** (one hour) and,
- **Recuperation** (one day)

During this time the PC may concentrate on some recovery activities.

Respite

- Attempt aid to remove Minor or lower tier Non-Magical Conditions (e.g. Bleeding) via a Recovery Challenge
- Regain **Recovery** Skill Roll in HP

Reprieve

- Attempt aid to remove Moderate or lower tier Non-Magical Conditions (e.g. Exhausted) via a Recovery Challenge
- Meditate on mistakes, petition their deity, restudy knowledge, et al to remove the penalties of Critical Failures (e.g. Mystery Block) via the appropriate Skill Challenge.
- Regain **Recovery** Skill Roll x2 in HP

Recuperation

- Attempt aid to remove Major or lower tier Non-magical Conditions (e.g. Exhausted) via a Recovery Challenge

- Meditate on mistakes, petition their deity, restudy knowledge, et al to remove the penalties of Critical Failures (e.g. Mystery Block) via the appropriate Skill Challenge at +4.
- Regain **Recovery** Skill Roll x6 in HP

The conditions of the players circumstances effect the rests effectiveness;

- **Rough** - No comfort at all, or in dangerous circumstances like a Dungeon **-6 to roll**,
- **Camping** – in the wilderness but includes a fire, shelter and food **-2 to roll**, and
- **Lodging** – an inn room or private chamber, with warmth, a real bed, and uninterrupted sleep +2 to the roll.

Note: Trying to Recuperate (day long resting) in a dungeon is not recommended.

MOVEMENT

Movement measures how far characters and creatures may travel in the different forms of play used in Fantasy Classic. Travel is resolved differently depending on whether the characters are crossing open country, exploring enclosed or hazardous spaces, or manoeuvring in combat.

Overland Movement is used for travel across open terrain such as roads, plains, forests, hills, and wilderness.

Dungeon Movement is used for careful progress through confined, obstructed, or dangerous spaces such as dungeons, ruins, caves, crowded streets, and narrow ravines.

Combat Movement is used for short, tactical movement during battle.

Each form of movement uses its own scale, pace, and Turn length

Movement Speed

Movement Speed measures how quickly a creature can travel in different forms of play. The same creature moves at different practical rates depending on whether it is crossing open country, advancing through a dungeon, or manoeuvring in combat.

- Overland travel assumes movement across a **3-mile hex map** over the course of an **Hour**.
- Dungeon travel assumes movement through a **10-foot square map** over the course of a **Turn**.
- Combat movement reflects short bursts of tactical motion over Combat **hexes of 3 feet** during a **Combat Round**.

Movement is grouped by size category rather than by race. Most humanoid player characters are **Medium** creatures. **Small** creatures move somewhat less quickly, while **Large** creatures cover more ground in all forms of movement.

Movement may be taken at one of four paces: Cautious, Normal, Forced or Charge.

- **Cautious** movement is used when scouting, sneaking, searching, or otherwise advancing with care.
- **Normal** movement is the standard travelling pace.
- **Forced** movement represents rapid travel sustained beyond a comfortable pace and will cause **Fatigue** if maintained for too long (See Fatigue).
- A **Charge** is moving at full pace, Charges reduce available **Dodge Skill Dice Pool** by **–2d6**, to a minimum of 0.

A creature that is **Wounded**, **Fatigued**, **Exhausted**, **Heavily Encumbered,** or forced through especially bad terrain may not Sprint, or even reduced to **Cautious Movement** only, at the GM's discretion.

Overland Travel in One Hour

Size Category	**Cautious**	**Normal**	**Forced**
Small	1/2 hex (1.5 miles)	3/4 hex (2.25 miles)	1 hex (3 miles)
Medium	3/4 hex (2.25 miles)	1 hex (3 miles)	1 1/2 hexes (4.5 miles)
Large	1 hex (3 miles)	1 1/2 hexes (4.5 miles)	2 hexes (6 miles)

Dungeon Movement in One Turn

Size Category	**Cautious**	**Normal**	**Forced**

Small	60 ft (6 squares)	90 ft (9 squares)	120 ft (12 squares)
Medium	90 ft (9 squares)	120 ft (12 squares)	180 ft (18 squares)
Large	120 ft (12 squares)	180 ft (18 squares)	240 ft (24 squares)

Combat Movement Rate per Segment

Size Category	**Cautious**	**Normal**	**Sprint/Charge**
Small	1 hex	2 hexes	4 hexes
Medium	2 hexes	3 hexes	5 hexes
Large	2 hexes	4 hexes	6 hexes

Typicaly a full day's travel is 8 hours, 6 if forced.

Assisted Overland Travel

Mounted or beast-assisted movement applies only to **Overland Movement**. A creature riding a mount, or a party travelling with wagons or pack animals, uses the Overland rate of the animal or vehicle rather than the rider's own rate, where appropriate. Horses are used for speed, while donkeys, mules, and similar animals are more often used to carry burdens over distance.

Terrain Modifiers

Terrain affects how quickly creatures may move. Apply the following modifiers to the movement rate appropriate to the current form of play, whether **Overland Turn**, **Dungeon Turn**, or **Combat Round**.

Terrain	***Effect on Movement***	***Examples***
Clear	Full movement	Open road, level floor, short grass, open field, broad tunnel
Broken	Movement reduced to three quarters	Light brush, shallow mud, uneven stone, low rubble, wooded trail, crowded room
Rough	Movement halved	Dense brush, deep mud, loose scree, heavy rubble, steep slope, waist-deep water

A creature may not normally **Sprint** or **Charge** across **Rough Terrain** unless a rule, perk, or creature ability states otherwise.

At the GM's discretion, especially treacherous ground may also require a **Dodge** or **Athletics Challenge** to avoid falling **Prone**, becoming **Hindered**, or losing further movement.

Assisted Overland Movement in One Hour

Animal	**Cautious**	**Normal**	**Forced**
Donkey	3/4 hex (2.25 miles)	1 hex (3 miles)	1 1/4 hexes (3.75 miles)
Mule	3/4 hex (2.25 miles)	1 hex (3 miles)	1 1/2 hexes (4.5 miles)
Riding Horse	1 hex (3 miles)	1 1/2 hexes (4.5 miles)	2 hexes (6 miles)
War Horse	1 hex (3 miles)	1 1/2 hexes (4.5 miles)	2 hexes (6 miles)

Assisted overland travel still depends on terrain, weather, fodder, water, and the condition of the animals. Mounts cannot normally be used in dungeons and may be slowed or prevented entirely by especially rough ground, steep slopes, swamps, dense forest, or other unsuitable terrain.

Pack animals may be used in dungeons only where passages are broad enough and footing allows it.

When moving the PCs should declare a **Marching order**. This is useful for the GM to understand the situation of each PC when encounters occur. It should specify not just the order of the PCs as they move, but also their formation, including distances between each.

CARRY CAPACITY

A character's normal carry capacity is based on their **Athletics Skill**

At 1d6-1 a character may carry 20 lbs.
At 1d6 they may carry 30 lbs.
At 1d6+1 they may carry 35 lbs.
At 2d6 they may carry 40 lbs.
At 2d6+1 they may carry 45 lbs.
At 3d6 they may carry 50 lbs.

Thereafter, each additional Level in Athletics increases carry capacity by 5 lbs.

Above that lbs limit the PC becomes **Encumbered** above double that limit the PC becomes **Heavily Encumbered**

While **Encumbered**, the character must make an **Athletics challenge v 1d6+1 every 10 minutes** of continued movement or exertion. Failure causes the character to become **Fatigued**.

While **Heavily Encumbered**, the character must make an **Athletics challenge v 2d6+1 every 1 minute** to continue moving or exerting themselves under that burden. Failure causes the character to become **Fatigued**.

Carry capacity is not only determined by encumbrance but also space available on their person determined as **Item Slots**, A Small character has **6 Item Slots**, a Normal character **10**, and a Large character **15**.

Carry capacity and Item Slots are separate limits, and a character must satisfy both.

Using an appropriately sized Backpack can double that amount.

FATIGUE AND EXHAUSTION

A lot of actions in Fantasy Classic can cause PCs fatigue:

Movement beyond the normal 6-8 hours of daily movement will require an **Athletics challenge** every hour based on the Terrain being travelled.

	Terrain		
Speed	Clear	Broken	Rough
Cautious	1d6+1	1d6+2	2d6
Normal	1d6+2	2d6	2d6+2
Forced	2d6	2d6+1	3d6

Extended Combat - At the beginning of Combat each PC rolls their Recovery Skill dice. This is the number of combat rounds they can fight in this combat before suffering fatigue unless they succeed in an **Athletics challenge vs 1d6+1**.

Each time this number is breeched the PC must again make an Athletic challenge vs 1d6+1 or suffers fatigue again.

For example, Dorak rolls a 6 with his Recovery Skill dice at the beginning of combat. He gets to fight for 6 Combat rounds before successfully making an Athletics challenge on round 7, after a gruelling melee, on round 14 he fails his Athletics challenge, and suffers fatigue.

Spell Casting failure often results in the caster becoming fatigued

Physical Skill Failures also often result in the PC becoming fatigued.

When Fatigued the PC suffers -2 to all Physical Skill Rolls and -1 to Mental Skill Rolls

Fatigue conditions stack and should a PC gain **3 stacks** of fatigued they become **exhausted**.

Exhausted characters have all physical Stats and Skills drop to **1d6-1** and suffer **-3** to Mental Skill Rolls

POISON, DISEASE & INSANITY

POISON

A poison is a ranked affliction that attacks the Subject's body. Each poison has a **Rank**, **Challenge Dice**, **delivery method**, **duration**, **damage**, and **physical debilitation**. When a Subject is exposed to poison, it makes a **Resilience Challenge** against the poison's Challenge Dice. If the Subject succeeds, the poison does not take hold. If the Subject fails, the Subject becomes **Poisoned** and suffers the listed effect.

Once Poisoned, the Subject must make a new **Resilience Challenge at the end of each Combat Round** while the poison remains active. On a failed Challenge, the Subject suffers the poison's damage and physical debilitation. On a successful Challenge, the Subject suffers no poison damage that Combat Round. Two successful Resilience Challenges end the poison. A Critical Success ends the poison immediately. A Critical Failure causes the poison to take effect and will extend the poison by one additional Combat Round.

Poison damage is not reduced by ordinary armour unless the armour, spell, item, species, or condition specifically protects against poison, venom, toxins, or bodily corruption. A shield does not normally protect against poison once the poison

has entered the body, though it may prevent the original bite, sting, dart, or poisoned weapon from hitting.

Delivery Methods

Delivery	*Rule*
Wound Poison	Takes effect if the poisoned weapon, fang, claw, dart, needle, or barb deals at least 1 damage after protection.
Contact Poison	Takes effect when the Subject touches the poison with exposed skin, open wounds, eyes, mouth, or similar vulnerable tissue. Heavy gloves, sealed armour, or protective magic may prevent exposure.
Inhaled Poison	Takes effect when the Subject breathes poisonous gas, spores, vapour, smoke, dust, or fumes. Holding breath or using sealed breathing protection may prevent exposure.
Ingested Poison	Takes effect after the Subject eats or drinks the poison. The GM may apply a delayed onset if appropriate.
Magical Poison	Follows the same rules but may also require magic, Abjuration, Purify Corruption, or other special means to end if its Rank is high enough.

Poison Rank Table

Rank	*Challenge Dice*	*Damage on Failed Resilience*	*Physical Debilitation*
Lesser	1d6	1 Poison damage	Subject suffers –1 to Athletics and other strenuous physical rolls until the poison ends.
Minor	2d6	1d6–2 Poison damage, minimum 1	Subject suffers –1 to all Physical Skill rolls until the poison ends.
Moderate	3d6	1d6–1 Poison damage, minimum 1	Subject suffers –2 to Physical Skill rolls and movement is reduced by 1 until the poison ends.
Major	4d6	1d6 Poison damage	Subject suffers –2 to Physical Skill rolls, movement is reduced by 1, and the Subject cannot sprint or charge until the poison ends.
Greater	5d6	1d6+1 Poison damage	Subject suffers –2 to Physical Skill rolls, movement is halved, and the Subject cannot sprint, charge, or make sustained strenuous movement until the poison ends.
Grand	6d6	2d6 Poison damage	Subject suffers –3 to Physical Skill rolls, movement is halved, and the Subject must succeed on a Resilience Challenge before casting, attacking, sprinting, climbing, swimming, or performing strenuous action.
Epic	7d6	2d6+1 Poison damage	Subject suffers –1d6 to Physical Skill rolls, movement is halved, and the Subject falls Prone on any

			failed Resilience Challenge against the poison.
Otherworldly	8d6	3d6 Poison damage	Subject suffers –1d6 to Physical Skill rolls, movement is reduced to 1, and the Subject cannot sprint, charge, fly, swim, or climb without succeeding on a Resilience Challenge.
Mythic	9d6	3d6+2 Poison damage	Subject suffers –1d6 to all physical rolls, movement is reduced to 1, and a failed Resilience Challenge also leaves the Subject Staggered until the end of the next Combat Round.
Godlike	10d6	4d6 Poison damage	Subject suffers –1d6 to all physical rolls, movement is reduced to 1, and a failed Resilience Challenge may render the Subject Helpless, Paralysed, or dying at the GM's discretion.

Treatment

A Poisoned Subject may be treated by medicine, antidote, magic, or appropriate fieldcraft. A successful treatment attempt gives the Subject **+1d6 to its next Resilience Challenge** against the poison. If the treatment is specifically matched to the poison, such as an antidote, antivenom, herbal counteragent, or prepared alchemical purge, success may immediately end a poison of the same Rank or lower.

A failed treatment attempt does not worsen the poison unless the GM rules that the treatment was reckless, unsanitary, or inappropriate. A Critical Success on treatment immediately grants the Subject one successful Resilience Challenge toward ending the poison, or ends a poison of Moderate Rank or lower outright.

Repeated Exposure

If a Subject is exposed to the same poison again while already Poisoned, it immediately makes another Resilience Challenge. On a success, nothing changes. On a failure, the poison's duration resets and the next failed Resilience Challenge deals +1 damage. If the second exposure comes from a stronger dose or a stronger creature, the GM may instead increase the poison by one Rank.

Different poisons may affect the same Subject at the same time, but only the worst physical debilitation applies. Damage from different poisons is rolled separately.

Due to the agonising pain over a prolonged duration the use of Poison on living creatures is at least a **callous** act.

DISEASE

Disease represents infection, fever, wasting sickness, supernatural corruption of the body, and other lingering harms that worsen over time if untreated.

When a Subject is exposed to disease, it makes a Resilience Challenge against the Disease Challenge. On a failure, the Subject contracts the disease at its listed Rank after the onset period.

At the end of each day of illness, the Subject makes a Recovery Challenge against the disease. On a success, the disease does not worsen. On a success by 4 or more, the disease improves by one Rank. On a Critical Success, the disease is cured. On a failure, the disease worsens by one Rank. On a Critical Failure, it worsens by two Ranks. If a disease would worsen beyond Godlike, the Subject dies.

A character providing care may make a Nature Magic or Knowledge Challenge once per day against the disease. On a success, the diseased Subject gains +2 to its next Recovery

Challenge against that disease. If proper herbs, clean bedding, warmth, food, and rest are available, this bonus becomes +1d6. Magical diseases may require magic, rare treatment, or a specific cure before they can improve below their starting Rank.

Rank	*Disease Challenge*	*Effect*
Lesser	1d6	Subject suffers –1 to Recovery rolls and cannot benefit from **Rough** rest.
Minor	2d6	Subject is Fatigued and suffers –2 to all Physical Skill rolls and –1 to Mental Skill rolls
Moderate	3d6	Subject is Fatigued and suffers –1d6 to Recovery Challenges made during rest.
Major	4d6	Subject is Fatigued; strenuous action requires a Resilience Challenge or the Subject gains another Fatigued stack.
Greater	5d6	Subject is Exhausted and cannot recover Hit Points from Respite.
Grand	6d6	Subject is Exhausted; running, fighting, or casting spells for more than 1 Combat Round requires a Resilience Challenge or the Subject begins Choking.
Epic	7d6	Subject is Exhausted and gains 1 Wounded stack that cannot be removed until the disease improves.
Otherworldly	8d6	Subject is Exhausted, cannot regain Hit Points naturally, and suffers –2d6 to resist Necromancy or Undeath effects.
Mythic	9d6	Subject is Exhausted, gains 2 Wounded stacks, and magical healing is halved.
Godlike	10d6	Subject cannot recover naturally, cannot benefit from ordinary treatment, and must improve within 1d6 days or die.

INSANITY

GMs note, Insanity is not a core ruleset for Fantasy Classic as it is not a Horror game system. However, there may be times where Insanity is inflicted on a PC. Below are the rules to manage such situations.

Insanity is a lingering mental affliction caused by **horror, cursed places, possession, mind magic, divine punishment, otherworldly contact, or unbearable shock**. It is not ordinary fear, grief, anger, or eccentric behaviour. When a Subject is exposed to an Insanity effect, it makes a **Wisdom Challenge** against the Insanity Challenge.

On a failure, the Subject suffers the listed affliction after the onset period or immediately if the source is magical. At the end of each day of **Recuperation**, the Subject may attempt another Wisdom Challenge. On a success, the Insanity does not worsen. On a success by 4 or more, the subject partially recovers.

On a Critical Success, it is cured. On a failure, all recovery to date is lost. On a Critical Failure, it becomes incurable.

The subject requires 4 consecutive recovery rolls to become Cured.

A calm ally may attempt care once per day with Convince, Nature Magic or Divine Magic.

On a success, the Subject gains +2 to its next Wisdom Challenge against the Insanity. In a safe sanctuary, temple, healer's house, or peaceful natural place, this bonus becomes +1d6.

Magical Insanity may require a specific spell, rite, exorcism, or removal of the source before it be cured.

It is possible to be inflicted with multiple insanities at the same time.

Rank	*Insanity Challenge*	*Effect*
Lesser	1d6	**Compulsion** - Subject develops a minor irresistible habit, craving, theft-impulse,

		repeated phrase, ritual, or fixation.
Minor	2d6	**Melancholia** -Subject becomes withdrawn and despairing; suffers –1 to Initiative, Convince, and resistance against fear or despair.
Moderate	3d6	**Monomania** - Subject fixates on one person, object, idea, enemy, sin, treasure, or imagined duty; suffers –1d6 to rolls that directly oppose the fixation.
Major	4d6	**Paranoia** -Subject trusts no one; suffers –6 to **Convince** and must succeed on a Wisdom Challenge to accept anything told to them.
Greater	5d6	**Mania** - Subject is driven by reckless certainty, frantic speech, wild action, or grandiose confidence; suffers –1d6 to all Skills
Grand	6d6	**Delusional Madness** -Subject believes a false but powerful reality; once per encounter, the GM may require a Wisdom Challenge or the Subject acts according to the delusion.
Epic	7d6	**Hallucinatory Madness** - Subject sees, hears, or feels things that are not present; suffers –2d6 to Spot, Search, and spell targeting unless it succeeds on a Wisdom Challenge.
Otherworldly	8d6	**Catatonic Terror** - Subject may freeze under stress, at the start of combat or direct danger, the Subject must succeed on a Wisdom Challenge or lose its first action.
Mythic	9d6	**Murderous Frenzy** - Subject is seized by violent impulse; when threatened, insulted, wounded, or magically provoked, it must succeed on a Wisdom Challenge or attack the nearest perceived enemy.
Godlike	10d6	**Soul-Fracture**- Subject's identity, memory, and will begin to collapse; it cannot benefit from ordinary rest, suffers –2d6 to all Mental rolls, and must improve within 1d6 days or become permanently lost to the affliction.

CREATURE SIZE

A creature's Size represents its general physical scale, the space it occupies, and the way it interacts with movement, concealment, reach, and force. Size is not merely descriptive. It affects how easily a creature may pass through confined spaces, how much ground it naturally controls, and how strongly it may impose itself physically upon the world.

Size	***General Example***	***Space Occupied***	***Natural Reach***
Tiny	Pixie, sprite, very small familiar, cat-sized creature	1/4 standard hex	Adjacent only
Small	Halfling, Gnome, large dog, goblin-sized being	1 standard hex	Adjacent only
Medium	Human, Elf, Dwarf, Half-Elf, Half-Orc, wolf-sized beast	1 standard hex	Adjacent only
Large	Ogre, Large bear, horse, great wolf,	2 adjacent hexes	1 hex beyond adjacent

	similar oversized being		
Giant	Giant, elephant-sized beast, huge elemental or monster	3+ hexes, as appropriate to shape	2 hexes beyond adjacent
Titan	Colossal giant, ancient dragon-scale beast, titan-class entity	4+ hexes, as appropriate to shape	3 hexes beyond adjacent

Size is not merely descriptive. It affects how easily a creature may pass through confined spaces, how much ground it naturally controls, and how strongly it may impose itself physically upon the world.

Size	***Concealment Modifier***	***Dodge Skill Modifier***	***Weapon Damage Modifier****
Tiny*	**+4** to Sneak	+4	-2
Small*	**+2** to Sneak	+1	0
Medium	**+0**	0	0
Large	**–2** to Sneak	-1	+3
Giant	**–4** To Sneak	-4	+1d6
Titan	**–6** to Sneak	-6	+1d6+3

* Cannot use Two-Handed Weapons

** Assumes weapon is sized appropriately

While Weapons are generally crafted to an appropriate size, Armour is crafted to a Specific Race. See the Equipment: Armour and Shields section.

ALIGNMENT

In Fantasy Classic alignment is a spectrum, not absolute. For PCs, NPC, and thinking creatures it ranges from Holy to Profane via distinct steps:

Holy: self-sacrificing, pure-hearted, merciful, incorruptible.
Righteous: principled, brave, protective, intolerant of evil.
Compassionate: kind, generous, merciful, helpful.
Decent: fair-minded, reluctant to harm, morally sound.
Neutral: mixed, ordinary, situational, undecided.
Callous: selfish, cold, indifferent to suffering.
Cruel: enjoys inflicting pain, domination, and fear.
Vile: knowingly commits grave evil without remorse.
Profane: embraces atrocity, corruption, undeath, and mass murder.

Player Characters begin the game as Decent, Neutral or Callous, not yet having had to have made such life changing decisions. But they may decide (with the GMs approval) to have a more positive or negative alignment.

Guidance for the GM

Alignment should not change for every minor lapse, passing kindness, or moment of weakness. Instead, the GM should judge alignment from the broader shape of a character's conduct. The actions a player takes in play will reveal where that character truly stands upon the moral spectrum.

When assessing alignment, the GM should consider two things together: first, the character's ongoing pattern of behaviour over time; and second, any grave act of moral significance that may shift the character more quickly into a new alignment state.

Holy and **Profane** should be reserved for defining deeds and unmistakable spiritual commitment. A merely kind person is not automatically **Holy**, just as a single murderer is not automatically **Profane**. The highest and lowest alignments should remain rare, earned, and consequential.

When a character's actions place their alignment at risk of shifting, the GM should make that clear to the player. The player should understand when a deed, choice, or continued pattern of conduct is likely to move their character toward another alignment state.

Good Alignment Triggers

Alignment State	**Typical Triggering Acts**
Decent	Spares a helpless foe who no longer poses a threat; gives meaningful aid to a stranger at real inconvenience; refuses payment gained through obvious exploitation; intervenes to stop cruelty when the risk is modest; chooses honesty or fairness over easy selfish gain.

Compassionate	Risks injury, loss, or social standing to protect the innocent; tends the wounded, poor, or persecuted when there is no reward; forgives a genuine wrongdoer where vengeance would be easy; repeatedly acts to reduce suffering even when doing so costs time, safety, or wealth; refuses to abandon the vulnerable in a dangerous situation.
Righteous	Opposes clear evil despite grave personal cost; publicly defends the falsely accused or persecuted when doing so invites danger; refuses an evil order from a superior and accepts punishment for it; destroys corrupt power, undead influence, or cruelty-based authority rather than profit from it; knowingly enters danger to shield innocents who cannot defend themselves.
Holy	Freely embraces near-certain death, ruin, or damnation to save the innocent or preserve what is sacred; stands alone against overwhelming persecution to defend the blameless; gives up power, safety, or cherished ambition rather than commit even a lesser evil or misdeed; performs an act of pure sacrificial mercy against all worldly logic
Cruel	Intentionally inflicts pain, humiliation, or terror when it is not necessary; enjoys destruction, torment, domination, or the fear of others; takes revenge not justice; brutalises captives, servants, dependants, or defeated foes; harms others to display power, satisfy spite, or amuse oneself.
Vile	Commits murder, torture, desecration, betrayal of the innocent, or similarly grave evil knowingly and without remorse; slays captives, children, or non-combatants for gain or convenience; knowingly delivers others into slavery, damnation, or monstrous death; repeatedly chooses evil means when decent alternatives exist; commits acts that civilised peoples recognise as monstrous,
Profane	Freely embraces death magic, undeath, soul-corruption, mass murder, sacrificial atrocity, or the service of powers of annihilation; willingly becomes an architect of large-scale suffering or spiritual ruin; chooses apocalypse, plague, necromantic dominion, or slaughter as a path of power; knowingly joins oneself to a force or practice that is fundamentally opposed to life, mercy, and the natural end of death.

Evil Alignment Triggers

Alignment State	**Typical Triggering Acts**
Callous	Knowingly refuses reasonable aid to someone in serious need out of indifference; exploits the weak when there is little risk in doing so; abandons innocents to suffering in order to preserve comfort, wealth, or convenience; treats the misery of others as irrelevant unless personally affected

SOCIALISATION AND ALIGNMENT

A creature's alignment is not merely inward belief, but something shown through bearing, instinct, appetite, tone, and manner. In *Fantasy Classic*, a creature cannot normally conceal the deeper nature of its soul. Though strangers may not know another's exact alignment state at first glance, conversation, negotiation, shared travel, worship, judgment, and hardship will usually reveal whether a creature is virtuous, neutral, callous, cruel, or worse.

For ordinary social dealings, the GM may apply a small modifier to first impressions, reaction rolls, and **Convince** Challenges based on the moral distance between the two parties.

If both parties are of broadly similar alignment or differ by no more than 1 step on the alignment track, no modifier usually applies.

If the parties differ by **2 to 3 alignment steps**, apply **–1** to reaction rolls and **Convince** Challenges made to secure trust, affection, mercy, or cooperation, unless the interaction is based on fear, bribery, or immediate necessity.

If the parties differ by **4 or more alignment steps**, apply **–2** to such rolls. In cases of extreme contrast, such as **Holy** dealing with **Profane**, or **Compassionate** dealing with **Vile**, the GM may rule that trust, warmth, or moral fellowship is impossible without extraordinary circumstance.

These modifiers need not apply where the social aim already suits the target's nature. A **Cruel** or **Vile** creature may react more favourably to threats, corruption, intimidation, or promises of shared wickedness than to honest fellowship. Likewise, a **Righteous** or **Holy** creature may be especially difficult to bribe, seduce into betrayal, or persuade toward morally corrupt acts, regardless of the speaker's skill.

Alignment also colours general reactions. **Compassionate**, **Righteous**, and **Holy** creatures are more readily trusted by the innocent, the faithful, and the decent. **Cruel**, **Vile**, and **Profane** creatures more often provoke unease, suspicion, fear, hostility, or dark fascination. The more extreme the alignment, the harder it is to hide by mundane means.

The reputation of the PC will also affect reactions, a Level 7+ PC gets +1 to Convince, becoming +2 at Level 14 and +3 at level 18+

Only magic can truly veil or reshape this moral impression. **Glamour** magic may alter how a creature is perceived, masking the outward signs of its nature and making it seem more benign, noble, pitiable, or trustworthy than it truly is. **Influence** magic may suppress suspicion, soften hostility, or incline others toward trust, fear, admiration, or compliance despite what their instincts would otherwise reveal. Even so, such magic alters perception or disposition rather than changing the creature's true alignment, and those who resist or later see through the effect often react badly to the deception.

ENCOUNTERS

Encounters may be benign or very dangerous. Encounters are the moments in play when the characters come into direct contact with creatures, hazards or other active forces within the world.

Not every encounter begins with violence. Some are opportunities for parley, deceit, threat, trade, warning, or retreat, and the way the players choose to approach an encounter may matter as much as their combat ability.

An encounter begins when another party is near enough to notice, affect, obstruct, or respond to the characters in some meaningful way. From that point, the GM should determine what each side wants, how alert they are, what they already know, and whether the situation remains amiable, uncertain, tense, or openly hostile.

If blades are drawn, a spell is loosed, or one side makes its intent unmistakably violent, the encounter passes into Combat. Until then, words, posture, and deception may decide who holds the advantage.

Surprise Through Convince or Trickery

Surprise is not gained only by stealth. A clever character may leave a foe just as vulnerable as silence and shadow.

If one side attempts to influence an encounter before open hostilities by means of **Convince** or **Trickery**, the acting character makes a Challenge against the target's **Spot** Skill.

Convince would be to lull the opponent into a false sense of security, before a surprise attack.

Trickery would be subtly moving into an advantageous position, drawing a hidden blade, performing a dirty trick, etc.

If the acting character succeeds, the target accepts the false impression for the moment and reacts accordingly.

If violence begins before that impression is broken, the deceived target suffers **–2 Initiative** on the first Combat Round. If the acting character exceeds the target by **2 or more**, the target is **Surprised** and may not take an action on the first Combat Round, though it may still defend itself normally via shield or dodge skills. if attacked. If the acting character exceeds the target by **4 or more**, the target is both **Surprised** and **Distracted** until the end of its first Combat Round.

The GM should apply modifiers according to circumstance.

Modifier	*Circumstance*
+1	Lie is plausible and fits the situation
+1	Target is hurried, distracted, overconfident, drunk, frightened, or eager to believe
+2	Deception is strongly supported by disguise, rank, documents, darkness, noise, terrain, or prior setup
+2	Target is already **Distracted, Allured, Charmed**, or similarly off balance
-1	Target is naturally cautious, suspicious, or alert
-1	Deception is strained, risky, or slightly inconsistent
-2	Target has been warned, expects treachery, or has reason to distrust the acting side
-2	Lie is implausible, poorly timed, or clearly dangerous to accept
+0	The parties are of broadly similar alignment or differ by **0 to 1 alignment steps**
–1	The parties differ by **2 to 3 alignment steps**
–2	The parties differ by **4 or more alignment steps**
GM ruling	In cases such as **Holy vs Profane** or **Compassionate vs Vile**, trust may be impossible without extraordinary circumstance
+1	If the social aim already suits the target's nature, such as threats, corruption, intimidation, or promised wickedness for a **Cruel, Vile,** or **Profane** target, the usual alignment penalty need not apply
-2	A **Righteous** or **Holy** target may be especially difficult to bribe, seduce into betrayal, or persuade toward morally corrupt acts
+1	Acting character is **Level 7+**
+2	Acting character is **Level 14+**
+3	Acting character is **Level 18+**
-1	Target character is **Level 7+**
-2	Target character is **Level 14+**
-3	Target character is **Level 18+**

This form of surprise applies only while the encounter is still socially or tactically unresolved. Once combat is clearly underway, **Convince** and **Trickery** no longer grant Surprise in the same manner, though they may still be used for feints, intimidation, false withdrawals, or misdirection as the GM permits.

If several creatures are present, the GM may roll once for the group leader if the rest are following that leader's judgment, or separately for especially wary individuals.

Creatures with **Alert** or similar heightened awareness may not be surprised in this way unless their resistance is exceeded by **2 or more**, while creatures that are already **Distracted**, **Allured**, **Charmed**, or otherwise off balance are especially vulnerable to such manipulation.

CLIMBING, JUMPING, SWIMMING AND FALLING

Movement across difficult vertical or broken terrain is resolved through challenge rolls where success is uncertain, danger is present, or time matters. Ordinary movement across stable ground does not require a roll, but climbing a wall, leaping a gap, or surviving a fall does. Unless another skill is more appropriate, these actions are resolved with **Athletics**.

CLIMBING

A character may climb a surface at half their normal movement if the surface is rough, sloped, or fitted with clear handholds. No roll is required for ladders, broad stairs, knotted ropes, or similarly easy ascent unless the character is under pressure. A climb becomes a challenge when the surface is steep, smooth, wet, unstable, damaged, or performed during combat or pursuit. The GM sets the challenge according to the difficulty of the surface. As a general guide, a rough wall, ship rigging, or stout tree is an **easy** (1d6 challenge) climb, a dressed stone wall or hanging rope in bad weather is a **moderate** (2d6 challenge) climb,

and a sheer wall, ice face, or overhang is a **hard** (4d6 Challenge) climb.

On a successful climbing roll, the character moves up to half their movement for that action. On a failure, the character makes no progress. On a failure by 3 or more, or on a critical failure, the character slips. A slipping character must immediately make a second Athletics or Dodge roll, whichever is higher, against the same challenge.

If this second roll fails, the character falls from their current height. A character already secured by rope, harness, or similar gear does not usually fall the full distance but may instead be left hanging or swing into an adjacent surface at the GM's discretion.

The following modifiers should commonly apply to climbing:

Climbing modifiers

Conditions	**Modifier**
Using a climbing kit, pitons, hammer, grapnel, or other proper equipment	+5
Using a secure rope, or there are abundant hand holds	+3
Rain, loose stone, ice, carrying a heavy load, , or climbing one-handed	-2 each
climbing while under attack, while holding a shield, or while wearing very heavy armour	-3 each
climbing while fatigued, wounded or exhausted	Apply penalty

JUMPING

Jumping is also resolved through Athletics when the distance, landing, or circumstances make failure meaningful. A short standing jump across a narrow gap may require no roll at all if it is well within the character's capability, but longer gaps, higher ledges, slippery landings, and jumps made under pressure require a challenge.

A jump made with a running start is easier than one made from standing. A jump upward to catch a ledge or leap onto a platform is harder than a long jump over a flat gap of the same distance.

As a guide, a character may attempt a standing jump across a gap of up to 1 square or hex as an Easy (1d6 challenge), or up to 2 squares or hexes as a Moderate (2d6 challenge).

With a running start of at least 1 square or hex, increase those distances by 1 square or hex. Vertical jumps to reach a ledge or low wall are usually one step harder than a horizontal jump of similar scale.

Leaping onto a narrow, unstable, or dangerous landing is also one step harder. Particularly heroic leaps may be attempted, but the challenge should rise sharply.

Jumping Modifiers

Conditions	**Modifier**
Rain, loose stone, ice, carrying a heavy load,	-2 each
Jumping while under attack, while holding a shield, or while wearing very heavy armour	-3 each
Jumping while fatigued, wounded or exhausted	Apply penalty

On a successful jump roll, the character reaches the destination square or hex. On a partial failure, where the GM judges the miss to be slight, the character may catch the ledge and end hanging, requiring a climb on a later action to pull themselves up. On a clear failure, the character falls. On a critical failure, the character falls badly and may also land Prone, drop carried items, or strike an obstacle on the way down.

SWIMMING

Swimming is resolved with **Athletics** whenever the water is dangerous, movement matters, or the character is carrying gear. A character in calm water with no armour, no shield, and no heavy load may swim slowly without a roll,

Swimming modification table

Water Condition	***Athletics Challenge***
Calm water, pool, slow river	1d6
Deep water, light current, cold water	1d6+1
Rough water, strong current, waves	2d6

Storm water, rapids, flooded dungeon passage	3d6
Violent flood, whirlpool, magical current	4d6+

A successful roll allows the character to swim up to **half their Normal Movement**. A character may swim cautiously while searching, carrying someone, or avoiding noise, but moves at a **Cautious rate**.

On a failed roll, the character makes no progress. If the failure is by **3 or more**, the character is pushed **1d6 hexes** or squares in the direction of the current or begins to sink if there is no current. On a Critical Failure, the character gains **Fatigued** and begins drowning unless rescued, supported, or able to reach safety.

Armour and heavy gear make swimming harder. Light armour applies **–1** to the Athletics roll, medium armour applies **–1d6**, and heavy armour applies **–2d6**. Carrying a shield, weapon bundle, chest, or another creature applies a further **–2** or more at the GM's discretion. A Heavily Encumbered character cannot swim effectively unless supported by rope, flotation, magic, or immediate aid.

A character can hold their breath for a number of Combat Rounds equal to a **Resilience roll**. After that, they must make a Resilience Challenge each Combat Round, beginning at **1d6** and increasing by **+1d6** each round. On the first failure, the character gains **Choking (–2 to all rolls, and at the end of each 10 seconds takes 1 HP damage)**. On a second failure, they fall **Unconscious** and begin taking **1d6 damage each Combat Round** until rescued or able to breathe.

FALLING

Falling damage is based on the height fallen and the surface struck. A short fall may cause no damage or only minor harm, while greater falls become increasingly dangerous. As a rule, a fall of up to 10 feet is minor and deals 1d6 Bludgeoning damage. For every additional 10 feet fallen, add +1d6 damage, to a maximum of 15d6 (terminal velocity).

Falling into deep water, thick brush, hay, mud, or a sloped roof may reduce this damage.

Falling onto spikes, rocks, broken masonry, or fire may increase it or add a further effect.

A character who falls a short distance (20 feet or less) may attempt an **Athletics Skill** roll vs the Falls Damage amount to break the fall and take half damage.

SNEAKING AND HIDING

Sneaking is moving without being heard, noticed, or clearly tracked. Hiding is taking and maintaining concealment so others cannot perceive you clearly. These are usually resolved with The Sneak Skill.

A character cannot normally hide in plain sight without concealment. Darkness, shadow, foliage, smoke, furniture, broken sightlines, crowding, and distraction all make hiding easier. Bright light, bare rooms, open ground, quiet corridors, and alert watchers make it harder.

HIDING

To hide, a character makes a Sneak Skill Challenge against any potential observer's Spot Skill or against a difficulty set by the environment. On a success, the character becomes **Hidden**. A Hidden character remains so until they reveal themselves, enter a place with no concealment, move carelessly, or are detected.

Hiding Situation	***Modifier***
Deep shadow, thick brush, heavy clutter, noisy crowd	+2
Dim room, broken terrain, furniture, moderate cover	-
Sparse cover, shifting light, partial concealment	-2
Bare room, bright light, closely watched area	-1d6

SNEAKING

A Hidden character may move **cautiously** while remaining concealed but must roll again whenever the risk of detection meaningfully changes.

Sneaking Situation	***Modifier***
Soft ground, background noise, darkness	+2
Ordinary corridor, moderate clutter, distracted guards	-

Dry leaves, shallow water, creaking boards, quiet hall	-2
Metal debris, open stone floor, alert sentries, dogs	-1d6

DETECTION

Observers may search actively (using the **Search** Skill) or rely on ordinary awareness (Using the **Spot** Skill). Searching observers gain an advantage when they know where to look, heard a sound, saw movement, or noticed disturbed terrain.

Detection Modifier	***Modifier***
Observer knows area to search, heard noise, saw movement	+3
Bright light, bare ground, quiet surroundings	+2
Darkness, clutter, smoke, crowd, brush	–1
Hidden character is stationary	–1
Hidden character is moving, bleeding, carrying light, or noisy	+2

BREAKING CONCEALMENT

A Hidden character usually ceases to be Hidden after attacking, shouting, casting an obvious spell, sprinting, opening a loud door, or otherwise clearly revealing their position.

Other Minor acts such as drawing a small weapon, drinking a potion, etc requires a new Sneak Challenge vs possible observers Spot.

In combat, hiding usually requires breaking line of sight and having real concealment. Stepping behind a pillar is not always enough if the enemy saw exactly where the character went.

SPOTTING AND SEARCHING

Spot is the skill of immediate awareness. It is used to notice hidden enemies, lurking danger, suspicious movement, concealed objects, or anything else a character might catch with ordinary alertness before actively stopping to investigate.

Search is slower and more deliberate. It is used when a character studies an area, body, container, trail, or scene to uncover secrets, hidden mechanisms, clues, or other details that casual notice would miss.

In play, **Spot** answers "Do I notice it?" while **Search** answers "What do I find when I look properly?"

Situation	***Spot Modifier***	***Search Modifier***
Stationary /Cautious pace	+2	+0
Normal pace	+0	Not allowed
Fast pace / Running	–4	Not allowed
Bright light / open view	+2	+1
Dim light / shadow	–1	–2
Smoke / foliage / clutter	–2	–3
Darkness	-4	-5

CONDITIONS

conditions represent temporary states that affect a PC's physical capability or mental clarity. They are character changes not yet listed in the world mechanics, most short-term, sometimes permanent effects that arise from combat, hostile magic, environmental hazards, etc. Conditions influence how effectively a PC can act, often modifying the number of dice they roll or the difficulty of the task they attempt.

Physical conditions reflect the state of the body. These include effects such as being wounded, exhausted, slowed, poisoned, or restrained. A physical condition may reduce the dice a PC rolls for actions involving strength, endurance, or agility, or it may limit movement and combat ability. Some physical conditions fade naturally after rest, while others persist until treated through healing, medicine, or magic.

Mental conditions represent disruptions to perception, focus, or emotional stability. Fear, confusion, charm, distraction, or magical influence fall into this category. A PC suffering a mental condition may struggle with concentration, decision-making, or resisting manipulation. Such conditions usually affect skills tied to awareness, reasoning, or willpower, and may cause a PC to hesitate, misjudge, or act unpredictably.

There is full list of Standard Conditions later in this book.

CHARACTERS

You play the Hero (or villain) of the story, your epic journey with trials and tribulations, sees you progress (hopefully) from obscurity to a master in your field, and heady heights unconceived from those initial steps on your path of fate.

Unless agreed upon earlier with your GM you start your life with very basic levels of life experience, you choose a single background, take note of your Races aptitude and start out on your new life as an adventurer.

And a modest start it is, all your Skills and underpinning Statistics begin at 1d6 plus any bonus to skills your Background Grants, which also provides a modest possession set.

STATISTICS AND SKILLS

A PC's abilities are defined by two closely related elements: **Statistics** and **Skills**. Statistics represent raw natural capability. Skills represent training, practice, and learned expertise applied through that capability.

Each Skill belongs to one governing Statistic. A PC rolls the Skill when trained expertise matters. If no relevant Skill applies, roll the governing Statistic instead.

A Skill may be up to **2 Levels** above its governing Statistic. If increasing a Skill would place it **3 Levels** above that Statistic, the Skill still increases normally, and the governing Statistic also increases by **1 level**. See Character Progression below

Below are the Statistics (Stats) and their associated Skills.

STRENGTH

Strength represents raw physical power, muscle control, and the ability to apply force. Characters with high Strength excel at overpowering enemies, wielding heavy weapons, and surpassing physically demanding situations.

Strength governs brute-force solutions-breaking down doors, shoving foes aside, holding a shield line, or carrying massive loads without slowing down.

STRENGTH SKILLS

Large Weapon Use

Effectiveness with heavy or two-handed weapons. When using either the characters combat dice equals this skills dice

Critical Failure Table

Roll (1d6)	
1	You stumble awkwardly through the strike. The attack fails and you fall **Prone (**Melee attacks against gain +1, –2 to physical actions, ranged attacks against suffer –2).
2-4	Your attack fails, and for 1d6 rounds you suffer **Distracted (-1 to Spot, +1 to Initiative**.)
5	Normal Fail
6	A Learning Moment where you learn from your mistake and gain a Competency Point

Sheild Use

Blocking, bashing, and defensive shield techniques. After a Defence Challenge fails, a combatant using a shield may roll Shield Use to deflect part of a successful blow, subject to facing and the shield's Protection.

Critical Failure Table

Roll (1d6)	
1	You fail and drop your shield to the ground.
2-4	You fail, and for 1d6 rounds you suffer **Distracted (-1 to Spot, +1 to Initiative**.)
5	Normal Fail
6	A Learning Moment where you learn from your mistake and gain a Competency Point

Athletics

Use this skill dice for feats of strength like climbing, jumping, or shoving.

Critical Failure Table

Roll (1d6)	
1	You Fail and become **Bruised** (–1 to all STR and STR based Skill rolls until treated) plus **Prone (**Melee attacks against gain +1, –2 to physical actions, ranged attacks against suffer –2).
2-4	You fail, and become **Hindered** (movement is reduced by 1) until treated
5	Normal Fail
6	A Learning Moment where you learn from your mistake and gain a Competency Point

DEXTERITY

Dexterity measures agility, reflexes, balance, and fine motor control. A high Dexterity character reacts quickly, moves gracefully, and strikes with precision. It defines how well a character avoids danger, handles delicate or fast actions, and exploits openings in combat. Dexterity favours finesse over force, rewarding speed, accuracy, and subtlety. Note: Dex skills are heavily affected by armour worn.

DEXTERITY SKILLS

Dodge

Avoiding incoming attacks and hazards. When using a dodge action for defence add this skills dice to defence roll in combat. It is also used in defence against spells and traps if not surprised.

Critical Failure Table

Roll (1d6)	
1	You Fail and become **Bruised** (–1 to all STR and STR based Skill rolls until treated) plus **Prone (**Melee attacks against gain +1, –2 to physical actions, ranged attacks against suffer –2).
2-4	You fail, and for 1d6 rounds you suffer **Distracted (-1 to Spot, +1 to Initiative**.)
5	Normal Fail
6	A Learning Moment where you learn from your mistake and gain a Competency Point

Sneak

Use these skill dice Moving unseen and avoiding detection. The target(s) of this skill gets to use their Spot skill in a challenge.

Critical Failure Table

Roll (1d6)	
1	You Fail and fall becoming **Revealed, Bruised** (–1 to all STR and STR based Skill rolls until treated) plus **Prone (**Melee attacks against gain +1, –2 to physical actions, ranged attacks against suffer –2).
2-4	You fail and become **Exposed** unable to sneak again until a **Respite** or better**.**
5	Normal Fail becoming **Revealed**.
6	A Learning Moment where you learn from your mistake and gain a Competency Point

Small Weapon Use

When using daggers, rapiers, and other light or finesse weapons, the characters combat dice equals this skills dice

Critical Failure Table

Roll (1d6)	
1	You fall and become **Hindered** (movement is reduced by 1) plus **Prone (**Melee attacks against gain +1, –2 to physical actions, ranged attacks against suffer –2).
2-4	You fail, and for 1d6 rounds you suffer **Distracted (-1 to Spot, +1 to Initiative**.)
5	Normal Fail
6	A Learning Moment where you learn from your mistake and gain a Competency Point

Aimed Weapon Use

When using Precision attacks with bows, crossbows, or targeting spells, the characters combat dice equals this skills dice.

Critical Failure Table

Roll (1d6)	
1	You fall and either drop the weapon (one combat round to recover), or for weapons with strings, it breaks.
2-4	You fail, and for 1d6 rounds you suffer **Distracted (-1 to Spot, +1 to Initiative**.)
5	Normal Fail
6	A Learning Moment where you learn from your mistake and gain a Competency Point

Trickery

Use these skill dice when lockpicking, disarming traps, sleight of hand, and dirty tricks.

Critical Failure Table

Roll (1d6)	
1	You fail and the worst possible outcome results, A lock jams, a trap causes max damage, etc.
2-4	You fail. Your Trickery rolls suffer -1 until you recover via a **Respite** or better.
5	Normal Fail
6	A Learning Moment where you learn from your mistake and gain a Competency Point

CONSTITUTION

Constitution reflects a character's physical hardiness, endurance, and overall health. It determines how well a character withstands injury, fatigue, and environmental stress. High Constitution allows a character to stay in the fight longer, recover faster, and function effectively even under pain, poison, or heavy armour.

CONSTITUTION SKILLS

Resilience

Use these skill dice to resist poison, disease, fatigue, and some spell conditions. Also roll these skill dice to determine Hit Point increase per level.

Critical Failure Table

Roll (1d6)	
1	You fall and gain a stack of **Fatigued (**–2 to all Physical Skill rolls and –1 to Mental Skill rolls)
2-4	You fail. Your Resilience rolls suffer -1 until you recover via a **Respite** or better.
5	Normal Fail
6	A Learning Moment where you learn from your mistake and gain a Competency Point

Recovery

These skill dice determine Healing rates and speed of recovering from adverse conditions.

Critical Failure Table

Roll (1d6)	
1	You fall and gain a stack of **Fatigued (**–2 to all Physical Skill rolls and –1 to Mental Skill rolls)
2-4	You fail. Your Recovery rolls suffer -1 until you recover via a **Respite** or better.
5	Normal Fail
6	A Learning Moment where you learn from your mistake and gain a Competency Point

Armour Use

These skill dice determine if a character can effectively wear and fight in armour.

Critical Failure Table

Roll (1d6)	
1	You fall and wearing that suit of armour provides 1 less protection. But you don't realise.
2-4	You fall and wearing that suit of armour gives you -2 to **Dodge**. But you don't realise until the first fight.
5	Normal Fail
6	A Learning Moment where you learn from your mistake and gain a Competency Point

WISDOM

Wisdom represents awareness, intuition, and connection to forces beyond raw intellect. It governs perception, instinctive judgment, and spiritual understanding. Characters with high Wisdom sense hidden truths, read situations accurately, and channel magic rooted in faith or the natural world. Wisdom often guides characters toward insight rather than analysis.

WISDOM SKILLS

Spot

Use these dice to notice hidden objects, enemies, or danger. This is a passive Skill that does not require activation, if a PC claims they are trying to "Spot" something, they are using the **Search Skill**.

Critical Failure Table

Roll (1d6)	
1	You fail and become **Distracted (-1 to Spot, +1 to Initiative**.) for **1d6 Turns**
2-4	You fail. Your Spot rolls suffer -1 until you recover via a **Respite** or better.
5	Normal Fail
6	A Learning Moment where you learn from your mistake and gain a Competency Point

Nature Magic

Use these dice to draw Primal and Elemental magic from the natural world to form spells. Like all Magic Access skills failure is not without risk. Each failure to cast a spell using the skill must make a roll on the failure table below:

Failure Table

Roll (2d6)	
2	Roll on the Critical Failure Table.
3-6	You fall and gain a stack of **Fatigued (**–2 to all Physical Skill rolls and –1 to Mental Skill rolls.) until you recover via a **Respite** or better.

7-11	Normal Fail
12	A Learning Moment where you learn from your mistake and gain a Competency Point

Critical Failure Table

Roll (1d6)	
1	You fail, the spell backfires causing Spell dice damage to you, and you become unable to access Nature Magic until a **Recuperation**
2	You fail, the spell backfires causing Spell dice damage to you, and you become unable to access this Mystery until a **Recuperation**
3-5	You fail and become unable to access this Mystery until a **Recuperation**
6	You fall and gain a stack of **Fatigued (**–2 to all Physical Skill rolls and –1 to Mental Skill rolls.) until you recover via a **Respite** or better.

Divine Magic

Use these dice to draw magic granted through faith or devotion to a deity. Like all Magic Access skills failure is not without risk, especially for those who worship Evil gods.

Failure Table – Good Gods

Roll (2d6)	
2	Roll on the Critical Failure Table.
3-4	You fall and gain a stack of **Fatigued (**–2 to all Physical Skill rolls and –1 to Mental Skill rolls) until you recover via a **Respite** or better.
5-11	Normal Fail
12	A Learning Moment where you learn from your mistake and gain a Competency Point

Critical Failure Table – Good Gods

Roll (1d6)	
1	You fail and you become unable to access Divine Magic until a **Reprieve**
2-5	You fail and you become unable to access this Mystery until a **Reprieve**
6	You fall and gain a stack of **Fatigued (**–2 to all Physical Skill rolls and –1 to Mental Skill rolls) until you recover via a **Respite** or better.

Failure Table – Evil Gods

Roll (2d6)	
2-3	Roll on the Critical Failure Table.
4-8	You fall and gain a stack of **Fatigued (**–2 to all Physical Skill rolls and –1 to Mental Skill rolls.) until you recover via a **Respite** or better.
9-11	Normal Fail
12	A Learning Moment where you learn from your mistake and gain a Competency Point

Critical Failure Table – Evil Gods

Roll (1d6)	
1-2	You fail, the spell backfires causing Spell dice damage to you, and you become unable to access Divine Magic until a **Recuperation**
2-3	You fail, the spell backfires causing Spell dice damage to you, and you become unable to access this Mystery until a **Recuperation**
4-6	You fail and become unable to access this Mystery until a **Recuperation**

INTELLIGENCE

Intelligence measures reasoning ability, memory, and mastery of learned knowledge. It governs problem-solving, investigation, and the structured understanding of magic. High Intelligence characters excel at analysing complex situations, uncovering hidden mechanisms, and wielding arcane power through study, preparation, and precise control.

INTELLIGENCE SKILLS

Arcane Magic

Use these dice to draw magic via spellcasting based on study, theory, and knowledge into magical control.

Like all Magic Access skills failure is not without risk. Each failure to cast a spell using the skill must make a roll on the failure table below:

Failure Table

Roll (2d6)	
2	Roll on the Critical Failure Table.
3-6	You fall and gain a stack of **Fatigued (-**2 to all Physical Skill rolls and –1 to Mental Skill rolls) until you recover via a **Respite** or better.
7-11	Normal Fail
12	A Learning Moment where you learn from your mistake and gain a Competency Point

Critical Failure Table

Roll (1d6)	
1	You fail, the spell backfires causing Spell dice damage to you, and you become unable to access Arcane Magic until a **Recuperation**
2	You fail, the spell backfires causing Spell dice damage to you, and you become unable to access this Mystery until a **Recuperation**
3-5	You fail and become unable to access this Mystery until a **Recuperation**
6	You fall and gain a stack of **Fatigued (**–2 to all Physical Skill rolls and –1 to Mental Skill rolls) until you recover via a **Recuperation** or better.

Search

Use these dice to Investigate areas, uncovering secrets, and analysing clues. Search is an active activity requiring concentration.

Critical Failure Table

Roll (1d6)	
1	You fail and become **Distracted (-1 to Spot, +1 to Initiative**.) for **1d6 Turns**
2-4	You fail. Your Search rolls suffer -1 until you recover via a **Respite** or better.
5	Normal Fail
6	A Learning Moment where you learn from your mistake and gain a Competency Point

Knowledge

Use these dice to test your knowledge of history, religion, geography and general knowledge.

Critical Failure Table

Roll (1d6)	
1	You fail and cannot use Knowledge Perks until a **Recuperation**.
2-4	You fail. Your Knowledge rolls suffer -1 until you recover via a **Respite** or better.
5	Normal Fail
6	A Learning Moment where you learn from your mistake and gain a Competency Point

CHARISMA

Charisma reflects presence, confidence, and the strength of a character's personality. It determines how others react to the character-whether they inspire trust, fear, admiration, or obedience. Charisma fuels social influence and magic born from force of will or emotion, allowing characters to bend others, and reality itself, through sheer personal power.

CHARISMA SKILLS

Convince

Use these dice when attempting persuasion, deception, and intimidation.

Critical Failure Table

Roll (1d6)	
1	You fail and your words cause active trouble: offense, defiance, mockery, or hostility.
2-3	You fail. Suffer -1 to all Convince Skill attempts until a **Recuperation**.
4-5	Normal Fail
6	A Learning Moment where you learn from your mistake and gain a Competency Point

Barter

Use these dice when buying, selling, to negotiating better deals.

Critical Failure Table

Roll (1d6)	
1	You fail and your words cause active trouble: offense, defiance, mockery, or hostility.
2-3	You fail. Suffer -1 to all Barter Skill attempts until a **Recuperation**.
4-5	Normal Fail
6	A Learning Moment where you learn from your mistake and gain a Competency Point

Sorcery Magic

Use these dice to draw magic via Innate or emotion-driven magic fuelled by will and personality. Unlike

Sorcery places severe strain upon both body and spirit and of all the Magic Access types carries the greatest risk to the practitioner requiring a **Recovery Challenge against the spell's Challenge Dice even if successful to avoid a stack of Fatigue**.

Failure carries much more severe risks:

Failure Table

Roll (2d6)	
2-4	Roll on the Critical Failure Table.
5-8	You fall and gain a stack of **Fatigued** (–2 to all Physical Skill rolls and –1 to Mental Skill rolls) until you recover via a **Recuperation** or better.
9-11	Make a Recovery Challenge against the spell's Challenge Dice to avoid a stack of **Fatigue**.

12	A Learning Moment where you learn from your mistake and gain a Competency Point

Critical Failure Table

Roll (1d6)	
1-2	You fail, the spell backfires **causing double the Spells dice damage** to you, and you become unable to access Sorcery Magic until a **Recuperation**
3-5	You fail, the spell backfires causing **Spell dice damage to you**, and you become unable to access Sorcery Magic until a **Recuperation**
6	You fall and gain a stack of **Fatigued (**–2 to all Physical Skill rolls and –1 to Mental Skill rolls) until you recover via a **Recuperation** or better.

CHARACTER PROGRESSION

Fantasy Classic does not use fixed classes or rigid archetypes. A Player Character improves through action in play, developing the Skills they use, train, and refine over time. Advancement is therefore determined by experience and application rather than by class level.

The skill improvement gained in game is represented as **Competency Points**. Skills may be improved by using the skill competently 4 times.

The one exception to normal Skill access is **Sorcery Magic**. This Skill cannot be learned freely through ordinary advancement. Access to it requires the **Outcast Sorcerer** background, representing an innate and lifelong burden of dangerous power.

After gaining 4 **Competency Points** in a skill, it progresses a Level, although Race aptitudes may adjust the number required.

Each Skill a character possesses advances along a ladder in discrete **Skill Levels**. As a skill levels up the dice a PC gets to use in Challenges increase.

Challenge Dice by Skill Level

Skill Level	**PCs Challenge Dice**
1	1d6
2	1d6+1
3	2d6
4	2d6+1
5	3d6
6	3d6+1
7	4d6
8	4d6+1
9	5d6
10	5d6+1
11	6d6
12	6d6+1
13	7d6
14	7d6+1
15	8d6
16	8d6+1
17	9d6
18	9d6+1
19	10d6
20	10d6+1

GAINING COMPETENCY

There are 3 ways to gain Competency Points.

1. Overcome a higher Challenge. After a PC succeeds on a Skills Challenge whose Challenge Dice are higher than that of the Skill used. Roll 1d6. A 6 results in a 1 Competency Point gain.
1. Roll a Critical Success when using that, Skill.
2. Roll a Critical Failure and receive the Learning Moment outcome.

Competency gained in this manner only occurs when performed in a situation of **meaningful challenge.**

GMs should not allow players to repeatedly seek low-risk Skill rolls to farm advancement. Such should simply be considered maintenance training.

APTITUDES

Races in Fantasy Classic are distinct creations, as such they are naturally inclined to aptitude in some skills and found wanting in others, the result of this difference is instead of the standard 4 Competency Points needed to advance a Skill a race with aptitude need just 3, while those with inaptitude need 5. Check the Races section to find out more.

CHARACTER LEVELS

A character's **Level** is determined by their current **highest Skill only**. Other Skills may improve independently, but they do not increase Level unless they become the character's new highest Skill.

At certain points, a PC may choose to take a **Perk** instead of advancing their Highest Skill further. Doing so means that PC does not advance in a Character Level.

A Character Level reflects growth experience, reputation, and resilience.

In essence, Character Level affects two key game factors:

> **Reputation** - PCs carry themselves with greater confidence and are more likely to be recognised, respected, feared, or taken seriously.
> **Hit Points** - Each time a PC gains a Character Level, they gain additional Hit Points as described below.

HIT POINTS

Hit Points represent the amount of damage the PC can absorb before becoming subject to that application of Conditions affecting (sometimes profoundly) on the performance of the PC.

PCs starting out may, at the GMs discretion, start with the maximum possible HP. I.e. **6 HP**

PCs who gain a Level will gain Hit Points equal to their **Resilience Skill** dice roll.

For instance, Doug the Dwarf gains his first Level up and rolls 1d6+1 (his Resilience skill dice) rolling a 4, he adds that to his original 7 points, and he now has 11 Hit Points.

PERKS

Perks are gained by sacrificing a Skill level advancement if the Skill is at, or above, an appropriate level for the sacrifice.

For instance, Doug is about to progress from Large Weapon Use Two (1d6+1) to Three (2d6), but instead chooses to take **Mighty Blow**, he resets his Competency Points to Zero and retains his Large Weapon Use at Level Two.

It is worth noting again that if you choose a Perk in your highest skill, you don't gain a Level.

RACES

Each race has its own biological aptitudes and cultural influences that shape them.

HUMANS are the most numerous and widely dispersed people of the world, defined not by a singular cultural identity but by adaptability. They build kingdoms along coasts, carve towns from forests, raise fortresses in mountain passes, and establish trade routes wherever land can be crossed. Where other races tend toward tradition or specialization, Humans bend to circumstance, reshaping themselves to survive and prosper in almost any environment.

Physically varied in appearance, complexion, and build, Humans lack the extreme traits of elves or dwarves, yet this very absence of specialization grants them balance. They recover from hardship quickly, both in body and in spirit. Setbacks that might embitter or break other peoples often become fuel for renewed ambition among Humans. Their aptitude for Recovery reflects this resilience: wounds mend, fortunes reverse, and fallen realms rise again within a few generations.

Culturally, Humans are ambitious and restless. They are driven to explore, conquer, innovate, and believe. Their societies range from disciplined knightly orders sworn to the Good Gods to ruthless warbands in service of darker powers. In adventuring life, a Human often stands as the versatile centre of a company-capable with blade, prayer, spell, or silvered tongue-never the most extreme exemplar of a path, yet rarely the least capable. It is this flexibility, rather than raw power, that has allowed Humanity to shape so much of the known world.

Aptitude – Recovery, Inaptitude – None

ELVES are an ancient and deliberate people, bound more closely to magic and memory than any other mortal race. Tall, slender, and fine-featured, with sharply pointed ears and luminous eyes, they carry an ageless composure that makes even their youth seem measured. Their movements are fluid and precise, every gesture controlled, every word considered. Where Humans rush, Elves endure.

They dwell in deep forests, high glades, and hidden enclaves where the natural world and arcane forces intertwine. Elven cities are not imposed upon the land but grown with it-woven

into living trees, shaped from pale stone, and illuminated by soft arcane light. Study and refinement are central to their culture. Generations of scholarship have made them natural masters of Arcane Magic, and their societies revere knowledge, artistry, and the disciplined shaping of power.

Yet their strength in magic is balanced by a certain physical fragility. Elves recover slowly from grievous injury and do not multiply quickly. Their long lives breed caution and perspective; they think in decades where others think in days. In adventure, an Elf is often the keen-eyed arcanist or the silent archer, precise and controlled, shaping the battlefield through foresight and skill rather than brute force.

To encounter an Elf is to stand before history made flesh-graceful, intelligent, and quietly formidable.

Aptitude – Arcane, Inaptitude – Recovery

DWARVES are a steadfast and enduring people, shaped by stone, fire, and unyielding will. Short and broad of frame, with powerful limbs and dense musculature, they carry themselves with a grounded solidity that seems almost immovable. Their beards-worn proudly by many regardless of gender-are often braided or bound with metal rings engraved in clan runes, each mark telling of lineage and craft.

They dwell primarily beneath mountains and within vast subterranean halls carved from living rock. Dwarven cities are feats of engineering and artistry: vaulted chambers supported by rune-etched pillars, forges that burn day and night, and gates of iron that have stood for centuries. Craftsmanship is central to their identity. Metalwork, masonry, and weapon forging are not merely trades but sacred traditions passed through generations. A Dwarf's word, like their stonework, is expected to endure.

Naturally resilient, Dwarves possess exceptional physical hardiness. Their aptitude for Resilience reflects both their environment and their culture-poison, fatigue, and hardship are met with stubborn defiance rather than complaint. However, their distrust of unstable arcane forces makes them less inclined toward formal spellcraft, favouring tangible steel and hammer over abstract magical theory.

In adventure, a Dwarf is the anchor of a company: shield locked, axe raised, standing firm where others might falter. They are deliberate rather than swift, pragmatic rather than fanciful, but once committed to a cause, they will see it through with unwavering determination. To face a Dwarf in battle is to contend not merely with a warrior, but with the weight of mountain and forge behind them.

Aptitude – Resilience, Inaptitude – Arcane Magic

GNOMES are small, sharp-eyed folk driven by curiosity and restless invention. Slight of build and quick of hand, they possess expressive features and lively voices, their gestures often animated by whatever idea currently grips their attention. Bright fabrics, tool belts, hidden pockets, and cleverly concealed devices are common elements of their attire, reflecting lives spent experimenting rather than marching in formation.

They favour wooded hills, burrow-set workshops, and hidden enclaves near trade roads where information flows as freely as coin. Gnomish settlements are cluttered but ingenious homes built into earth and root systems, alchemical labs carved beneath orchards, and communal halls filled with half-finished contraptions. Innovation is not a pastime but a cultural instinct. Locks, traps, coded messages, subtle illusions, and improbable mechanical devices are their domain.

Their natural aptitude for Trickery manifests not as simple dishonesty, but as mastery of clever solutions. They excel at lockpicking, trap disarming, sleight of hand, and exploiting overlooked weaknesses. Gnomes delight in lateral thinking; where others see a wall, they see leverage points. Yet their irreverent streak and experimental temperament make them less inclined toward structured religious devotion, and they rarely commit fully to Divine Magic.

In an adventuring company, a Gnome is the problem-solver and destabiliser-the one who bypasses the gate rather than battering it, who turns an enemy's strength against them, who sees possibility in chaos. Though physically unassuming, their minds move swiftly, and underestimating a Gnome's ingenuity is often a costly mistake.

Aptitude – Trickery, Inaptitude – Divine Magic

HALFLINGS are small, swift, and perceptive folk who thrive in the spaces larger powers overlook. Rarely exceeding a human's chest in height, they are compact and wiry rather than frail, with quick hands, bright eyes, and an almost preternatural sense of balance. Their bare or lightly shod feet are toughened by travel, and their movements are quiet even across loose stone or forest undergrowth.

Halflings are often possessed of a lively and persistent curiosity, and in them this trait is well suited to their small size. Where a larger folk might hesitate before a narrow passage, a hidden crawlspace, a cluttered burrow entrance, or the dark underside of some ruin, a halfling is naturally inclined to peer closer, squeeze through, and discover what lies beyond.

What might seem nosiness in another race often becomes in halflings a useful instinct for exploration, discovery, and survival, for the small often learn early that the world reveals much to those willing to look where others do not.

Culturally, Halflings value community, comfort, and cleverness in equal measure. They build in reclusive communities but do not shun steady commerce to grand fortresses or towering cities, with travelling merchants prasing their hospitality and friendly manner.

While peaceful by inclination, they are far from naïve. Generations spent living between the domains of mightier races have honed their instincts for discretion, negotiation, and timely escape.

Aptitude – Dodge, Inaptitude – Large Weapon Use

HALF-ORCS are born at the fault line between civilisation and savagery, carrying within them both the discipline of structured societies and the raw ferocity of orcish blood. Taller and broader than most Humans, with heavy brows, pronounced tusks, and powerful builds, they possess an unmistakable physical presence. Scars are common, worn not as marks of shame but as visible records of survival.

They are often found on the fringes of established kingdoms-frontier settlements, mercenary companies, warbands, and contested borderlands. Few Half-Orcs inherit stable inheritances or long-standing legacies; instead, they carve their own place through strength, reputation, and personal resolve. These upbringing forges resilience of spirit and a directness of temperament. Half-Orcs tend to value honesty, loyalty, and decisive action over courtly subtlety.

Their natural aptitude for Large Weapon Use reflects both physique and culture. Heavy axes, great swords, mauls, and brutal polearms suit their reach and power. In battle they favour momentum and overwhelming force, breaking enemy lines rather than dancing around them. However, their distrust of delicate arcane theory and formal magical scholarship leaves them ill-suited to refined Arcane Magic, which many regard as overly intricate or unreliable compared to steel in hand.

In an adventuring company, a Half-Orc often stands at the vanguard-absorbing the first charge, delivering the heaviest blow, and refusing to yield ground once taken. Though some expect them to be ruled by rage alone, those who look closer find fierce loyalty, deep emotional intensity, and a hard-earned understanding of what it means to fight for a place in the world.

Aptitude – Large Weapon Use, Inaptitude – Arcane Magic

HALF-ELVES stand between two enduring legacies, bearing both the ambition of Humanity and the patience of Elvenkind. Their features blend refinement with solidity-slightly pointed ears, keen eyes, and graceful movement tempered by a more robust frame than their elven kin. They age more slowly than Humans yet far more swiftly than Elves, granting them long perspective without eternal detachment.

Culturally, Half-Elves rarely inherit unquestioned belonging. Some are raised among Humans and regarded as unusually perceptive and composed; others grow within Elven enclaves yet are seen as fleeting and restless. As a result, many develop a strong sense of individual identity rather than reliance on tradition. They often become travellers, diplomats, rangers, scholars, or wanderers-comfortable crossing borders that others treat as fixed.

Unlike more specialised races, Half-Elves possess no innate aptitude or inaptitude. This absence of extremes is their defining strength. They are not bound by singular cultural expectation or biological leaning; instead, they adapt their path through choice and experience. Some pursue arcane study with elven discipline, others embrace human martial ambition, and many blend both approaches.

In an adventuring company, a Half-Elf frequently serves as mediator and bridge-able to interpret ancient elven caution to impatient human allies, or to temper impulsive action with measured foresight. Their lives are marked not by inherited destiny, but by deliberate direction. Where others embody tradition, the Half-Elf embodies possibility.

Aptitude – None, Inaptitude – None

BACKGROUNDS

Backgrounds are the formative years of a PCs life. They reflect a short period of time before the PC decided on a life of adventure.

ARCANE ADEPT

You spent your youth in a tower, academy, or under the stern guidance of a learned mage, memorising sigils and practising controlled cantrips until your fingers ached. Your understanding of structured spellcasting is formal and disciplined, though still incomplete. Begin with knowledge in 3 magical Mysteries.

Starting Skill: +1 Skill Level to Arcane Magic.
Starter Gear:

- Spellbook with study in three Arcane Mysteries
- Ink, quill, and parchment
- Simple robes with reinforced stitching
- Dagger
- Component pouch
- Gold: 3d6 gp

ARISTOCRAT

You spent your youth in a minor noble household, educated in etiquette, riding, and diplomacy. You understand courtly conduct and the value of reputation.

Starting Skill: +1 Skill Level to Convince.

Starter Gear:

- Fine clothing with house insignia
- Light rapier or ceremonial sword
- Signet ring
- Riding horse with saddle
- Letter of introduction
- Gold: 4d6 gp

BARBARIAN

You spent your youth among wild tribes or harsh frontier lands where strength and endurance determined survival. You learned to fight early and endure hardship without complaint.

Starting Skill: +1 Skill Level to Resilience.
Starter Gear:

- Great axe or heavy two-handed weapon
- Fur-lined armour or hardened leathers
- Hunting knife
- Tribal totem or charm
- Waterskin and bedroll
- Gold: 2d6 gp

CARAVAN GUARD

You spent your youth protecting merchants from raiders and beasts along dusty trade roads. You know how to stay alert and fight in tight formations.

Starting Skill: +1 Skill Level to Large Weapon Use.
Starter Gear:

- Spear or longsword
- Shield
- Chain shirt or sturdy leather armour
- Whistle for signalling
- Traveller's cloak
- Gold: 2d6 gp

FARMER

You spent your youth working fields from dawn to dusk, learning patience, endurance, and practical skills. Hard labour strengthened your body, though battle was rare.

Starting Skill: +1 Skill Level to Recovery.
Starter Gear:

- Pitchfork or hand axe
- Simple clothes
- Sling
- Small sack of grain or seeds
- Work gloves
- Gold: 1d6 gp

HERMIT

You spent your youth in isolation-deep forest, mountain cave, or abandoned ruin-seeking truth, redemption, or escape.

Starting Skill: +1 Skill Level to Nature Magic.
Starter Gear:

- Staff
- Weathered cloak
- Herbal kit
- Journal of reflections
- Simple charm or holy symbol
- Gold: 1d6 gp

High Noble

You spent your youth in great halls and marble courts, raised among powerful houses and taught strategy, politics, and command.

Starting Skill: +1 Skill Level to Convince.
Starter Gear:

- Ornate sword or duelling blade
- Tailored noble attire
- Signet ring of high lineage
- Personal attendant (non-combatant)
- Gold: 5d6 gp

Hunter

You spent your youth tracking game through forest and marsh, learning patience and precision. You are comfortable living off the land.

Starting Skill: +1 Skill Level to Aimed Weapon Use.
Starter Gear:

- Bow with quiver of arrows
- Hunting knife
- Leather armour
- Traps (2)
- Tanned pelts (2 gp)
- Gold: 2d6 gp

Miner

You spent your youth below the earth, labouring in tunnels and shafts where darkness, dust, and collapse were constant companions. You learned to work by lamplight, read stone, and search carefully where one mistake could bury the living.

Starting Skill: +1 Skill Level to Search.
Starter Gear:

- Pick or light hammer
- Lantern
- Flint and tinder
- Heavy gloves
- Pouch of chalk or marking dust
- Gold: 2d6 gp

Outcast Sorcerer

You spent your youth feared or misunderstood after your innate magic manifested unpredictably. You learned control through necessity rather than schooling. You possess innate Sorcery ability in one Evocation element (Fire, Water, Earth, Air)

Starting Skill: +1 Skill Level to Sorcery Magic.
Starter Gear:

- Simple clothes reinforced against travel
- Dagger
- Focus trinket tied to your magic
- Small journal of uncontrolled incidents
- Cloak with deep hood
- Gold: 2d6 gp

Ruffian

You spent your youth in alleys, docks, or taverns where survival required toughness and intimidation. You learned to fight dirty and retreat quickly.

Starting Skill: +1 Skill Level to Small Weapon Use.
Starter Gear:

- Club or short blade
- Reinforced leather jacket
- Flask of cheap spirits
- Dice Set
- Gold: 2d6 gp

Scholar

You spent your youth buried in tomes and debate, studying history, languages, and arcane theory. You possess minor Arcane training in one Mystery.

Starting Skill: +1 Skill Level to Knowledge.
Starter Gear:

- Academic robes or travelling scholar's clothes
- Satchel of books (3)
- Writing kit
- Dagger

- Scroll case
- Gold: 3d6 gp

Smith's Apprentice

You spent your youth at the forge, learning metalwork, discipline, and the value of precision. Your arms are strong and your patience well-tested.

Starting Skill: +1 Skill Level to Resilience.
Starter Gear:

- Light hammer
- Leather armour
- Whetstone
- Heavy gloves
- Gold: 2d6 gp

Soldier

You spent your youth drilled in formation warfare, discipline, and chain of command. You understand battlefield tactics and survival under pressure.

Starting Skill: +1 Skill Level to Large Weapon Use.
Starter Gear:

- Longsword or spear
- Shield
- Leather armour
- Military insignia
- Backpack with rations
- Gold: 2d6 gp

Sailor

You spent your youth aboard river craft, coastal vessels, or trading ships, learning ropes, weather, and the hard discipline of life at sea. You are steady on uncertain footing and accustomed to danger, labour, and sudden violence.

Starting Skill: +1 Skill Level to Athletics.
Starter Gear:

- Belaying pin or hand axe
- Sailor's knife
- Coil of rope
- Tarred cloak
- Lucky charm from a voyage survived
- Gold: 2d6 gp

Temple Initiate

You spent your youth in service to a deity, learning doctrine, ritual, and sacred rites. You possess basic Divine Magic training in Mysteries tied to your Gods chosen Domain.

Starting Skill: +1 Skill Level to Divine Magic.
Starter Gear:

- Holy symbol
- Robes of your order
- Mace or simple weapon
- Prayer book
- Incense and ritual kit
- Gold: 2d6 gp

Thief

You spent your youth navigating rooftops and shadowed corridors, learning to take what others failed to guard. Subtlety and speed were your teachers.

Starting Skill: +1 Skill Level to Trickery.
Starter Gear:

- Dagger
- Short sword or light crossbow
- Leather armour
- Lockpicks and small tools
- Dark hooded cloak
- Gold: 2d6 gp

Urchin

You spent your youth surviving in alleys, market gutters, abandoned cellars, dockside warrens, or the forgotten edges of a crowded town.

Starting Skill: +1 Skill Level to Sneak.

Starter Gear:

- Dagger
- Ragged cloak or patched street clothes
- Begging bowl, lucky token, or stolen trinket
- Small knife, wire, or improvised tool
- Trail rations, scavenged food, or stale bread
- Gold: 1d6 gp

PERKS

Perks are gained by sacrificing a Level increase in a skill to take the Perk instead. Perks are special abilities unlocked when a character reaches the required **Skill Level** in a particular skill. Once gained, a perk is always active unless its description says otherwise, and its effects apply only when the character is using that skill in the manner described.

The following tables are perks available by Skill.

LARGE WEAPON USE

	Name	***Effect***
2	Mighty Blow	When you roll damage with a **large weapon**, reroll all dice that show **1**. If all damage dice show **1**, do not reroll; treat it as a critical failure as normal.
2	Braced Grip	If you do **not move** before making a melee attack with a **large weapon** this Combat Round, that attack deals **+1 damage**.
2	Guard Breaker	When you hit with a melee attack using a **large weapon**, ignore **1 point of mundane Protection or physical damage reduction** from armour, shields, or similar defences.
5	Cleave	When you make a melee attack with a **large slashing or bludgeoning weapon**, you may attack up to **2 adjacent enemies within reach** in a single sweeping blow. Resolve the attack separately against each target.
5	Impale	When you hit with a melee attack using a **large piercing weapon**, that attack deals **+2 damage**.
5	Slasher	When using a **one-handed Slashing weapon,** you reduce its number of segments per attack to **1**.
5	Sunder	When you hit a **shield, armour, weapon, door, wall, or other object** with a **large bludgeoning**, deal **+2 damage to Durability**. If the target is using a shield, that shield loses **1 Durability** on the hit.
5	Hook and Drag	When you hit with a melee attack using a **large slashing or piercing weapon**, you may pull the target **1 square** toward you. A target of equal or larger size may resist with an **Athletics or Resilience Challenge** against the damage dealt.
7	Two-Handed Use	A weapon used in **two hands** gains **+1 damage**. If the weapon is naturally **two-handed**, it gains **+2 damage** instead.
7	Carnage	**Once per Combat Round**, when you reduce an adjacent enemy to **0 Hit Points or less** with a melee attack using a **large weapon**, you may immediately make **one additional melee attack** against another enemy within reach. This additional attack cannot itself trigger **Carnage**.
7	Overhead Smash	If you commit **all attack dice** to one melee attack with a **large weapon** and hit, add **+1d6 damage**.
7	Hooked Trip	When you hit with a melee attack using a **large slashing weapon** or another suitably hooked large weapon, the target must succeed on an **Athletics or Resilience Challenge** against the damage dealt or fall **Prone** (the Subject is lying, fallen, or knocked down; cannot Sprint or Charge; may only crawl until it stands; suffers –**2 to Dodge, Athletics, and physical attacks**; and adjacent melee attacks against it gain **+1**.)
7	Driving Blow	If you commit **all attack dice** to one melee attack with a **large weapon** and hit, you may push the target up to **2 squares** directly away from you. If it strikes a wall, pillar, or other solid obstacle, it takes **+2 damage**.

9	Great Weapon Master	You may swap dice between your **offensive pool** and **defence pool** during combat at will. **Requires Dexterity Level 3.**
9	Executioner	When you hit a target that is **Prone, Restrained, Staggered,** or already **Wounded**, the attack deals **+2 damage**.
9	Relentless Pressure	**Once per Combat Round**, when you hit a target with a melee attack using a **large weapon**, that target suffers **–1 to Defence rolls** against your next melee attack before the end of your next turn.
13	Earthshatter	When you hit with a **two-handed bludgeoning weapon**, each enemy adjacent to the target takes damage equal to **half the damage dealt** by the triggering attack, rounded down, and must succeed on a **Resilience Challenge** against that damage or fall **Prone (**the Subject is lying, fallen, or knocked down; cannot Sprint or Charge; may only crawl until it stands; suffers –**2 to Dodge, Athletics, and physical attacks**; and adjacent melee attacks against it gain **+1**.).
13	Bonebreaker	When you hit with a **two-handed bludgeoning weapon**, the target must succeed on a **Resilience Challenge** against the damage dealt or become **Staggered** until the end of its next turn.
13	Headsman's Stroke	When you hit with a **two-handed slashing weapon** against a target that is **Prone, Restrained,** or **Staggered**, add **+1d6 damage**.
13	Skewer Through	When you hit with a **two-handed piercing weapon**, choose one enemy directly behind the target and within reach. That second enemy takes damage equal to **half the damage dealt** by the triggering attack, rounded down.
13	Titan's Advance	**Once per Combat Round**, after reducing an enemy to **0 Hit Points or less** with a melee attack using a **large weapon**, you may move **1 square** and then make the additional attack granted by **Carnage**, provided a new target is within reach.

SHIELD USE

Skill Level	*Name*	*Effect*
2	**Shield Hook**	When you successfully block a **frontal melee attack** with a shield, the attacker suffers **–1 on its next melee attack** before the end of its next turn.
2	**Covering Guard**	When using a shield, gain **+1 to Spot Challenges** made to notice attacks, charges, or sudden threats coming from your shield side or front.
2	**Turn the Edge**	When you successfully block a **slashing melee attack** with a shield, reduce the damage taken by **1 additional point** after applying the shield's Protection.
5	**Shield Bind**	When you successfully block a melee attack with a shield, you may keep the attacker engaged. Until the start of your next turn, that attacker suffers **–1 to disengage or move away from you**.
5	**Arrow Ward**	**Once per Combat Round**, you may use **Shield Use** against one **frontal missile or thrown attack** that your shield could reasonably intercept. Apply your shield's Protection as normal if successful.

5	**Hold the Gap**	When standing in a **doorway, corridor, bridge, stair, or other narrow passage**, gain **+1d6 to Shield Use rolls** against frontal melee attacks.
5	**Shield Press**	When you hit with a **Shield Bash**, you may choose to forgo the push and instead leave the target **Hindered** until the end of its next turn.
7	**Wall Step**	When an adjacent ally would be hit by a **frontal melee attack**, you may move **1 square** into a legal adjacent space and use **Shelter**, provided you have not yet acted this Combat Round.
7	**Lock Shields**	When standing adjacent to **two or more allies**, at least one of whom is using a shield, you gain **+1 Protection** against frontal melee attacks in addition to any benefit from **Shield Wall**.
7	**Rebounding Bash**	When you hit with a **Shield Bash**, choose one: push the target **1 additional square**, or cause it to become **Staggered** until the end of its next turn unless it succeeds on a **Resilience Challenge** against the damage dealt.
7	**Defensive Advance**	When you move no more than **half your movement** in a Combat Round while using a shield, you do **not** suffer any penalty the GM would normally apply for advancing cautiously under missile fire or while holding a defensive line.
9	**Guardian's Pivot**	**Once per Combat Round**, when attacked from your flank, you may immediately turn to face that attack and treat it as coming from your **front** for purposes of **Shield Use**.
9	**Crushing Intercept**	When you use **Shelter** and successfully defend the attack, you may immediately make a **Shield Bash** against the attacker at **–1d6**.
9	**Missile Screen**	Allies standing **directly adjacent behind you** gain **+1d6 to Defence rolls** against **frontal missile attacks** passing through your shielded line.
9	**Shield Discipline**	**Once per Combat Round**, if you fail a **Shield Use** roll against a frontal attack by **1 or less**, you may reroll that Shield Use attempt.
13	**Immovable Line**	While using a shield, you and adjacent allies gain **+1d6 to resist forced movement, knockdown, or shove attempts** originating from the front.
13	**Breaker's Rim**	When you hit with a **Shield Bash**, the target must succeed on a **Resilience Challenge** against the damage dealt or drop one held item of your choice, provided it could reasonably be knocked loose.
13	**Aegis Turned Outward**	**Once per Combat Round**, when you successfully block a **frontal missile, thrown, or melee attack**, you may immediately choose one adjacent ally. That ally gains **+1 Protection** against the next attack made against it before the start of your next turn.
13	**Last Bastion**	If you are using a shield and would be reduced to **0 Hit Points or less** by a frontal melee attack, you may **once per day** remain at **1 Hit Point** instead. Your shield loses **1 Durability** immediately.

ATHLETICS

Skill Level	*Name*	*Effect*

2	**Hard Landing**	Reduce damage taken from falls of up to 30 feet by **2**, to a minimum of **0**. If you deliberately jump down and succeed on an **Athletics Challenge**, you may land on your feet.
2	**Swimmer**	Gain **+1d6** on **Athletics Challenges** to swim, dive, resist being dragged by water, or stay afloat in rough conditions.
2	**Wrestler's Grip**	Gain **+1d6** on **Athletics Challenges** to initiate, maintain, or resist a grapple.
2	**Sprint Burst**	If you take no action other than movement this Turn, increase your movement by **+1**.
5	**Kip Up**	Standing from **Prone** no longer costs movement.
5	**Rough Sleeper**	You treat all **Rough** sleeping as **Camping**
5	**Sure Swimmer**	Swimming no longer halves your movement. If the **Athletics Challenge** succeeds, you may swim and move normally.
5	**Shoulder Check**	After moving at least **2 squares** in a straight line, you may make an **Athletics Challenge** against a target of your size or smaller. On a success, the target is pushed **1 square** and becomes **Hindered** (movement is reduced by 1) until the end of its next turn.
5	**Vault**	You may cross low obstacles, furniture, rubble, or gaps of **1 hex** without spending extra movement, provided an **Athletics Challenge** would normally allow it.
5	**Iron Lungs**	Gain **+1d6** on **Athletics Challenges** to run for long periods, hold your breath, resist choking from exertion, or continue moving while exhausted by terrain or weather.
7	**Juggernaut**	Gain **+1d6** on **Athletics Challenges** to shove, overrun, or force movement against another creature.
7	**Mountain Goat**	Gain **+1d6** on **Athletics Challenges** to climb, balance, or move safely across narrow, steep, or treacherous surfaces.
7	**Crushing Grip**	If you successfully grapple a target, that target suffers **–1 on physical rolls** to break free until the grapple ends.
7	**Rapid Vault**	Once per Combat Round, when moving, you may leap over one creature of your size or smaller, or over one obstacle up to chest height, without stopping, provided you succeed on an **Athletics Challenge v 2d6**.
9	**Titan Grip**	You may grapple, drag, or hold creatures **one size larger** than you.
9	**Relentless Pursuit**	Gain **+1d6** on **Athletics Challenges** to chase, keep pace, run down fleeing enemies, or continue movement after long exertion.
9	**Throw Down**	If you begin your Turn grappling a target of your size or smaller, you may make an **Athletics Challenge** against it. On a success, the target is thrown **1 square** and falls **Prone (**the Subject is lying, fallen, or knocked down; cannot Sprint or Charge; may only crawl until it stands; suffers –**2 to Dodge, Athletics, and physical attacks**; and adjacent melee attacks against it gain **+1)**.
9	**Stonebreaker**	Gain **+1d6** on **Athletics Challenges** to force open doors, bend bars, smash weak structures, or break restraints.

13	**Colossus Rush**	When you successfully shove or rush a target, you may move with it up to **2 squares** and choose whether it ends the movement **Prone** or **Hindered**, if it is your size or smaller.
13	**World Stride**	Difficult terrain caused by mud, rubble, shallow water, brush, loose stone, or broken ground no longer reduces your movement.
13	**Impossible Climb**	You may climb even sheer or unstable surfaces that would normally be impossible, though an **Athletics Challenge** is still required where the GM judges it appropriate.
13	**Last Effort**	**Once per Combat Round**, when reduced to **0 Hit Points or less** by a physical effect such as a fall, shove, crush, collision, or bodily strike, you may make an **Athletics Challenge**. On a success, remain at **1 Hit Point** instead.

DODGE

Skill Level	*Name*	*Effect*
2	**Light on Your Feet**	Gain **+1d6** on **Dodge Challenges** made to avoid **falling, becoming Prone, slipping, or losing footing**.
2	**Duck and Weave**	When you successfully **Dodge** a **missile or thrown attack**, the attacker suffers **–1 on its next missile or thrown attack** against you.
2	**Quick off the Mark**	**-2** to initiative rolls.
5	**Sidestep**	**Once per Combat Round**, when you successfully **Dodge** a melee attack, you may move **1 Hex** to an adjacent space. This movement does not trigger a free attack from the attacker you dodged.
5	**Low Profile**	Gain **+2 to Dodge rolls** against **missile and thrown attacks** while you are using **Cautious movement**.
5	**Squeak Past**	If you successfully **Dodge** a melee attack made by a target your size or larger, that attacker suffers **–1 to Defence rolls** against your next melee attack.
5	**Twist Away**	When hit by a melee attack that would also impose **Prone, Staggered** or another forced movement condition, you may roll **Dodge challenge vs the Damage die** to ignore the effect(s).
7	**Skirmisher's Escape**	Gain **+1d6** on **Dodge Challenges** made to disengage, slip free of close pressure, or move out of a threatened space without being pinned.
7	**Passing Blur**	If you move at least **2 squares** this Combat Round, the first melee attack made against you before your next turn suffers **–1d6**, in addition to any other Dodge-related penalties already in effect.
7	**Bait the Strike**	**Once per Combat Round**, when an enemy misses you in melee and you successfully **Dodged** that attack, you may impose **–1 on its Defence rolls** for 3 Combat Rounds.
7	**Through the Gap**	You may move through the space of an enemy of **equal or larger size** by succeeding on a **Dodge Challenge** against that enemy's Defence Dice. You must end in an empty space.

9	**Missile Evasion**	Gain **+1d6 on Dodge rolls** against **missile and thrown attacks**.
9	**Ghost Step**	**Once per Combat Round**, when you would be struck by a melee attack, you may attempt an immediate **Dodge Challenge** to move **1 square** to an adjacent space. If that movement takes you out of the attacker's reach or arc, the attack misses.
9	**No Opening**	If two or more enemies attack you in the same Combat Round, the **second and later attackers do not gain any Flanking bonus** provided you are free to move.
9	**Wind's Favour**	Gain **+1d6** on **Dodge Challenges** against **area effects, traps, collapsing terrain, breath weapons,** or similar hazards that allow evasion by movement.
13	**Untaken Line**	**Once per Combat Round**, if you successfully **Dodge** a melee attack, you may immediately move up to **2 squares** to legal spaces. This movement does not trigger a free attack from the attacker you dodged.
13	**Whirl Aside**	When you successfully **Dodge** an attack in melee, one other attack made against you before the end of the same Combat Round suffers **–1d6**.
13	**Elusive Counter**	**Once per Combat Round**, when you successfully **Dodge** a melee attack while wielding **no shield**, you may either make the **Riposte** attack at **–1d6** or immediately reposition **1 square** and then make that Riposte if the target remains in reach.
13	**Never There**	If you have successfully **Dodged** at least one attack this Combat Round, gain **+1d6** on Challenges to resist **grapples, restraining effects, shoves,** or **forced movement** until the end of the Combat Round.
13	**Dance of Knives**	When you are attacked in melee by multiple adjacent enemies, you gain **+2 to all Dodge rolls** against those attacks until the end of the Combat Round.

SNEAK

Skill Level	*Name*	*Effect*
2	**Shadow Blend**	While in **dim light, darkness, deep shadow, or cover**, gain **+2 to Sneak rolls**.
2	**Concealed Draw**	If you begin your Turn **undetected**, you may draw or ready a **small weapon, thrown weapon, tool, or item** without risk of revealing yourself.
2	**Creeper**	Gain **+1d6** on **Sneak Challenges** to crawl, hug cover, move through brush, or keep below a sightline.
5	**Quiet Step**	When making a **Sneak Challenge**, you may reroll any dice that show **1** once. If all dice show **1**, do not reroll; treat it as a critical failure as normal.
5	**Silent Movement**	You may move at **normal speed** while sneaking without penalty. If moving at **Cautious speed**, gain **+2 to Sneak rolls**.

5	**Hidden Strike**	If you attack while **undetected**, add **+1d6 to the attack roll**. If you are using a **small weapon**, you may instead add **+1d6 damage**.
5	**Hide in Passing**	If you move from one area of **shadow, darkness, or cover** to another, you may make a **Sneak Challenge** to remain hidden without stopping.
5	**Soft Hands**	Gain **+1d6** on **Sneak Challenges** involving careful handling, such as opening a latch quietly, shifting gear silently, or moving an object without giving yourself away.
7	**Vanish**	With a successful **Sneak roll**, you may melt into nearby shadow, darkness, or visual clutter and become **hidden even while in plain sight**, provided there is some plausible concealment. Use the normal situational rules for **Hiding**.
7	**Backstab**	When you hit a target while **undetected**, add **+2d6 damage**.
7	**Fade Away**	**Once per Combat Round**, after making an attack while **undetected**, you may immediately make a **Sneak Challenge** to hide again if you are within reach of shadow, darkness, or cover.
7	**Wall Creep**	Gain **+1d6** on **Sneak Challenges** to move along walls, ledges, rafters, ceiling beams, or other narrow hidden approaches without being noticed.
9	**Stalker's Pace**	You suffer **no penalty** to Sneak for moving quickly over open but broken ground, shallow water, rubble, leaves, or other light terrain that would normally make stealth more difficult.
9	**Unseen Approach**	If you begin your Turn **hidden**, your first movement that Turn does **not** automatically reveal you, provided you end in **shadow, darkness, cover,** or behind concealment.
9	**Slip Through**	Gain **+1d6** on **Sneak Challenges** to pass a guard, slip through a doorway, cross behind a distracted enemy, or move through a watched area without drawing notice.
9	**Ambusher**	If you begin combat **undetected**, your target **cannot use defence, shield or dodge** against your first attack.
13	**Ghost in the Dark**	If you remain **still** in **shadow, darkness, or cover**, enemies suffer **–4** on attempts to detect you.
13	**Master Sneak**	Bonuses to detect you from **mundane tracking, scent, or tremor sense** do not apply. **Magical effects** that specifically reveal hidden creatures still function normally but suffer a **–2d6 penalty** when used to detect you.
13	**Whispered Death**	When you strike while **undetected** with a **small or one-handed weapon**, the attack does **not automatically reveal your position** if the target is reduced to **0 Hit Points or less** and no other enemy had clear sight of the attack.
13	**Between the Heartbeats**	**Once per Combat Round**, if you are **hidden** and an enemy fails to detect you, you may move up to **2 squares** immediately without breaking stealth, provided you remain within concealment or end in a legal hiding place.

SMALL WEAPON USE

Skill Level	*Name*	*Effect*

2	**Precise Strike**	When you make **only one attack** against a single target in a Combat Round using a **small weapon**, gain **+2 to the attack roll** and **+1 damage** on that attack.
2	**Quick Hand**	When using a **small weapon**, you may draw or ready it without costing your action for the Turn.
2	**Close Grip**	Gain **+1d6** on Challenges to keep hold of a **small weapon**, draw it in a grapple, or use it in cramped spaces where larger weapons would be hindered.
5	**Flurry**	When attacking a **single target** in a Combat Round, you may make **two or more attacks** against that target by splitting your **Attack Pool dice** between them. If you do so, **all attack gains +2 to its attack roll**.
5	**Precise Hits**	When rolling damage with a **small weapon**, you may reroll any damage dice that show **1** once.
5	**Finesse**	When using a **small weapon**, you may use your **Small Weapon Use** Skill for damage, up to the weapon's normal **Damage maximum**.
5	**Off-Hand Jab**	If you are wielding a **small weapon in your off-hand**, you may make one additional attack at **1d6** once per Combat Round without using any attack pool dice.
5	**Slip the Guard**	When using a **small weapon** against a target wearing **armour or using a shield**, ignore **1 point of mundane Protection** on a successful hit.
7	**Riposte**	When wielding a **single bladed one-handed small weapon** and **nothing in your other hand**, if you successfully defend against a melee attack, you may make an immediate **counterattack at your current Attack Dice Pool but only costing 1d6**.
7	**Weak Point**	When you hit with a **light one-handed small weapon**, add **+2 damage** by striking a vulnerable point.
7	**Needle Through**	When you hit with a **piercing small weapon**, the target suffers **–1 on its next Defence roll** before the end of your next turn.
7	**Circling Footwork**	While wielding a **small weapon** and **no shield**, gain **+1 to Defence rolls** against melee attacks from a single opponent you are engaged with.
9	**Blade Dancer**	When wielding a **small weapon** and **no shield**, you may swap dice between your **offensive pool** and **defence pool** during combat at will.
9	**Driving Series**	If you hit the same target with **two or more small weapon attacks** in the same Combat Round, the final hit deals **+2 damage**.
9	**Opening Cut**	**Once per Combat Round**, when you successfully hit a target with a **small weapon**, that target suffers **–1 to attack rolls** against you until the end of its next turn.
9	**Duelist's Pace**	When fighting with a **single small weapon** and **nothing in your other hand**, gain **-2 to Initiative rolls** and **+1 to Defence** against your chosen opponent until you attack a different target.
13	**Blade Storm**	When you make more than one attack against the **same target** in a Combat Round by splitting your **Attack Stance** dice, your **second and any subsequent attacks** against that target gain **+1 to the attack roll and +2 Damage**.
13	**Master Duelist**	When fighting a **single opponent** with a **small weapon** and **no shield**, gain **+1d6 to Defence rolls** and may reroll **one failed attack die** each Combat Round.

13	**Heart seeker**	When you hit a target that is **Distracted, Prone, Restrained, Staggered,** or otherwise off balance, add **+2d6 damage** with a **small weapon**.
13	**Whirl of Knives**	If you make **three or more attacks** with **small weapons** in the same Combat Round, you may divide them between adjacent targets as you choose without penalty.
13	**Impossible Riposte**	When you use **Riposte**, the counterattack no longer suffers **–1d6**. You may still use **Riposte** only **once per Combat Round** unless another rule states otherwise.

AIMED WEAPON USE

Skill Level	*Name*	*Effect*
2	**Long Shot**	Your aimed weapon attacks at **Medium range** are treated as **Short range**, and attacks at **Long range** are treated as **Medium range** when applying range penalties.
2	**Quick Nock**	Drawing, nocking, and aiming a **Bow aimed weapon** takes a single **Segment**. Crossbows take 2 less segments.
2	**Power Shot**	Draw a bow longer for an extra **Segment** to **gain +2 to damage**.
5	**Careful Shot**	If you make **one aimed weapon attack** this Combat Round and commit **all Attack Stance dice** to it, gain **+2 to the attack roll**.
5	**Steady Aim**	When making an **aimed weapon attack**, you may reroll any attack dice that show **1** once. If all attack dice show **1**, do not reroll; treat it as a critical failure as normal.
5	**Precision**	When using an **aimed weapon**, you may use your **Aimed Weapon Use** Skill for damage, up to the weapon's normal **Damage maximum**.
5	**Snap Shot**	You may make an aimed weapon attack after moving up to **half your movement** this Combat Round without penalty.
5	**Mark the Opening**	When you hit a target with an aimed weapon, that target suffers **–1 on its next Defence roll** against your next aimed attack before the end of your next turn.
7	**Rapid Shot**	If you shoot multiple missiles against the **same target**, each **shot gains +1 to its attack and damage rolls**.
7	**Deadeye**	When you hit with an aimed weapon, add **+2 damage** by striking a vulnerable point.
7	**Pinned Down**	If you hit a target with an aimed weapon, that target suffers **–2 on defence rolls** until the end of its next turn if it remains in the open and does not move to cover.
7	**Skirmisher's Aim**	If you moved no more than **half your movement** this Combat Round, may still lose a missile.
9	**Called Shot**	If you make **one aimed weapon attack** this Combat Round and commit **all Attack Stance dice** to it, you may declare a **Called Shot** before rolling. On a hit, choose one: **+2 damage**, **ignore 1 point of mundane Protection**, or the target suffers **–1 on its next roll**.

9	**Split Arrow**	You can now use the **Rapid Shot** perk against **different targets**.
9	**Hawkeye**	Gain **+1d6** on aimed attacks against targets in **partial cover** or at **elevation**
9	**Cool Hands**	While using an aimed weapon, you suffer **no penalty from the Distracted conditions** on the attack roll unless the source of distraction physically obstructs your shot or aim.
13	**Piercing Shot**	If you make **one aimed weapon attack** this Combat Round and commit **all Attack Stance dice** to it, gain **+2 damage** and ignore **2 points of mundane Protection** on a successful hit.
13	**Perfect Aim**	**Once per Combat Round**, you may reroll **one failed aimed weapon attack** unless it was a **Critical Fail**.
13	**Kill Zone**	If you do **not move** this Combat Round and make an aimed attack against a target that has already been attacked by you this encounter, gain **+1d6 to the attack and damage rolls**.
13	**Through and Through**	When you hit with a **piercing aimed weapon**, choose one enemy directly behind the target and in the same line of fire. That second enemy takes damage equal to **half the damage dealt**, rounded down, if the shot could plausibly pass through.
13	**Unerring Volley**	When using **Rapid Shot**, if both shots are against the **same target** each shot **gains +2 to its attack and damage rolls** instead of **+1**.

TRICKERY

Skill Level	*Name*	*Effect*
2	**Quick Fingers**	Gain **+1 to Trickery rolls**, and tasks performed with **Trickery** take **half the usual time**.
2	**Palmed Item**	You may draw, conceal, pass, or switch a **small item** with a successful **Trickery Challenge** without obvious notice.
2	**False Motion**	Gain **+1d6** on **Trickery Challenges** to distract attention, fake an action, or conceal what your hands are really doing.
5	**Sleight of Hand**	When making a **Trickery roll**, you may reroll **one die** that shows a **1**. If all dice show **1**, do not reroll; treat it as a critical failure as normal.
5	**Sticky Fingers**	Gain **+2 to Trickery rolls** made to **steal, plant, lift, or pick pockets**.
5	**Talented**	**Once per Trickery roll**, if you fail, you may reroll **one die** from that roll.
5	**Fast Palming**	You may use **Trickery** to conceal or draw a **small weapon, coin purse, key, or similar object** without reducing your action for the Round.
5	**Feinting Hands**	Gain **+2 to Trickery rolls** made to fake weakness, draw attention the wrong way, or mislead a target about your immediate intent in combat.

7	**Trap Monkey**	Gain **+2 to Trickery rolls** made to **disarm traps**. In addition, gain **+1** on rolls to **avoid or resist trap damage**.
7	**Locksmith**	Gain **+2 to Trickery rolls** made to **open locks**, and such attempts take **half the usual time**.
7	**Dirty Trick**	With a successful **Trickery Challenge vs targets WIS** you inflict a -2 to their defence rolls for 3 rounds. This action takes one Segment.
7	**Misdirect**	**Once per Combat Round**, choose one target within sight and make a **Trickery Challenge** against its **Wisdom**. On a success, that target will choose to attack a different target, if available.
9	**Expert Saboteur**	Gain **+1d6** on **Trickery rolls** to jam mechanisms, foul tools, weaken straps, cut harness, sabotage equipment, or prepare an object to fail later.
9	**Ghost Hands**	When using **Trickery** to steal, plant, conceal, or manipulate an item, observers suffer **–3 to detect what you are doing**.
9	**Combat Feint**	**Once per Combat Round**, select one target within reach and roll **Trickery** against its **Wisdom**. On a success, your **next attack** against that target before the end of the Round gains **+2 to the attack roll**. This action takes one Segment.
9	**Prepared Escape**	Gain **+1d6** on **Trickery Challenges** to slip bindings, undo knots, palm tools, produce a hidden key, or free yourself from mundane restraints.
13	**Master Deceiver**	When performing **deception, disguise, impersonation, or diversion**, gain **+2 to Trickery rolls**, and targets suffer **–1 on rolls** made to detect the trick.
13	**Perfect Feint**	Select one target and make a **Trickery Challenge** against its **Wisdom**. On a success, your **next attack** against that target this Combat Round gains **+2 damage**.
13	**Trap Artist**	Gain **+1d6+2** on **Trickery and Spot rolls** to detect, disable, bypass, or partially dismantle traps.
13	**Invisible Hand**	**Once per Combat Round**, after succeeding on a **Trickery** action against a target, you may immediately make one additional **Trickery** action against the same target or an adjacent object, provided it is a distinct task.

RESILIENCE

Skill Level	*Name*	*Effect*
2	**Iron Will**	When making a **Resilience Challenge**, or a Challenge using **Constitution** to resist an effect, you may reroll any dice that show **1** once. If all dice show **1**, do not reroll; treat it as a critical failure as normal.
2	**Stout Heart**	Gain **+1d6** on **Resilience Challenges** to resist fear, shock, pain, or sudden physical distress.
2	**Steady Breath**	Gain **+1d6** on **Resilience Challenges** to resist choking, suffocation, drowning, poison inhalation, or smoke.
5	**Toughened Body**	Reduce incoming **physical damage** by **1** from each successful attack against you.

5	**Shake It Off**	Gain **+2 to all Resilience rolls**.
5	**Hard to Kill**	When reduced to **0 Hit Points or less**, you may immediately make a **Resilience Challenge** against the **damage taken**. On a success, you remain standing at **1 Hit Point** instead. This may be used **once per encounter**.
5	**Poison-Hardened**	Gain **+2 to Resilience Challenges** made to resist **poison, disease, sickness,** or other bodily corruption.
5	**Rebound**	**Once per Combat Round**, when you suffer a condition that was resisted with **Resilience**, you may reduce its duration by **1 Combat Round**, to a minimum duration of **1 Combat Round**.
7	**Endure Pain**	Gain **+3 to Resilience Challenges** made to avoid becoming **Wounded**.
7	**Unyielding**	Reduce incoming **energy damage** by **1** from each successful attack or effect against you.
7	**Stand Firm**	Gain **+1d6** on **Resilience Challenges** to resist **forced movement, knockdown, stun-like effects, staggering,** or bodily shock.
7	**Stoic**	Gain **+1d6** on **Resilience Challenges** to resist **fatigue, exhaustion, hunger, thirst, exposure,** or forced marching.
9	**Refuse Collapse**	The first time each encounter that you would become **Staggered, Slowed,** or **Hindered** from a physical or bodily effect that allows a **Resilience Challenge**, you may reroll the Challenge once.
9	**Bloodied**	While at **half Hit Points or less**, gain **+1d6 to Resilience rolls**.
9	**Body of Iron**	**Toughened Body** now reduces incoming **physical damage** by **2** from each successful attack against you.
9	**Deep Reserves**	**Once per encounter**, when you would gain **Fatigued** or **Exhausted**, you may delay that condition for **2d6 Combat Rounds**. When the duration ends, the condition applies as normal.
13	**Indomitable**	Gain **+3 to all Resilience rolls**.
13	**Last Stand**	When **Wounded**, gain **+1d6 to all Resilience rolls** and reduce all incoming damage by **2** for the remainder of the encounter this stacks with **Toughened Body**.
13	**Death Defied**	When reduced to **0 Hit Points or less**, you may make a **Resilience Challenge** against the **damage taken** even if you have already used **Hard to Kill** this encounter. On a success, remain at **1 Hit Point** instead. This may be used **once per day**.
13	**Unbroken**	You ignore the penalties from the first **Wounded** stack you suffer and reduce the penalties from **Fatigued** and **Exhausted** by **1**, to a minimum penalty of **0**.
13	**Survivor's Rage**	When you successfully resist a major physical effect with **Resilience**, such as poison, knockdown, choking, or a Wounded result, gain **+1d6 on your next physical roll** before the end of your next turn.

RECOVERY

Skill Level	*Name*	*Effect*
2	**Second Wind**	**Once per encounter**, you may recover **+1d6 Hit Points** as a free recovery action on your Turn.
2	**Catch Your Breath**	If you take **no offensive action** this Combat Round, recover **1 Hit Point** at the end of the Round.
2	**Steady Healing**	Add **+1d6** on **Recovery Challenges** made to benefit from rest, treatment, bandaging, or natural recovery.
5	**Strong Recovery**	**Negative conditions** with a timed duration end **25% sooner**, rounded in your favour.
5	**Healthy**	When gaining **Hit Points** on level-up, you may reroll **one die** that shows **1 or 2**. You must keep the new result.
5	**Rapid Recovery**	Whenever you regain Hit Points from a spell, item, treatment, or rest, gain **+1 additional Hit Point per die healed**, up to a maximum bonus of **+3** per recovery event.
5	**Shake Off the Hurt**	Gain **+2 to Recovery Challenges** made to remove or shorten **minor (or lesser) conditions**.
5	**Field Recovery**	If you take **no offensive action** in a Combat Round, you may recover **+1d6 Hit Points**. This may be used **once per encounter**.
7	**Battle Recovery**	**Once per Combat Round**, after you reduce an enemy to **0 Hit Points or less**, recover **2 Hit Points**.
7	**Restore Strength**	If you take **no offensive action** in a Combat Round, recover **+1d6 Hit Points** at the end of that Round.
7	**Fast Healer**	Whenever you benefit from **rest**, **treatment**, or **natural healing**, recover **+1d6 additional Hit Points**.
7	**Mend the Flesh**	Gain **+1d6** on **Recovery Challenges** to remove **Wounded, Fatigued, Sickened,** or similar bodily conditions during rest or treatment.
9	**Renewed Vigor**	The first time each encounter that you recover Hit Points, gain **+2 additional Hit Points**.
9	**Recovery Surge**	**Once per encounter**, when you are at **half Hit Points or less**, any Hit Points you recover from one source are increased by **+1d6**.
9	**Clear the Pain**	When you successfully recover Hit Points by rest, treatment, or magic, you may immediately attempt a **Recovery Challenge** to remove **one minor condition**.
9	**Lingering Strength**	If you recover Hit Points during combat, gain **+1 on your next Combat roll**.
13	**Regain Vitality**	Whenever you complete any **rest**, recover **+1d6 Hit Points** and remove **one minor (or less) condition**.

13	**Unbreakable Spirit**	**Once per encounter**, when reduced to **0 Hit Points or less**, you may make a **Recovery Challenge** against the **damage taken**. On a success, recover **+1d6 Hit Points** immediately instead of falling.
13	**Return to Battle**	The first time each encounter that you would begin your Turn at **0 Hit Points**, you may instead make a **Recovery Challenge**. On a success, stand up with **1d6 Hit Points**.
13	**Perfect Recovery**	When you regain Hit Points from any source, you may reroll **one healing die** that shows **1**. You must keep the new result.
13	**Restorative Body**	All **minor conditions** end **50% sooner**, rounded in your favour, and all Hit Points recovered from **rest, treatment, or natural healing** are increased by **+2**.

ARMOUR USE

Skill Level	*Name*	*Effect*
2	**Well Worn**	While wearing **armour**, increase its **physical damage reduction by 1**.
2	**Set for Impact**	Gain **+1d6** on Challenges to resist being **shoved, knocked Prone, or forced back** while wearing armour.
5	**Armoured Movement**	Reduce the movement penalty category of worn armour by **one step**: **Heavy becomes Medium, Medium becomes Light, Light becomes None**. This perk does not stack with itself.
5	**Deflect Blow**	**Once per Combat Round**, when struck by a **melee attack** while wearing armour, reduce the damage taken by **3**.
5	**Reinforced Guard**	While wearing armour, reduce incoming **energy damage** by **1** from each successful attack or effect against you.
5	**Locked Harness**	Gain **+2** on rolls to resist having your armour, shield, or worn gear displaced, hooked, torn free, or compromised in melee.
5	**Steel Endurance**	Reduce the penalty from wearing armour on **Athletics, Dodge,** or similar movement-based rolls by **1**, to a minimum penalty of **0**, where such a penalty would normally apply.
7	**Iron Hide**	**Once per Combat Round**, when you take **physical damage** while wearing armour, reduce that damage by **2**. This does **not** stack with **Deflect Blow** against the same hit.
7	**Hold the Line**	When defending a position and you have committed at least **half your combat dice to Defence**, enemies attacking you from the **front, front-left, or front-right** suffer **–2 to attack rolls**.
7	**Anchored in Steel**	While wearing **medium or heavy armour**, gain **+1d6** to resist **forced movement, knockdown, or charge impacts**.
7	**Armoured Advance**	While wearing armour, moving through enemies' threatened spaces, rough ground, rubble, mud, or shallow water reduces your movement by **1 less square**, to a minimum reduction of **0**.
9	**Second Skin**	While wearing armour, gain **+1 to Defence rolls** against **physical attacks**.

9	**Battle Plate Discipline**	The first time each Combat Round that you suffer **physical damage** while wearing armour, your next **Defence roll** before the end of your next turn gains **+1d6**.
9	**Temper the Shock**	When you are struck by an attack that would also impose **Prone, Unsteady, Shoved, Rammed,** or another forced movement or posture condition, you may ignore the effect if a armour uses challenge vs damage done is successful.
9	**Reinforced Plates**	Your worn armour gains **+2 Durability.**
13	**Living Fortress**	While wearing **heavy armour**, **once per Combat Round** against a **physical attack**, roll **one additional Defence die** and discard the lowest result.
13	**Unbreakable Plate**	**Once per Combat Round**, when hit by a **physical attack** while wearing **heavy armour**, after all other reductions are applied, you may **halve the remaining damage**, rounded down.
13	**Immovable Bastion**	While wearing **heavy armour**, you and adjacent allies gain **+1d6** to resist **forced movement, knockdown, or shove attempts** coming from the front.
13	**Master of Iron**	While wearing armour, you ignore the first **1 point of armour penalty** that would apply to any roll, and your armour's **energy reduction** from **Reinforced Guard** increases by **1**.

SPOT

Skill Level	*Name*	*Effect*
2	**Sharp Eyes**	Gain **+2 to Spot rolls**.
2	**Size Up**	Can make a **Spot Challenge** vs 1d6+2 to assess a Combatants Attack and Defence Dice Pools.
2	**Rangers Sight**	Gain **+1d6** on **Spot Challenges** when in a wilderness situation.
5	**Keen Awareness**	When making a **Spot Challenge**, you may reroll **one die** that shows a **1**. If all dice show **1**, do not reroll; treat it as a critical failure as normal.
5	**Threat Sense**	You may use **Spot** to read a person's motives or detect deliberate deception. Resolve this as a Challenge between your **Spot** and the target's **Convince**. Gain **+2** on this Challenge.
5	**Zen Archer**	When making an attack with an **Aimed Weapon**, you may use **Spot** in place of **Aimed Weapon Use** for the **attack roll**. This does **not** alter damage.
5	**Ever ready**	Gain **+2 to Spot rolls** to avoid being Surprised, -1 to Initiative rolls.
5	**Notice Pattern**	While moving **cautiously**, gain **+1d6** on **Spot Challenges** for hidden objects, Secret or concealed doors, or hidden creatures.
7	**Trap Watch**	While moving **cautiously**, gain **+2 to Spot Challenges** made to detect **traps**.

7	**Battlefield Awareness**	**Once per Combat Round**, you may make a **Spot Challenge** against a target's **Armour Use**. On a success, you identify a vulnerable opening and gain **+2 on your next attack** against that target before the end of your next turn.
7	**Eyes in the Dark**	Reduce penalties to **Spot** from **dim light, shadow, smoke, foliage,** or similar partial visual obstruction by **1**, to a minimum penalty of **0**.
7	**Ambush Sense**	Gain **+1d6 to Spot rolls** to avoid being Surprised. Stacks with **Ever ready**
9	**Follow the Tell**	When you succeed on a **Spot Challenge** against deception, hiding, or disguise, you gain **+1d6 on your next related roll** against that same target before the end of the scene.
9	**Weakness Spotted**	**Once per Combat Round**, if you observe a target for 4 Segments, your **first attack** against that target gains **+1d6 to hit and damage**.
9	**Saw you!**	If you successfully detect a hidden, sneaking, or disguised target, that target suffers **–1d6 on further Sneak or Trickery rolls** against you until the end of the encounter.
9	**Field Searcher**	You may make **Spot Challenges** to detect hidden enemies, traps, or important details while moving at **normal speed at +1**, though **cautious movement grants a +1d6 Stacking Bonus**
13	**Unblinking Eye**	Enemies attempting to **Sneak, Hide,** or **Ambush** you suffer **–2d6 to their rolls**. If you are **unconscious**, this penalty is reduced to **–1d6**.
13	**Perfect Observation**	When you fail a **Spot Challenge**, you may reroll the entire roll **once**.
13	**Piercing Insight**	Gain **+2 to Spot Challenges** made to penetrate **disguise, illusion, false identity,** or **staged behaviour**.
13	**Never Surprised**	You are never **Surprised.**

NATURE MAGIC

Skill Level	*Name*	*Effect*
3	**Nature's Chosen**	When making a **Nature Magic Challenge**, you may reroll any die that shows **1** once. If all dice show **1**, do not reroll; treat it as a critical failure as normal.
3	**Beast Whisper**	May use **Nature Magic Challenges** to calm, direct, soothe, or aggravate **natural animals**. This works as per Convince rules. Animals won't understand complex ideas or commands, nor will act against own interests.
3	**Herbal Instinct**	Gain **+1d6** on **Nature Magic Challenges** involving herbs, roots, berries, spores, venoms, salves, or naturally occurring plant substances.
5	**Verdant Touch**	Gain **+2 to casting rolls** for **Feywild** Mystery spells.

5	**Weather Witch**	Gain **+2 to casting rolls** for **Lightning** and **Ice** Conjuration Mystery spells.
5	**One with Nature**	Use **Nature Magic Skill** for any **WIS** roll
5	**Leaf step**	While in **forest, brush, swamp, grassland, or other natural terrain**, may use **Nature Magic** instead of **Sneak skill rolls.**
5	**Wild sense**	While in **forest, brush, swamp, grassland, or other natural terrain**, may use **Nature Magic** instead of **Spot skill rolls.**
9	**Elemental Adapt**	Your **energy spells** deal **+1d6 damage**.
9	**Healing Bloom**	Your **Feywild** spells that conjure **plants** gain **+4 to casting rolls**. If such a spell affects an **area**, it may also cause **Positive energy** equal to **half the spell's dice, rounded down**, to each target in that area. This **heals living creatures** and **damages Undead**.
9	**Thorn Ward**	When you successfully cast a **Feywild** spell that creates plants, roots, vines, or living growth in an area, allies within that area gain **+1 to Defence rolls** against melee attacks until the start of your next turn.
9	**Elemental Master**	Your **energy spells** deal **+1 damage per spell die**. Stacks with **Elemental Adapt.**
9	**Wild Vitality**	Gain **+2 to Recovery and Resilience rolls** against **poison, disease, exposure, fatigue, wounds,** or **environmental hardship** while in a natural outdoor setting.
15	**Wrath of the Wild**	Your **Feywild** spells that **summon animals** gain **+4 to casting rolls**. Any animal summoned by such a spell gains the **Rage** condition.
15	**Spirit of Nature**	Natural animals are **friendly** toward you unless magically compelled, or already under attack by you or your companions. In addition, gain **+4 to all Nature Magic rolls** and **immunity to poison**.
15	**Forest Beast**	All **animal forms** you assume using the **Morph Mystery** have **Double Hit Points** and its natural weapons do **double damage**
15	**Primal Renewal**	**Once per encounter**, when you cast a **Nature Magic** spell of **6d6 or greater**, you may immediately recover **+1d6 Hit Points** or remove **one minor condition** from yourself or one willing adjacent ally.
15	**Voice of the World**	You may speak with **natural animals, Plants, Water bodies and Rocks** and interpret their mood, simple memory, fear, hunger, or immediate experience, provided they are not supernatural, undead, or magically altered beyond their nature.
15	**Heart of the Wild**	While in a natural outdoor setting, the first time each encounter you would be reduced to **0 Hit Points or less**, you may instead remain at **1 Hit Point** and immediately make a **Nature Magic Challenge vs the Damage taken**. On a success, wild force of nature briefly shields you, and you gain **+2 Defence** until the end of combat.

DIVINE MAGIC

Skill Level	*Name*	*Effect*
3	**Powerful Agent**	All **Positive** and **Negative** energy dice in your spells gain **+1** to their healing or damage.
3	**Sacred Bearing**	Gain **+1d6** on **Divine Magic Challenges** to bless, consecrate, sanctify, ward, or repel unholy influence.
3	**Faithful Heart**	Gain **+1d6** on Challenges to resist **Divine Magic spells cast by creatures cast by your opposite alignment.**
5	**Blessed One**	When making a **Divine Magic Challenge**, you may reroll any die that shows **1** once. If all dice show **1**, do not reroll; treat it as a critical failure as normal.
5	**Separatist**	Gain access to **one additional Divine Domain** that you do not already possess. You may not choose a directly opposed Domain; for example, if you have **Life**, you may not take **Death**, and vice versa.
5	**Devotion**	Choose one **Divine Domain** you already possess. Spells cast from that Domain gain **+1 to casting rolls**.
5	**Consecrated Word**	Gain **+2** on **Divine Magic rolls** made to cast spells affecting Undead.
5	**Liturgical Precision**	Any Spell cast requiring a Verbal Requirement gains +2 difficulty to Challenge.
9	**Compelling**	Gain **+2 to Convince rolls**.
9	**Conduit**	When you suffer a **Failure** on a **Divine Magic** roll, treat a result of **3 or 4** on the **Failure table** as a **5** instead.
9	**Voice of Authority**	Gain **+1d6** on **Convince Challenges** made to command, calm, rally, or morally rebuke the faithful, the fearful, or the wavering.
9	**Merciful Channel**	**Once per encounter**, when you cast a **Positive** or **Negative** energy spell, you may immediately heal yourself or one willing adjacent ally for **+1d6 Hit Points**.
9	**Domain Mastery**	Choose one **Divine Domain** you already possess. Spells cast from that Domain gain **+3 to casting rolls**. This stacks with **Devotion**.
15	**Aspect of Faith**	All **Positive** and **Negative** spells you cast gain **+50% healing or damage**, rounded in your favour.
15	**Divine Conduit**	Gain a +1 on any **Critical Failure** on a **Divine Magic** roll
15	**Living Vessel**	Gain **immunity to fear** and **+1d6 to all Resilience rolls** against curses, corruption, disease, poison, or unholy effects.
15	**Judgement or Grace**	Use **Judgement** or Evil PCs or **Grace** for Good PCs. Until the encounter ends, your **Negative** spells gain **+1d6 to casting rolls** for **Judgement**, for **Positive** spells gain **+1d6 to casting rolls** for **Grace**.

15	**Avatar of Devotion**	Natural allies, the faithful, and creatures aligned to your alignment begin encounters as friendly toward you, unless already hostile by oath, compulsion, or direct grievance. In addition, gain **+1d6 to all Divine Magic rolls**.

ARCANE MAGIC

Skill Level	*Name*	*Effect*
3	**School Specialisation**	Choose **one School of Magic** you know. Spells you cast from that School are **1 point easier to cast**. This perk may be taken **once per School**.
3	**Arcane Sensibility**	Gain **+2** on **Arcane Magic Challenges** to scribe scrolls.
3	**Formula Recall**	Spells you have scribed are **1 point easier to cast**.
5	**Spell Craft**	When making an **Arcane Magic Challenge**, you may reroll any die that shows **1** once. If all dice show **1**, do not reroll; treat it as a critical failure as normal.
5	**Shaping Ease**	**Spell Transformations** are **one step easier** for you. For example, casting a spell as a **Large Cone** adds the cost of a **Medium Cone** instead.
5	**Scroll Master**	When casting a spell you have **scribed into your spellbook**, you may reroll **one die** if the cast fails. You must keep the new result.
5	**Measured Gesture**	Gain +2 to any **Arcane Magic** roll to cast any spell with a **Somatic Component**. Requires DEX of 2d6
5	**Prepared Formula**	**Once per encounter**, when casting a spell you have **scribed into your spellbook**, gain **+2 to the casting roll**.
5	**Mystery Scholar**	Choose **one Mystery** within a School you know. Gain **+2 to Arcane Magic rolls** when casting spells from that Mystery. This perk may be taken **once per Mystery**.
9	**School Mastery**	Choose **one School** in which you already have **School Specialisation**. When casting spells from that School, you may reroll **one die that shows 1**, even if **all dice show 1**.
9	**Shaping Master**	**Once per spell**, one **Shaping Spell Transformation** applied to that spell reduces in cost by **two size step**; for example, **Huge becomes Medium**, or **Large becomes Small**.
9	**Arcane Reserve**	**Once per encounter**, you may add **+2d6** to your **Arcane spells Damage**.
9	**Counter-Formula**	Gain **+1d6** on **Arcane Magic Challenges** to any **Dispelling Mystery Spell** you cast.
9	**Perfect Notation**	Spells cast from your **spellbook** are treated as more stable. On the Arcane Skill failure table Reroll any die that shows **1** once. If all dice show **1**, do not reroll; treat it as a critical failure as normal.
15	**Arcane Affinity**	When applying **Spell Transformations** to any spell, you may use the **most favoured School's shaping profile**, provided you know that School and have knowledge of at least one of its Mysteries.

15	**Master Spell Craft**	When making an **Arcane Magic roll**, any die that rolls a **4** is treated as a **5**.
15	**Grand Specialist**	Choose **one School** in which you already have **School Mastery**. Spells cast from that School gain **+2 to casting rolls**. This stacks with **School Specialisation**.
15	**Spellbook Sovereign**	When scribing a spell into your **spellbook**, you may ignore the cost increase of **one Spell Transformation** entirely.
15	**Weave Supremacy**	Gain **+1d6** on all **Arcane Magic Challenges**
15	**Archmage's Memory**	For all Spells you have Scribed, the first time you cast that chosen spell in combat, if the cast fails, you may immediately attempt the cast again. You must keep the second result.

KNOWLEDGE

Skill Level	*Name*	*Effect*
3	**Learning Moments**	If you roll a **5** on the **Failure table** for the **Knowledge** Skill, you also gain **1 Competency Point** in **Knowledge**.
3	**Livery**	Gain **+1d6** on **Knowledge Challenges** to recall lore, dates, names, lineages, places, symbols, and customs from study of one specific region, kingdom or geographical area.
3	**Quick Study**	After observing a creature, object, site, or phenomenon for at least one Combat Round or one full minute outside combat, gain **+1d6** on your next related **Knowledge Challenge** concerning it.
3	**Scholarly Habit**	Research, reference work, translation, indexing, writing scrolls into spellbooks and similar knowledge-based tasks take **half the usual time** when suitable books, notes, or records are available.
5	**History Specialist**	When making a **Knowledge Challenge** concerning **History**, you may reroll any die that shows **1** once. If all dice show **1**, do not reroll; treat it as a critical failure as normal.
5	**Religion Specialist**	When making a **Knowledge Challenge** concerning **Religion**, you may reroll any die that shows **1** once. If all dice show **1**, do not reroll; treat it as a critical failure as normal.
5	**Nature Specialist**	When making a **Knowledge Challenge** concerning **Nature**, you may reroll any die that shows **1** once. If all dice show **1**, do not reroll; treat it as a critical failure as normal.
5	**Arcane Specialist**	When making a **Knowledge Challenge** concerning **magic, Schools, Mysteries, sigils, rituals, or spell effects**, you may reroll any die that shows **1** once. If all dice show **1**, do not reroll.
5	**Monster Specialist**	Gain **+2 to Knowledge Challenges** made to identify a creature's broad type, habits, likely resistances, common weaknesses, or known dangers.
5	**Field Notes**	After succeeding on a **Knowledge Challenge** regarding a creature, hazard, spell, or location, allies who can hear you gain **+1 on their challenge rolls** against that subject.

9	**Combat Student**	You may use **Knowledge** in place of the relevant combat skill for **attack rolls** with **Small Melee Weapons, Staves,** and **Missile Weapons** by exploiting an observed weakness. This does **not** alter damage. In addition, **once per Combat Round**, after an opponent declares an attack against you, you may estimate whether they are committing **few, moderate, or many attack dice**.
9	**Sage**	Gain **+1d6** to cast **Divination** spells.
9	**Exploit the Pattern**	**Once per Combat Round**, after succeeding on a **Knowledge Challenge** (taking 3 segments) against a visible target, gain **+2 to your next attack roll** against that target.
9	**Disciplined Memory**	If you fail a **Knowledge Challenge**, you may reroll **one die** from that roll. You must keep the new result. This stacks with the various …**Specialist** Knowledge Perks
9	**Cross-Reference**	When attempting a **Knowledge Challenge** in a field where you also possess a relevant **Specialist** perk, gain **+1d6** if you have at least one minute to think, compare, or explain your reasoning aloud.
15	**Theurge**	You may use **Knowledge** in place of **Arcane Magic, Divine Magic,** or **Nature Magic** when casting spells. All normal rules for access still apply, including knowledge of the **School** or **Mystery**, worship of a deity where required, remaining within that deity's tenets, and maintaining attunement with nature where applicable. This perk does **not** grant access to **Sorcery**.
15	**Alchemist**	You may store spells in **potions, extracts, elixirs,** or **bombs** for later use. Creating such an item requires **5 hours per 1d6** of the spell's **Challenge**, and materials costing **100 gp per 1d6** of the spell's **Challenge**. At the end of the process, make a **Knowledge Challenge** against the spell's **Challenge**. On a success, the spell is stored in the item. On a failure, all materials are destroyed.
15	**Perfect Recall**	When making a **Knowledge Challenge**, any die that rolls a **1** or **2** may be rerolled once. If all dice show **1**, do not reroll; treat it as a critical failure as normal.
15	**Deep Lore**	Gain **+2d6 to all Knowledge rolls**.
15	**Master Analyst**	**Once per encounter**, after observing a creature, spell, or hazard for one full Combat Round, you may ask the GM one of the following and receive a truthful answer: **its chief weakness, its strongest defence, its likely next tactic,** or **the safest way to counter it**.

SEARCH

Skill Level	*Name*	*Effect*
3	**Scanning Gaze**	You may move at **normal pace** while using **Search**.
3	**Careful Look**	When making a **Search** roll, you may reroll any die that shows **1** once. If all dice show **1**, do not reroll; treat it as a critical failure as normal.
3	**Methodical Sweep**	Gain **+1d6** on **Search** rolls to examine rooms, containers, shelves, campsites, rubble, or other physical areas for hidden or concealed objects, Doors or Traps.
3	**Close Inspection**	Gain **+1d6** on **Search** rolls to examine items to assess value or magical properties.
5	**Trap Finder**	Gain **+4 to Search rolls** made to find **traps**.

5	**Hidden Cache**	Gain **+2 to Search rolls** made to locate hidden or concealed valuables worth **more than 50gp**
5	**Scene Reader**	Gain **+1d6** on **Search** rolls to determine what recently happened at a location and finding tracks.
5	**Processing Power**	Searching takes **half the usual time**.
6	**Thorough Examination**	While moving at a **Cautious pace**, gain **+4 to all Search rolls**.
6	**Hidden Door Sense**	Gain **+2 to Search rolls** made to locate concealed doors, loose stones, false walls, trapdoors, crawlspaces, or structural irregularities.
6	**Evidence Keeper**	If you succeed on a **Search** roll to find evidence, clue, residue, or tampering, one ally who can hear your explanation gains **+1 on their next related roll** concerning that same subject before the end of the scene.
9	**Discerning Eye**	If you successfully examine an item with **Search**, you may estimate its mundane value to within a **10 gp range**. In addition, after **1d6 days** of prolonged study, you may discover a magic item's broad properties, provided those properties are not deliberately hidden by stronger magic.
9	**Eagle Eye**	**Search** becomes a **passive skill** for you.
9	**Pattern Recognition**	After spending at least one minute examining a scene, object, or area, gain **+1d6** on your next **Search** roll against that same target.
9	**No Loose Thread**	When you succeed on a **Search** roll, you may ask one additional practical question about the physical evidence found, such as **how it was hidden, how recently it was disturbed, what tool was used,** or **what direction the responsible party went**.
15	**Investigator's Eye**	You may use **Search** to detect a person's motives, inconsistencies, and whether they are lying by studying their manner, clothing, surroundings, and physical tells. Resolve this as a Challenge between your **Search** and the target's **Convince** or **Trickery**, as appropriate.
15	**Master Investigator**	When you fail a **Search** roll, you may reroll the entire roll **once**.
15	**Forensic Insight**	Gain **+2 to all Search rolls** involving corpses, crime scenes, battlefields, ritual sites, poisonings, or signs of sabotage.
15	**Nothing Overlooked**	When you actively search an area, object, or person and succeed, you automatically find all hidden mundane details that would reasonably be discoverable by that same search, not merely the first or most obvious one.
15	**Perfect Examination**	While you are stationary and undisturbed, any **Search** roll of **1 or 2** may be rerolled once. If all dice show **1**, do not reroll; treat it as a critical failure as normal.

BARTER

Skill Level	*Name*	*Effect*

3	**Trader's Eye**	Gain **+2 to Search rolls** made to appraise items.
3	**Market Sense**	Gain **+1d6** on **Barter Challenges** involving common goods, livestock, tools, food, clothing, travel supplies, or other everyday trade items.
3	**Friendly Haggle**	When buying from or selling to a **non-hostile** trader, merchant, artisan, or farmer, gain **+2 to Barter rolls**.
3	**Quick Appraisal**	**Appraisal** of items takes one step lower. I.e. 5 minutes becomes 1 minute.
5	**Hard Bargain**	When making a **Barter roll**, you may reroll any die that shows **1** once. If all dice show **1**, do not reroll; treat it as a critical failure as normal.
5	**Sharps Dealer**	Gain **+2 to Barter Challenges** involving Arms and Armour.
5	**Magic Trader**	Gain **+1d6** on **Barter Challenges** involving Magical Items or Spellbooks.
5	**Gem Trader**	Gain **+1d6** on **Barter Challenges** involving Jewellery or Gems.
5	**Fence**	**+3** to a **Convince Challenge** to pretend goods you are selling are legitimate.
9	**Merchant's Reputation**	Gain **+3 to Barter rolls** against targets that match your Alignment.
9	**Exact Valuation**	With a successful **Search Challenge**, you may estimate the value of an item to within **2d6 gp.**
9	**Turn a Profit**	Once per trade, after a successful **Barter Challenge**, increase the final value of a sale by **10%** or reduce the final purchase price by **10%**, rounded in your favour.
15	**Master Haggler**	When you fail a **Barter roll**, you may reroll the entire roll **once**.
15	**Golden Tongue**	On a successful **Convince Challenge** you may redo a **Barter attempt** once**.**
15	**Appraiser Supreme**	With a successful **Search Challenge** to Appraise, the item gains 50% of its previous value. This can only be done once per item. Ever. By Anyone.
15	**Fortune's Turn**	Once per negotiation, you may declare **Fortune's Turn** before rolling a **Barter Challenge**. Gain **+2d6** on that roll, and if you succeed, the final terms are one step more favourable than normal.

CONVINCE

Skill Level	***Name***	***Effect***
3	**Friendly Approach**	When speaking, negotiating, or making a favourable first impression with **non-hostile** creatures, gain **+3 to Convince rolls**.
3	**Winning Smile**	Gain **+1d6** on **Convince Challenges** to calm suspicion, make a good first impression, or encourage a neutral listener to hear you out.
3	**Steady Voice**	Gain **+1d6** on **Convince Challenges** made under pressure, such as while frightened, wounded, threatened, or speaking before a crowd. You are immune to the **Faltering** and **Stammering** Conditions.

3	**Common Touch**	Ordinary folk, labourers, guards, servants, and travellers begin one step more receptive to you unless they already have reason to distrust you. Gain **+3** to related **Convince rolls**.
5	**Persuasive Tone**	When making a **Convince roll**, you may reroll any die that shows **1** once. If all dice show **1**, do not reroll; treat it as a critical failure as normal.
5	**Quick Talk**	When speaking or negotiating with **hostile** creatures before violence has clearly begun, gain **+3 to Convince rolls**.
5	**Inspiring Song**	If you sing, chant, or play a brief inspiring piece in Combat for at least 3 Segments. Allies within **hearing distance** gain **+1 to all rolls** until the end of the current Combat Round.
5	**Silver Tongue**	Gain **+2 to Convince rolls** made to barter, flatter, reassure, apologise, or smooth over offence.
5	**Crowd Reader**	Gain **+1d6** on **Convince Challenges** when addressing a group, reading the mood of a room, or choosing the right tone for a mixed audience.
9	**Camaraderie**	You may inspire allies within **hearing distance**; by singing, chanting, or playing a brief inspiring piece in Combat for at least 3 Segments, they gain **+1d6 to their next roll** this Combat Round.
9	**Persuasive Bargain**	**+3 to Barter rolls**.
9	**Commanding Voice**	Gain **+2 to Convince rolls** made to issue orders, halt panic, restore discipline, or direct allies and hirelings in urgent situations.
9	**Rally the Faltering**	You may address one ally within **hearing distance** who is **Frightened, Shaken, uneasy,** or otherwise wavering. On a successful **Convince Challenge vs Spell or effect**, that ally immediately rerolls its failed roll. This takes 2 Segments and may be repeated.
9	**Trusted Word**	You gain **+2d6** to **Convince Challenges** to Creatures that share your Alignment.
15	**Imposing Presence**	Your authority carries weight. Targets suffer **–2** on rolls made to resist your **Convince attempts**.
15	**Master Commander**	**Once per encounter**, you may deliver a powerful speech or command. All allies within **hearing range** gain **+1d6 to all rolls** for the remainder of the encounter.
15	**Irresistible Oratory**	When addressing a crowd, assembly, war-band, court, or congregation, gain **+1d6** on all related **Convince rolls**, and one failed roll in that address may be rerolled once.
15	**Voice of Resolve**	Allies within **hearing distance** gain **+2d6** on rolls to resist **fear, panic, despair, charm,** or **hesitation** while you are conscious and able to speak.
15	**Appeal**	You may take a **Respite** to petition your God, they will remove all **Divine Magic Blocks** from failed casting.

SORCERY MAGIC

Skill Level	*Name*	*Effect*

3	**Elemental Touch**	When casting a **Prime Element** spell whose final delivery method is **Touch**, add **+3 damage**. This bonus applies only if the spell's final delivery remains **Touch**.
3	**Wild Pulse**	When casting a spell of your **Prime Element**, you may add **+1d6 damage**. If any spell die shows **1**, you suffer **1d6 damage** of that element as **Energy Burn**, in addition to any normal strain.
3	**Spell Push**	You may empower a spell with raw force, gaining **+2d6 to the spell roll**, but the effort always causes **Fatigued** afterward, whether the spell succeeds or fails.
3	**Elemental Affinity**	Gain **Damage Reduction 2** against your chosen **Prime Element**.
3	**Resonant Soul**	Gain **+1d6** on **Sorcery Magic rolls** when casting spells of your **Prime Element** but your spells do not ever gain additional effects.
3	**Untamed Channel**	Gain **+1d6** on **Recovery Challenges** made after casting a spell of your **Prime Element**.
3	**Elemental Mark**	Minor natural signs of your **Prime Element** cling to you. Gain **+2 to Convince rolls intended to Intimidate**.
5	**Unstable Blast**	When you cast a **Sphere-shaped** spell of your **Prime Element**, you may choose to make it **unstable**. Roll **1d6**. On a **1**, its **area increases by one size step** and its **damage increases by +1d6**.
5	**Focused Surge**	When making a **Sorcery Magic Challenge**, you may reroll any die that shows **1** once. If all dice show **1**, do not reroll; treat it as a critical failure as normal.
5	**Prime Reach**	Spells of your **Prime Element** with a final range of **Touch** or **Short** are treated as one range step longer for targeting only. **Touch becomes Short**; **Short becomes Medium**. This does not alter any other transformation cost.
5	**Elemental Shape**	Once per spell, when shaping a spell of your **Prime Element**, one **Shape Transformation** is treated as **one step easier**.
5	**Burn Through**	When a spell of your **Prime Element** deals damage, ignore **1 point** of mundane Protection or **elemental resistance** on a successful hit.
9	**Over Channel**	You may empower a spell with raw force, gaining **+2d6 to the spell roll and spell damage**, but the effort always causes **Exhausted** afterward, whether the spell succeeds or fails.
9	**Elemental Embrace**	Gain **Damage Reduction 1 per damage die** against your chosen **Prime Element**. Against its **opposing element**, you instead suffer **+1 damage per damage die**.
9	**Sorcerous Momentum**	The first time each encounter that you successfully cast a spell of your **Prime Element**, your next spell of that same element gains **+2 to the casting roll** if cast before the end of your next turn.
9	**Volatile Cascade**	**Once per encounter**, when a spell of your **Prime Element** reduces a target to **0 Hit Points or less**, you may immediately force one adjacent creature to suffer damage equal to **half the damage dealt**, rounded down, of the same element.
9	**Stormheart Precision**	Gain **+2d6 to attack rolls** with spells of your **Prime Element** that use **Touch, Missile, Globe,** or **Ray** as their final delivery shape.

9	**Fury Made Flesh**	While **Fatigued**, spells of your **Prime Element** gain **+1 damage per die**, but any **Energy Burn** you suffer from them increases by **1 per Die**.
15	**Living Conduit**	When casting a spell of your **Prime Element**, if you would become **Fatigued**, you may ignore it. If you would become **Exhausted**, you instead become **Fatigued**. You still suffer **Energy Burn** normally.
15	**Cataclysm Blood**	**Once per encounter**, when casting a spell of your **Prime Element**, you may increase its damage by **+50%**, rounded in your favour. After the spell resolves, you automatically suffer **Energy Burn** equal to **1 point per spell die**.
15	**Perfect Resonance**	Spells of your **Prime Element** are **1 point easier to cast**. This stacks with any other Sorcery benefit that reduces difficulty unless a rule specifically says otherwise.
15	**Elemental Sovereignty**	Gain **immunity** to the **minor conditions** naturally associated with your **Prime Element**, and gain **+2 to Recovery Challenges** against **fatigue** caused by that element.
15	**Avatar of the Prime**	While you are **Fatigued** or **Exhausted**, spells of your **Prime Element** do **not** suffer any penalty from those conditions to their **casting roll**, though all normal consequences of those conditions still apply.
15	**World-Flare**	**Once per day**, when casting a spell of your **Prime Element**, you may add **+6d6** to the spells damage

EQUIPMENT

Equipment in Fantasy Classic covers the weapons, armour, tools, supplies, and useful possessions that adventurers carry into danger. From blades and shields to ropes, lanterns, riding gear, and camp stores, equipment often determines not only what a character can attempt, but how well they can survive the hardships of travel, exploration, and battle.

CURRENCY AND COINAGE

The standard coinage of Fantasy Classic is the **Copper Piece (CP)**, the **Silver Piece (SP)**, and the **Gold Piece (GP)**.

Copper is the coin of the very small transaction: street food, cheap drink, a night in a poor common room, candles, chalk, a beggar's alms, a stable boy's tip, or a peasant's daily small trade. Silver is the ordinary currency of wages, lodging, food, tools, common gear, weapons, and most adventuring supplies. Gold represents larger wealth and is more often used for expensive arms, armour, mounts, spellbooks, rare materials, magical services, noble expenses, and treasure.

For exchange purposes, **10 Copper Pieces (CP) are worth 1 Silver Piece (SP)**, and **10 Silver Pieces (SP) are worth 1 Gold Piece (GP)**. Therefore, **100 Copper Pieces (CP) are worth 1 Gold Piece (GP)**.

Unless a rule, table, treasure entry, or item description says otherwise, prices are listed in **Silver Pieces**. A price listed as **1 sp** may also be paid as **10 cp**. A price listed as **30 sp** may also be paid as **3 gp**. A price listed as **120 sp** may also be paid as **12 gp**.

Coins have weight and bulk when carried in large numbers. **50 coins of any type weigh 1 lb and take up ½ an Item Slot**. Small amounts of coin may be carried in a belt pouch without concern, but large treasure hauls must be counted against both weight and available Item Slots.

As a general guide, copper is the coin of common daily life, silver is the coin of ordinary trade, and gold is the coin of serious wealth. A few Copper Pieces may buy a poor meal, a candle, a cup of ale, or a few hours of unskilled labour. A few Silver Pieces may buy proper food, drink, simple tools, common supplies, or a night's lodging. Several dozen Silver Pieces may buy a weapon, sturdy clothing, or useful dungeon gear. Several Gold Pieces represent meaningful portable wealth, while scores or hundreds of Gold Pieces are usually associated with fine armour, horses, noble expenses, rare books, major trade goods, or magical work.

BARTERING

A **Barter Challenge** is only required when the terms matter, the stakes are meaningful, or the other party actively wants a better outcome. Ordinary purchases at a posted or obvious market rate need no roll unless the character tries to improve the price, or wants to negotiate special terms.

The acting character rolls a **Barter Challenge** against the opposing party's **Barter Skill**, if they are a trader, merchant, broker, innkeeper, quartermaster, guildsman, or other practiced negotiator.

If the opposing party is not a practiced trader, the GM may instead resist with **Wisdom**, or simply set a static difficulty based on how informed or stubborn they are.

The degree of success or failure determines how far the final terms shift from the current asking value.

Margin of Result	***Effect on Final Purchase Price***
Fail by 4 or more	Price worsens by 20%, with the seller refuses further haggling
Fail by 2 or more	Price worsens by 10%
Fail by 1	No change
Success by 1	Reduce final price by 5%
Success by 2+	Reduce final price by 10%
Success by 4+	Reduce final price by 15%
Success by 6+	Reduce final price by 20%

For example, A PC wants to buy a good riding horse. The GM sets the horse's **Base Value** at **120 gp**.

The stablemaster is an experienced trader, so the negotiation is resolved as **Barter vs Barter**. The PC succeeds by **3**, which reduces the final purchase price by **10%**. The horse is therefore bought for **108 gp**.

ITEM APPRAISAL

Use **Search** when a character closely examines an item to judge its quality, authenticity, workmanship, condition, and likely worth. A quick glance may tell a character whether something looks cheap, fine, damaged, or suspicious, but a proper appraisal requires handling the object, studying its details, and taking enough time to inspect marks, materials, balance, weight, finish, and wear.

Item Identification

Item Type	**Difficulty**	**Minimum Time**
Common goods, tools, food, cloth, trade wares	Lesser: 1d6	**1 minute**
Weapons, armour, crafted goods, furniture, livestock	Minor: 2d6	**5 minutes**
Art, manuscripts, relics, antiques, fine workmanship	Moderate: 3d6	**10 minutes**
Gems, jewellery, precious metals, luxury ornaments	Major: 4d6	**10 minutes**
Lesser Magic items by physical inspection alone	Greater: 5d6	**1 hour**
Greater Magic items by physical inspection alone	Grand: 6d6	**1 hour**

WEAPONS

Weapons are the tools of violence by which adventurers defend themselves, hunt dangerous beasts, and make war upon their enemies. In Fantasy Classic, a weapon's importance lies not only in the damage it can inflict, but in the fighting style it supports, the skill required to use it well, its parrying value, its weight, and the strength needed to bring its full force to bear.

The Weapons section lists both **melee** and **missile** arms, showing the relevant skill used to attack with them, their damage type, minimum and maximum effective Strength range, alternate damage limits where applicable, and other

key battlefield qualities. A dagger, spear, longbow, or great axe may all kill, but each does so in a different way, and each rewards a different kind of warrior.

MELEE WEAPONS LIST

Str Min is the Minimum Strength the combatant needs to wield the weapon effectively, if not strong enough the combatant suffers **-1 to combat rolls per dice difference**.

Max Dam is the Maximum Damage the weapon can inflict, with the nominal damage being the Combatants STR Level Dice.

Name	*Damage Type**	*Skill Used*	*Str Min*	*Max Dam*	*Weight (lbs)*	*Slots Taken*	*Cost (sp)*
Dagger	P / S	Small	1d6-2	2d6	1	1	4
Light Mace	B	Small	1d6-2	3d6	2	1	10
Light Hammer	B	Small	1d6	3d6	2	1	8
Hand Axe	S	Small	1d6	4d6	2	1	9
Rapier	P	Small	1d6	3d6+1	2	1	35
Club	B	Small / Large	1d6-2	2d6	2	2	1
Scimitar	S	Small / Large	1d6	3d6+1	3	2	28
Short Sword	P / S	Small / Large	1d6	3d6+1	2	2	18
Mace	B	Large	1d6	3d6+1	3	2	15
Long Sword	S	Large	1d6	3d6+1	3	2	30
Battle Axe	S	Large	1d6	4d6	4	2	22
War Hammer	B	Large	1d6	4d6+1	4	3	24
*Staff***	B	Large	1d6	3d6+1	4	3	2
*Spear***	P	Large	1d6	4d6+1	6	3	6
*Polearm***	P / S	Large	1d6	4d6+1	8	3	18
*Great Club***	B	Large	2d6	4d6	8	3	3
*Great Mace***	B	Large	2d6	4d6+1	8	3	28
*Great Sword***	S	Large	3d6	5d6	7	3	60
*Great Axe***	S	Large	3d6	6d6	8	3	40
*Maul***	B	Large	4d6	6d6	10	3	20

* P= Piercing S= Slashing B**=** Bludgeoning | ** Two handed only

MISSILE WEAPON LIST

Name	*Damage Type**	*Skill Used*	*Str Min*	*Max Dam*	*Range s / m / l*	*Weight (lbs)*	*Slots*	*Cost (sp)*
Throwing Stone	B	Aimed	1d6-3	1d6	3 / 6 / 9	-	0	-
Throwing Knife	P	Aimed	1d6-2	2d6	4 / 8 / 12	1	1	6
Dart	P	Aimed	1d6-3	1d6+1	5 / 10 / 15	-	0	2
Sling	B	Aimed	1d6-2	2d6+1	6 / 12 / 18	1	1	4
Javelin	P	Aimed	1d6	3d6	6 / 12 / 18	3	2	8
Throwing Axe	S	Aimed	1d6	4d6	5 / 10 / 15	3	1	10
Short Bow	P	Aimed	1d6	3d6+1	10 / 20 / 30	2	2	35
Hunting Bow	P	Aimed	1d6	4d6	12 / 24 / 36	2	2	50
Longbow	P	Aimed	2d6	5d6+1	15 / 30 / 45	3	3	80
War Longbow	P	Aimed	3d6	6d6	18 / 36 / 54	3	3	120
Light Crossbow	P	Aimed	1d6	2d6+1**	12 / 24 / 36	6	3	190
Heavy Crossbow	P	Aimed	1d6+1	3d6+1**	14 / 28 / 42	9	5	240
Hand Crossbow	P	Aimed	1d6-1	2d6**	8 / 16 / 24	3	1	110

* P= Piercing S= Slashing B**=** Bludgeoning | ** Crossbows always use Max Damage Dice but take their Slots in segments to reload

ARMOUR AND SHIELDS

Armour and shields are the last line of defence, or in many cases the only defence. See Combat Shield and Armour Use

GMs should note, While Shields may be used universally, Armour is crafted for one race. The exception is that many Half-elves find they can fit both Human and Elven armour.

SHIELD LIST

Type	*Min Shield Use*	*Protection*			*Durability*			*DEX Max*	*Weight (lbs)*	*Cost (sp)*
		P	**S**	**B**	**P**	**S**	**B**			
Buckler	1d6–2	1	2	1	6	7	5	Unlimited	3	15
Small Shield	1d6	2	3	1	8	9	6	Unlimited	6	30
Round Shield	1d6+2	2	4	2	9	11	8	9d6	10	45
Kite Shield	2d6	3	4	2	10	11	8	4d6	14	70
Tower Shield	3d6	4	5	3	12	13	10	2d6	22	120

P = Piercing, **S** = Slashing, **B** = Bludgeoning. “Protection” is the amount of damage the shield may deflect when Shield Use succeeds. “Durability” is the damage threshold used to determine whether the shield loses 1 Protection after being struck.

ARMOUR LIST

Type	*Min Armour Use*	*Protection*			*Durability*			*DEX Max*	*Category*	*Weight (lbs)*	*Cost (sp)*
		P	**S**	**B**	**P**	**S**	**B**				
Padded / Gambeson	1d6–1	1	2	2	5	7	9	Unlimited	Light	15	40
Leather / Hardened Leather	1d6	1	2	1	7	9	7	9d6	Light	20	60
Mail Shirt (Hauberk)	1d6+1	2	4	2	8	12	7	6d6	Medium	30	180
Mail with Padding	1d6+1	3	4	2	10	12	9	6d6	Medium	40	220
Scale Armour	2d6	3	4	2	11	12	9	4d6	Medium	45	260
Lamellar Armour	2d6+1	3	4	3	12	12	10	4d6	Medium	40	300
Brigandine / Coat of Plates	2d6+1	4	4	3	13	13	11	2d6	Heavy	35	420
Partial Plate (Plate & Mail)	3d6	4	5	3	14	14	11	2d6	Heavy	50	650
Full Plate Harness	4d6	5	5	4	16	16	13	1d6	Heavy	55	1200

P S B = Piercing, Slashing, or Bludgeoning

Minimum Use Requirements

The Min Shield Use and Min Armour Use columns show the minimum skill needed to use the item effectively. A character whose relevant skill is below the listed minimum may still equip the item, but suffers a penalty based on how far short they are.

- If the character is 1 Skill Level below the minimum, they suffer a –1 penalty to all combat rolls.
- If the character is 2 Skill Levels below the minimum, they suffer a –2 penalty to all combat rolls.
- If the character is 3 or more Skill Levels below the minimum, they suffer a –3 penalty to all combat rolls and cannot use perks tied to that skill while using the item.

DURABILITY

After Shield Use and Armour Protection are resolved, check each item that was struck by the attack. If the attack’s remaining damage before that item’s own Protection was applied was equal to or greater than that item’s Durability for the relevant damage type, that item loses 1 Protection against all damage types. This loss is cumulative. If an item’s Protection is reduced to 0, it is destroyed and provides no further protection.

Acid damage only needs exceed half an item’s Durability (rounded down), for the item to lose 1 Protection against all physical damage types until repaired.

OTHER EQUIPMENT

Other Equipment covers the practical tools, travel goods, camp supplies, dungeon gear, and urban necessities that support life beyond the battlefield. While such items are less dramatic than weapons or armour, they often decide whether an expedition succeeds at all, providing the light, shelter, food, climbing tools, containers, writing materials, and specialist gear needed to endure hardship, solve problems, and exploit opportunities in the field.

This section is divided by common use, such as Travel Gear, Dungeon Gear, Camp Gear, and Urban Gear, so that players and GMs can quickly find the tools most relevant to a journey, an expedition, or a settled environment. In Fantasy Classic, the well-prepared adventurer often survives dangers that would destroy a better-armed but poorly supplied fool.

TRAVEL GEAR

Item	*Cost (sp)*	*Weight (lbs)*	*Slots Taken*	*Description*
Backpack	8	2	1	A sturdy pack for carrying gear on the march. **Container; doubles the carrier's available slots.**
Sack	1cp	1	1	Rough cloth bag for carrying loot, grain, or supplies. Container; Small size provides 2 slots. Medium size provides 6 and a large Sack doubles slots.
Belt Pouch	2	-	0	**Small pouch for coins and small essentials. Container; provides 1 slot for tiny items, coins, or small tools.**
Bedroll	5	5	2	Rolled sleeping bedding for travel and camp.
Blanket	4	3	2	Heavy wool blanket for warmth at rest.
Cloak	6	3	1	A travel cloak offering modest protection from weather.
Fur Cloak	18	5	2	Heavy winter cloak for cold climates.
Spare Clothing	10	4	2	A simple spare set of clothing.
Hooded Cloak	8	3	1	Travel cloak with hood, useful for concealment and rain.
Waterskin	3	4	2	Leather skin holding roughly a day's water supply when full.
Trail Rations (1 day)	2	2	1	Preserved food suitable for one day's hard travel.
Saddle Bags	10	8	3	Bags fitted for carrying supplies on a mount. **Container; provides 12 slots on the mount.**
Mule Harness	15	15	4	Harness for pack animals or wagon haulage.
Feed (1 day)	1	10	3	Daily fodder for a horse, mule, or similar beast.
Cart	80	150	—	Two-wheeled cart for hauling goods overland. **Vehicle / container; provides 50 slots and does not count against personal carried slots.**
Horse Blanket	6	4	2	Heavy covering for keeping a mount warm at rest.

Saddle	35	25	4	Standard riding saddle with straps and fittings.
Saddle, Pack	20	20	4	Pack saddle for carrying cargo rather than riders. **Supports mounted cargo securely; typically used with sacks, bundles, or crates.**
Waterproof Wrap	6	2	1	Oiled cloth for protecting gear from rain and mud.
Trail Markers	2	1	1	Small tags, pegs, or cloth strips for marking a route.

DUNGEON GEAR

Item	*Cost (sp)*	*Weight (lbs)*	*Slots Taken*	*Description*
Torch	1	1	1	Wooden torch for bright but short-lived light.
Lantern	12	2	1	Enclosed lamp giving steadier and safer light.
Oil Flask	2	1	1	Flask of lamp oil; fuels lanterns or starts fires.
Candle	1	-	0	Small wax candle for short light or fire-starting.
Rope, 50 ft	10	10	3	Hemp rope for climbing, hauling, and tying.
Chain, 10 ft	20	10	3	Strong metal chain for securing loads or prisoners.
Grappling Hook	8	4	2	Iron hook used with rope for climbing or retrieval.
Climbing Harness	12	5	2	Straps and buckles for safer climbing and descent.
Pulley	10	3	1	Useful for lifting heavy goods with rope.
Iron Spikes (10)	3	5	2	Spikes for wedging doors, securing rope, or climbing.
Pitons (10)	5	3	1	Iron climbing pegs for rock faces and walls.
Small Hammer	4	2	1	Light hammer for spikes, repairs, or camp work.
Crowbar	10	5	2	Iron lever for prying open crates, doors, and stonework.
Shovel	8	8	3	Digging tool for camp, graves, or buried caches.
Hatchet	7	3	1	Small axe for woodcutting and camp tasks.
Hand Saw	9	2	1	Saw for timber, braces, and light construction.
Hand Drill	6	2	1	Simple boring tool for wood and light craft work.
10-foot Pole	2	8	3	Long pole for probing floors, ceilings, and suspicious spaces.
Chalk	1	-	0	Useful for marking routes, warnings, or measurements.

Mirror, Small Steel	7	1	1	Hand mirror for signals or looking around corners.
Lock	10	1	1	Iron lock for chests, doors, or strongboxes.
Manacles	15	6	2	Iron restraints for captives or prisoners.
Small Bell	2	-	0	Bell for alarms, trip lines, or signals.
Marbles (bag)	1	1	1	Small stones or marbles for distraction or footing hazards.
Caltrops (bag)	5	2	1	Spiked hazards scattered to hinder movement.
Empty Bottle	1	1	1	Glass bottle for liquids, powders, or specimens.
Vial	1	-	0	Small glass container for oils, powders, or alchemical samples.

CAMP GEAR

Item	*Cost (sp)*	*Weight (lbs)*	*Slots Taken*	*Description*
Cooking Pot	6	4	2	Iron pot for boiling water and preparing meals.
Kettle	5	2	1	Small metal kettle for heating water over a fire.
Mess Kit	4	2	1	Bowl, cup, spoon, and simple eating gear.
Flint and Steel	3	-	0	Reliable means of making sparks to start fires.
Tinderbox	4	1	1	Dry tinder and tools for quickly kindling a flame.
Tent, Small	20	10	3	Shelter for one or two travellers.
Tent, Large	40	20	4	Larger camp shelter for a group.
Whetstone	2	1	1	Stone for sharpening blades and tools.
Sewing Kit	3	-	0	Needles, thread, and patches for clothing and gear.
Soap	1	1	1	Basic soap for washing body, clothes, or wounds.
Bandages	3	1	1	Cloth wrappings for dressing cuts and injuries.
Poultice Kit	8	2	1	Herbs, cloth, and salves for field treatment.
Fishing Line and Hooks	3	-	0	Basic tackle for catching fish.
Hunting Trap	12	4	2	Trap for small game.

URBAN GEAR

Item	*Cost (sp)*	*Weight (lbs)*	*Slots Taken*	*Description*
Fine Clothes	45	4	2	Quality clothing suitable for court, temple, or town society.
Parchment Sheet	1	-	0	Writing sheet for notes, maps, or contracts.
Ink and Quill	4	1	1	Simple writing kit for records and correspondence.
Document Tube	6	1	1	Tube for protecting scrolls, maps, and papers.
Wax	1	-	0	Soft wax for waterproofing, seals, or maintenance.
Sealing Wax	2	-	0	Wax used to seal letters and containers.
Writing Case	12	2	1	Portable case for papers, ink, and correspondence.
Signet Seal	25	1	1	Personal seal for letters, orders, or legal identity.
Perfume	15	1	1	Scented oil or water for grooming or social use.
Disguise Kit	25	3	2	Cosmetics, wigs, cloth, and tools for false appearance.
Gaming Set	8	2	1	Dice, counters, or a board for common games.
Ledger	5	2	1	Bound book for accounts, inventories, or records.
Lockbox	30	8	3	Small locked strongbox for valuables and documents.
Small Chest	18	15	4	Wooden chest for storing goods or coin.
Padlock Key	2	-	0	Replacement key for a standard lock.

Combat

Note: Fantasy Classic Combat Rules leans heavily on combatant position in the battlefield. It is strongly recommended players use Hex Grid maps and miniatures to resolve combat.

Combat Round at a Glance

At the start of each Combat Round, resolve combat in the following order:

1. **Choose Combat Stance**
   Divide Combat Dice between Attack Dice and Defence Dice.
2. **Roll Initiative**
   Roll 1d6 and apply Initiative Modifiers. The final result is the segment in which the combatant first acts.
3. **Roll Fatigue Limit (first round only)**
   Roll **Recovery Skill** dice. This is the number of combat rounds the combatant can fight in this combat before suffering fatigue unless they succeed in an **Athletics challenge vs 1d6+1**.
4. **Resolve Segments in Order**
   Starting at segment 1 and proceeding to segment 10, resolve movement, attacks, spells, held actions, and other declared actions.
5. **Spend Attack Dice or Cast a Spell**
   Attack Dice may be spent to make one or more attacks during the Combat Round, subject to weapon speed. A combatant may instead cast a spell or perform other actions when their segment is reached.
6. **Defend Against Attacks**
   When attacked, the defender may commit Defence Dice, Dodge Skill Dice, or both.
7. **If Hit, Resolve Protection and Damage**
   Resolve Shield Use, armour protection, other damage reductions, then apply damage.
8. **Check Wounds**
   If the target is below 50% of its maximum Hit Points and suffers damage, it may gain Wounded.
9. **End the Combat Round**
   When segment 10 ends, the Combat Round ends. A new Combat Round then begins.

Entering Combat

Once one or more possible combatants decides to attack another the game shifts into Combat Mode.

In some instances, the GM may decide that one set of Combatants have the element of surprise (see Encounters), they may spend one Combat Round of actions before their opponents may react.

Attack and Damage

When combatants physically attack, they use either Large Weapon Use Skill, Small Weapon Use Skill, or Aimed Weapon Use Skill, depending on the weapon they are wielding.

Unarmed attacks use Small Weapon Use to hit. They deal bludgeoning damage and use Strength for damage.

These Skill Dice when used during combat are referred to as **Combat Dice**.

Most attacks use STR dice for damage, limited to damage based on their capacity to deal damage. i.e. A Maul has much greater damage potential than a Club.

However, Combatants may have specific Perks that alternate the attack and damage dice origin.

> **Zen Archer** – Missile Weapons base attack on the Spot Skill dice,
>
> **Finesse** - Small Weapons use Small Weapon Use skill dice to determine Damage,
>
> **Combat Student** - Small Melee, Staves and Missile weapons use their Search Skill for Hit, and
>
> **Precision** – Missile Weapons uses your Aimed Weapon Skill dice to determine Max Damage.

Weapon types and damage potential are found in the Weapons Section.

Combat Dice

A combatant's Combat Dice are the dice used for attacking in combat, normally drawn from the appropriate weapon skill.

At the start of each Combat Round, the combatant divides these Combat Dice between:

- **Attack Dice**, which form the combatant's **Attack Pool**, and
- **Defence Dice**, which form the combatant's **Defence Pool**.

Attack Dice may be spent to make one or more attacks during the Combat Round. Defence Dice may be committed to resist incoming attacks.

This division of Combat Dice is called the combatant's **Combat Stance**.

COMBAT STANCE

Combat Stance reflects the balance chosen between aggression and caution.

A combatant who commits more dice to Attack gains greater offensive potential but leaves fewer dice available for Defence. A combatant who commits more dice to Defence is harder to strike but sacrifices attack power and mobility.

Apply the following movement limits based on Combat Stance:

- A combatant with **half or more** of their Combat Dice committed to Defence is limited to **Cautious Movement**.
- A combatant with **any** Combat Dice committed to Defence is limited to **Normal Movement**.
- A **Sprint** or **Charge** requires **all Combat Dice** to be committed to Attack.

Dodge, **Shield Use and Armour Use** are separate skills and are not part of the Combat Dice pool.

- **Dodge** is not taken from Combat Dice. When defending, a combatant may commit Defence Dice, Dodge Skill Dice, or **both**, against the attack roll.
- **Shield Use** is also separate from Combat Dice. It is rolled only after a Defence Challenge fails, or when no Defence Challenge was attempted, provided the shield can protect against the direction of the attack.
- **Armour Use** is the last pool to be utilised. It is rolled only after all other Challenge fails.

Using Dice from the pools diminish the amount available later in the round, but they all replenish back to the Skill Dice number at the start of a new Combat Round.

COMBAT CHALLENGES

When making an attack, the attacker chooses how many dice from their Attack Pool to commit to that attack, subject to weapon speed. The attacker then rolls those dice.

If a combatant makes more than one attack against different opponents in the same Combat Round, each separate opponent attacked after the first imposes a cumulative **–2 penalty** to the attack roll.

When attacked, the defender may commit **Defence Dice**, **Dodge Skill Dice**, or both, before any roll is made. The defender then rolls all dice committed to that defence.

Dodge Skill Dice are not drawn from the Defence Pool and may be added separately when the defender chooses to evade an attack.

If the defender's total equals or exceeds the attacker's roll, the attack fails to connect.

If the attacker's roll exceeds the defender's total, the attack hits and proceeds to **Shield Use**, **armour protection**, **other damage reductions**, and **damage**.

A combatant may divide their Defence Pool across multiple incoming attacks as they choose, but once Defence Dice have been committed and rolled, they are spent for the remainder of that Combat Round.

Dodge and Shield Use are resolved according to their own rules.

Example: A Hero with 3 Attack Dice in their Attack Pool may make one attack with all 3 dice, two attacks split as 2 dice and 1 die, or three attacks with 1 die each, provided weapon speed allows it. A defender with 2 Defence Dice remaining may commit 1 die against one attack and keep 1 die in reserve or commit both against a single dangerous blow.

COMBAT ROUNDS

A Combat Round lasts **10 seconds** of game time and is divided into **10 segments**, each representing **1 second**.

At the start of each Combat Round, resolve in the following order.

1. Choose Combat Stance

Each combatant chooses how many of their Combat Dice are committed to Attack and how many are committed to

Defence for the coming Combat Round. This allocation remains in effect until the Combat Round ends.

2. Roll Initiative

Each combatant rolls **1d6** and applies any Initiative Modifiers. The result is the segment in which that combatant first acts this Combat Round.

If two or more combatants act on the same segment, the GM decides the order or has them act simultaneously if appropriate.

3. Roll Fatigue Limit (first round only)

Roll **Recovery Skill dice**. This is the number of combat rounds the combatant can fight in this combat before suffering fatigue unless they succeed in **an Athletics challenge vs 1d6+1.**

4. Resolve Segments in Order

Starting with segment 1 and proceeding to segment 10, resolve all movement, attacks, spells, held actions, and other declared actions that occur in that segment.

A combatant may only take planned actions available to them when their segment is reached, or later in the Combat Round if they choose to delay their action if its timing allows it.

Combatants may react before their segment is reached, using defensive actions such as Defence pool dice, Dodge, Shield Use, and Armour Use. These reactions don't consume any of the Combatants own Segment activity.

5a. Spend Attack Dice

During the Combat Round, a combatant may spend the Attack Dice committed by their Combat Stance to make one or more attacks.

The Attack Pool may be spent in any combination the player chooses. For example, a combatant with 3 Attack Dice may make:

- 1 attack using all 3 dice,
- 2 attacks split as 2 dice and 1 die, or
- 3 attacks using 1 die each.

No attack may be made with 0 dice, and once an Attack Die has been spent it is no longer available until the next Combat Round.

The number of segments an attack takes is equal to its Slot size, so a Small Dagger takes one Segment per attack, A Two-Handed Sword takes 3 per attack.

A weapon that takes more Segments to use than left in a combat round cannot be used.

5b. Cast a Spell

Spells take **1 segment per 2 Spell Levels, rounded down, (minimum 1 segment)** to cast and may require the Caster to continue casting into the next Combat Round for complex spells. During that time any damage caused to the caster may cause the spell to fail unless they succeed a **Resilience Challenge vs the Damage Taken**.

If the spell uses concentration the caster may not perform other actions this round and following rounds while they maintain the spell and can only move at **Cautious Rate**.

5c. Other Actions

A combatant may decide to reposition on the battlefield, ready a new weapon, reload a Crossbow, drink a potion, et al. Generally using an item takes as long as the Slot Spaces it takes up. Smaller items (slot 1) take 1 segment.

Items stored in a backpack are not readily available and may take several Combat Rounds to retrieve at the GMs discretion.

Movement is dealt with in Combat Movement Below.

5d. A Mix of Actions

A combatant is only limited to the number of actions it takes in a Combat Round by the number of Segments they have available in that Round.

For example, Garan's Initiative result is **4**, so his first action begins on **Segment 4**. He may act from **Segment 4 through Segment 10**, giving him **7 usable segments** in the Combat Round.

> On **Segment 4**, he casts **Lesser Blessing** on himself, which takes **1 segment**.
>
> On **Segments 5 and 6**, he moves at Normal Movement Rate to close with an enemy.
>
> On **Segment 7**, he attacks with his longsword, which takes **2 segments** to complete.

He then uses **Segments 9 and 10** to make a second longsword attack before the Combat Round ends.

6. End the Combat Round

When segment 10 ends, the Combat Round ends. Any effects lasting until the end of the Combat Round expire. A new Combat Round then begins, Skill pools are replenished and all combatants choose their **Combat Stance** again before **Initiative** is rolled.

Those at risk of suffering fatigue roll their **Athletics challenge vs 1d6+1**

INITIATIVE MODIFIERS

The follow are initiative modifiers, although the GM may apply situational ones of his own:

Situation	*Modifier*
If a combatant is Large sized	+1
If a combatant is Giant sized	+2
If a combatant is Titan sized	+3
If a combatant is using a Two-handed Weapon	+1
If a combatant is wearing Medium Armour	+1
If a combatant is wearing Heavy Armour	+2
If a combatant is wearing No or Light Armour	-1
If combatant has more than 4d6 DEX	-1
If combatant has more than 8d6 DEX	-2

No matter the total initiative score, a combatant cannot modify it better than a 1 or worse than an 8.

COMBAT MOVEMENT

Combat movement is measured in hexes on a battle grid using **3-foot hexes**. A combatant's movement in a Combat Round depends on its size category and its chosen pace of movement.

Combat movement is divided into three paces:

- **Cautious Movement** represents slow, deliberate movement while maintaining balance, awareness, and control.
- **Normal Movement** represents a determined stride, a standard tactical movement in combat.
- **Sprint/Charge** represents maximum combat speed but leaves the combatant more exposed and reduces defensive agility.

A PCs Movement pace is limited by Combat Stance:

- A combatant with **half or more** of their Combat Dice committed to Defence may move only at **Cautious Movement**.
- A combatant with **any** Combat Dice committed to Defence may move no faster than **Normal Movement**.
- A combatant may only **Sprint or Charge** if all Combat Dice are committed to Attack.

Sprinting / Charging

Sprinting or Charging is not possible in **Heavy Armour.**

A combatant that Sprints or Charges reduces all available **Dodge Skill Dice** by **–2d6**, to a minimum of **0**, until the end of the Combat Round.

When **Sprinting or Charging** a Combatant is limited and may **only perform 1 physical action with a maximum of 3 Segments cost.**

A combatant may not normally **Sprint or Charge** across **Rough Terrain** unless a rule, Perk, or creature ability states otherwise.

A Combatant may Move freely on and on each segment after his first in the round at a rate of:

Combat Movement Rate per Segment

Size Category	**Cautious**	**Normal**	**Sprint/Charge**
Small	1 hex	2 hexes	4 hexes
Medium	2 hexes	3 hexes	5 hexes
Large	2 hexes	4 hexes	6 hexes

Movement may be further reduced by terrain, and conditions like Wounded, Fatigued, Exhausted, having encumbrance, magic, or similar hindrance. Where multiple penalties apply, the GM may reduce the combatant to a slower pace category or directly reduce total movement as appropriate.

RANGED COMBAT

Range Penalties apply to Ranged weapons:

- Long Range **–3** to Challenge Rolls.
- Medium Range **-1** to Challenge Rolls.

Elevation also matters, shooting down gives a +1 to Challenge Rolls for every 10 feet of elevation to a maximum of +3, similarly shooting up gives a -1 to Challenge Rolls for every 10 feet of elevation to a maximum of -3,

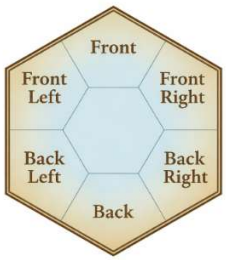
COMBAT FACING

Facing matters in combat. A combatant's position relative to its target affects how easily that target may defend itself.

- Attacks made from the **Back Right** or **Back Left** gain **+2** to the attack roll.
- Attacks made directly from the **Back** gain **+4** to the attack roll and cannot be opposed with Defence Dice.

The GM should determine facing by the combatant's current orientation on the battle grid.

If a target is unaware of an attacker, unable to react, or physically prevented from turning, the attacker may gain the benefits of striking from the rear even if exact facing is uncertain.



TWO-WEAPON FIGHTING

A combatant wielding a light weapon in each hand may fight with both at once, using rapid alternating strikes rather than the full force of a single weapon.

Two-Weapon Fighting does not grant free additional Attack Dice. Instead, the combatant uses their normal **Attack Pool** and divides it between attacks made with either weapon, subject to normal weapon usage.

A combatant using Two-Weapon Fighting may make attacks with either hand in any order. These attacks are resolved normally, but each attack must still be paid for with dice from the Attack Pool.

Both weapons used for Two-Weapon Fighting must be suitable one-handed weapons, typically those using **Small Weapon Use**.

Using a weapon that requires **Large Weapon use** in one hand, imposes a -2 attack penalty to each attack roll, using a weapon that requires Large Weapon use in both hands imposes a -4 attack penalty to each attack. It is impossible to wield a Two-handed weapon in one hand unless Giant sized or greater.

Damage is rolled separately for each successful hit, using the normal damage rules for that weapon.

If a combatant makes more than one attack against different opponents in the same Combat Round, apply the normal cumulative **–2 penalty** for each separate opponent after the first.

Example: A combatant with 3 Attack Dice and two daggers may attack once with the main hand using 2 dice and once with the off-hand using 1 die, provided timing and weapon speed allow both attacks in that Combat Round.

CASTING SPELLS IN COMBAT

A combatant may cast a spell during combat when their Initiative segment is reached.

Casting a spell is an action taken during the Combat Round in place of making ordinary weapon attacks, unless a rule, Perk, or specific spell states otherwise.

To cast a spell in combat, resolve the following sequence:

1. **Choose the Spell**
   The caster chooses the spell they are attempting to cast. Checking the casting checklist is complete.
2. **Determine Final Challenge**
   Determine the spell's final Challenge normally,

including any Transformations, modifiers, or reductions.

3. **Act on the Caster's Segment**
   The spell begins to be cast when the caster's Initiative segment is reached, or later if the caster delays.

4. **Make the Casting Roll**
   On the spell's completion segment roll the appropriate casting Skill against the spell's final Challenge. If the casting roll fails, the spell fails and has no effect.

5. **Make the Delivery Roll, if Required**
   If the spell uses **Touch**, **Missile**, **Ray**, or **Globe**, it must hit an unwilling target before its effect is resolved.
   - **Touch** or **Ranged Touch** spells uses **Small Weapon Use** to hit.
   - **Missile**, **Ray**, and **Globe** use **Aimed Weapon Use** to hit.
     If the attack misses, the spell fails to affect that target.

6. **Resolve Resistance, if Allowed**
   Unless the spell states otherwise, an unwilling target may resist the spell using the appropriate Skill or Statistic against the caster's successful spell roll.

7. **Apply the Spell's Effect**
   Resolve damage, healing, movement, summoning, conditions, or other effects normally.

A caster must still be able to provide the spell's required components. If the caster cannot speak, gesture, or provide the required material component as appropriate, the spell cannot be cast.

Spells that require **Touch**, **Missile**, **Ray**, or **Globe** follow the normal combat rules for targeting and delivery but use the spell's own effect once successfully delivered.

Missile, **Ray**, or **Globe** spells are subject to Elevation ranged rules, shooting down gives a +1 to Challenge Rolls for every 10 feet of elevation to a maximum of +3, similarly shooting up gives a -1 to Challenge Rolls for every 10 feet of elevation to a maximum of -3,

Spells that inflict Physical damage may have its damage deflected by a shield block, or have its damage reduced by armour, unless the spell description states otherwise.

If a spell has an ongoing effect or duration, resolve that effect normally after successful casting.

SHIELD AND ARMOUR USE

Shields and armour are often the last line of defence once an attack has connected. They do not replace a Defence Challenge but protect the combatant when a blow is not avoided.

After an attack hits, resolve shields and armour in the following order.

1. Check Shield Use

A combatant may attempt to use a shield only if the attack comes from a direction the shield can protect against.

Shield Use is possible against attacks from the **Front**, **Front Right**, **Front Left**, and either **Back Right** or **Back Left**, depending on which side the shield is carried.

Shields cannot be used against attacks from directly behind.

Shield Use is attempted after the defender's Defence Challenge has failed, or if the defender chose not to make a Defence Challenge.

The defender rolls **Shield Use Skill Dice**. If the Shield Use roll exceeds the attacker's successful Attack Roll, the shield deflects part of the blow and reduces the damage dealt.

Like Defence Dice, Shield Use dice can be used all at once or partially, reserving dice for later attacks in the Combat Round.

The amount of damage deflected is equal to the Shield Use roll, to a maximum of the shield's **Protection** value for that damage type multiplied by the number of Shield Use dice rolled.

Any remaining damage continues to armour and other reductions.

If the Shield Use roll does not exceed the attacker's Attack Roll, the shield fails to deflect the blow and provides no protection against that attack.

2. Apply Armour Protection

After Shield Use is resolved, apply the armour worn by the defender.

The defender rolls **Armour Use Skill Dice**. If the Armour Use roll exceeds the Damage to be inflicted, the Armour deflects double the Protection value of the Armour (see Armour and Shields).

Otherwise, it provides the listed protection value.

Armour reduces the remaining damage by its Protection value against that damage type. Use the armour's **Piercing**, **Slashing**, or **Bludgeoning** Protection as appropriate.

If damage is reduced to 0 or less, the attack deals no Hit Point damage, though it may still strike the armour or shield with enough force to damage the item. Damage cannot be reduced below 0.

3. Apply Other Damage Reductions

After shield and armour protection are applied, resolve any further reductions from Perks, creature abilities, or special effects.

4. Apply Damage

Any damage remaining after all reductions is suffered by the target.

5. Check Durability

Shields and armour have Durability values by damage type.

When an attack strikes a shield or suit of armour, compare the damage reaching that item to its Durability for that damage type. If that damage equals or exceeds the item's Durability, the item loses **1 Protection** against all damage types.

This loss is cumulative. When an item's Protection is reduced to 0, it is destroyed.

If both shield and armour were used against the same attack, check durability for each item separately.

Example: A PC is struck by a slashing attack that rolled 8 damage. The PC failed their Defence Challenge, but the blow comes from the Front Left, so Shield Use is permitted. The PC rolls Shield Use and succeeds. Their shield reduces the damage by the amount deflected, up to the shield's maximum Slashing Protection for that attack. Any damage remaining is then reduced by the armour's Slashing Protection. Any damage left after that is suffered by the PC.

Damage and Wounds

When a combatant suffers damage, reduce their Hit Points by the final amount remaining after shield, armour, and all other reductions have been applied.

A combatant reduced below **50%** of their maximum Hit Points is at risk of becoming **Wounded**.

After the damage is applied, they must make a **Resilience Challenge** against the amount of damage suffered from that attack. If the challenge fails, they gain **1 stack of Wounded**.

Once a combatant is below 50% of their maximum Hit Points, each later damaging hit forces another Resilience Challenge against the damage suffered. On a failure, the combatant gains another stack of Wounded.

Each stack of Wounded imposes a cumulative **–1 penalty** to combat and physical challenge rolls, and a -1 to movement rate.

Wounded stacks remain until removed through Recovery at rest, treatment, or other healing effects.

A combatant reduced to **0 Hit Points** falls **Unconscious**.

A combatant reduced to **–10 Hit Points** is **Dead**.

MAGIC

Magic is the unseen force that permeates and binds the fabric of existence, an invisible lattice of energy often described by scholars as a weave threaded through the material and elemental, and spiritual planes alike. It is neither inherently divine nor natural, but a fundamental aspect of the universe itself-an underlying field of potential through which reality may be influenced, reshaped, or briefly defied.

Like gravity or magnetism, magic surrounds all things, flowing through stone, water, living creatures, and the empty air.

Most beings pass their lives unaware of it, yet others through instinctual attuning, spiritual awakening, or training in its principles learn to perceive and unlock the Mysteries of magic.

MAGIC IN THE WORLD

Magic in *Fantasy Classic* is a potentially limitless force, true to the high-magic tradition. Spells are the visible expressions of a caster's access to the Mysteries contained within the known Schools of Magic: **Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Transmutation,** and **Necromancy**.

Each School is divided into Mysteries, and each Mystery must be learned, granted, or otherwise accessed separately.

Abjuration contains the Mysteries of **Avoidance, Banishing, Dispelling, Repelling,** and **Resistance**.

Conjuration contains the Mysteries of the Demi Planes of **Astral Plane, Ethereal Plane, Feywild, Magma, Ooze, Ice and Smoke** and the Quasi-planes of **Radiance, Lightning, Mineral, Steam, Ash, Vacuum, Dust,** and **Salt**.

Divination contains the Mysteries of **Augury** and **Scrying**.

Enchantment contains the Mysteries of **Influence** and **Dominate**.

Evocation contains the Mysteries of **Positive, Negative, Water, Earth, Fire,** and **Air**.

Illusion contains the Mysteries of **Pure Illusion, Shadow Magic,** and **Glamour**.

Transmutation contains the Mysteries of **Augment, Morph, Transmute Matter,** and **Temporal Shift**.

Necromancy contains the Mysteries of **Undeath** and **Death Magic**.

These are expanded further In Magic Schools and Mysteries

A caster's ability to access these Mysteries is determined by their magical approach.

Arcane casters reach magic through study, theory, and disciplined practice. They are the most free and creative of casters often experimenting with Mysteries to their own end forming personal libraries of Spells.

Divine casters are granted power through faith and the favour of a god. Bound to the edicts and cannon of their gods' domains they are subject to excommunication, losing access to casting if they transgress.

Nature casters draw upon harmony with the living world and its natural forces. The natural order is important to them and transgression will sever their bond.

Sorcerers wield innate power born of bloodline, resonance, or internal magical force. They are limited to the Mysteries of Evocation which they attempt to channel via sheer will, often with deadly results.

There is no general rule preventing a character from possessing more than one magical approach, though divine allegiance, transgression, or other setting-based restrictions may bar access to Mysteries regardless of the caster's path.

Spells are grouped into ranks according to their Spell Level and corresponding Challenge Level. These ranks do not change the rules for casting a spell but are used to describe its place in magical practice, from trifling Petty workings to the mightiest Godlike spells.

Challenge Dice by Spell Level

Rank	Spell Level	Challenge Dice
Lesser	1	1d6
Lesser	2	1d6+1
Minor	3	2d6
Minor	4	2d6+1
Moderate	5	3d6
Moderate	6	3d6+1
Major	7	4d6
Major	8	4d6+1
Greater	9	5d6
Greater	10	5d6+1
Grand	11	6d6
Grand	12	6d6+1

Epic	13	7d6
Epic	14	7d6+1
Otherworldly	15	8d6
Otherworldly	16	8d6+1
Mythic	17	9d6
Mythic	18	9d6+1
Godlike	19	10d6
Godlike	20	10d6+1

These ranks are descriptive categories only and do not alter how a spell is cast, but they provide a clear framework for learning, organising, and comparing spells.

SPELL COMPONENTS

Spell Components represent the methods by which a caster expresses, stabilises, and directs magical power during casting. These methods are Verbal, Somatic, and Material components.

Each School of Magic requires a particular component type. If the caster cannot provide that required component, the spell cannot be cast.

The only exception is Sorcery, being an innate ability it does not use Spell Components.

A **Verbal** component is a spoken element of the spell, such as an incantation, prayer, command, invocation, chant, or true name.

A **Somatic** component is a physical element of the spell, such as a gesture, sign, traced pattern, stance, or other deliberate bodily motion used to shape power.

A **Material** component is a physical focus.

- Arcane material components are inscribed charms, sigils, wires, rods, or prepared reagents.
- Divine material components are their (un)Holy symbols, prayer-knots, relic shards, sanctified oils, or holy ash.
- Nature material components are items of nature; woven grasses, carved bone, bark-strips, river stones, roots, feathers, or herbs.

Required Components and Failure to Cast

If a caster cannot provide the required component for the spell's School, the spell cannot be cast.

A caster unable to speak cannot cast a spell requiring a Verbal component.

A caster physically unable to perform deliberate gestures cannot cast a spell requiring a Somatic component.

A caster lacking the necessary focus, symbol, reagent, or physical anchor cannot cast a spell requiring a Material component.

Some Material components may be consumed on use. This will be stated explicitly where it applies. Otherwise, Material components are assumed to be reusable.

SPELL CASTING

Memorised, Crafted and Shaped Spells

Memorised spells are those the PC has committed to memory for standard casting, the only barrier to what spells may be memorised is that the PC has unlocked the Mystery from which the spell originates.

These spells may be cast at will from memory and may be drawn from the know library of Spells in the world (see Appendix .1 Spell List) or from a list of the PCs own **Crafted** spells.

There is no limit to the number of Spells a PC can memorise, even if the casting of such is far beyond their Skill.

Crafted Spells are those the PC has spent time before adventuring transforming and committing to memory or their spellbook.

While Appendix .1 Spell List contains many spells for use in game, the Fantasy Classic magic system is designed so as players may adjust the spell via Spell Transformation inventing their own version of spells or crafting new spells entirely.

A **Shaped Spell** is a spell altered when casting, typically to adjust one or two elements so it suits the circumstances, for instance extending its range to hit a distant target or expanding the area of effect to hit more foes, extending the casting time to make it easier to cast.

It is suggested that Players use the Spell Shaping as a light touch modifier to their exiting spell set based on circumstance.

It's the GMs prerogative to enforce only Memorised or Pre-crafted Spells if Shaped spells are slowing down gameplay

too much. But if players do invent some spells (within the rules), add them to the list of their Memorised spells for quick use.

In ordinary play, Standard Spells are the fastest and most common form of casting. Shaped Spells allow greater flexibility but take more thought and are best used when the caster needs an effect not already prepared.

Spell Casting Times

Spells take **1 segment per 2 Spell Levels, rounded down, (minimum 1 segment) to cast** even if the spell is actually cast in following rounds. For each spontaneous spell transformation add **one segment** casting time to the original spells cast time.

Spell Casting Disruption

Any disruption during the spell casting period may cause the spell to fail.

If a Caster takes Damage while casting, they must make a Resilience challenge against the damage taken or the spell fails.

Non-damaging conditions like **Distraction, Hindered**, etc. that may disrupt the spell casting will require the caster to make a Resilience challenge against the Conditions Level i.e. 1d6-1 for lesser, 1d6 for Minor, etc.

Conditions inflicted on the Caster that remove a material component will cause the spell to fail.

While casting the casters **dodge skill** is capped at **2d6**.

Spell Challenge

See also Casting Spells in Combat

Typically, the more powerful or complex a spell is, the harder it is to cast. A more powerful spell is also usually harder to resist.

Unless a spell states otherwise, an unwilling target may attempt to resist a spell's effect. Each spell lists the Skill or Statistic used to resist it. To resist, the target rolls the listed Skill or Statistic in a **Challenge against the caster's successful spell roll**. If the target equals or exceeds the caster's roll, the spell is resisted and has no effect, or a reduced effect where the spell so states. If the target fails, the spell takes full effect.

If not listed, or unsure, use the following rules to determine the Challenge type

1. Spells that do physical or energy damage allow a Dodge Skill roll
2. Spells that impart a Physical Condition allow a Resilience Skill roll
3. Spells that impart a Mental Condition allow a WIS stat roll

Some spells allow no resistance. Others may allow only partial resistance, such as halving damage or reducing the severity of an effect. Any such exception is stated in the spell.

Spells with **Touch, Ranged Touch, Missile, Ray, or Globe** shapes must also hit an unwilling target before their effects are resolved. A **Touch** or **Ranged Touch** spell uses **Small Weapon Use** to hit. A **Missile, Ray, or Globe** spell uses **Aimed Weapon Use** to hit. If the attack misses, the spell fails to affect that target.

Spell Resolution Order

Once a spell has been defined and its final Challenge determined, resolve it in the following order:

1. **Make the Casting Roll**
   Roll the appropriate casting Skill against the spell's final Challenge. If the casting roll fails, the spell fails and has no effect.

2. **Make the Delivery Roll, if Required**
   If the spell uses **Touch**, **Missile**, **Ray**, or **Globe**, it must first hit an unwilling target before its effect is resolved. **Touch** uses **Small Weapon Use** to hit. **Missile**, **Ray**, and **Globe** use **Aimed Weapon Use** to hit. If the attack misses, the spell fails to affect that target.

3. **Resolve Resistance, if Allowed**
   Unless the spell states otherwise, an unwilling target may attempt to resist the spell's effect. The target rolls the Skill or Statistic listed in the spell and compares the result to the caster's successful spellcasting roll. If the target's result equals or exceeds the caster's result, the spell is resisted and has no effect or has a reduced effect if the spell states one. If the target's result is lower than the caster's result, the spell takes full effect.

4. **Apply the Spell's Effect**
   Resolve the spell's full effect, including any damage, healing, condition, movement, transformation, summoning, or other result the spell produces.

5. **Resolve Ongoing Results**
   If the spell has a Duration, ongoing secondary effect, or persistent area, those effects continue for the spell's stated Duration unless ended, dispelled, interrupted, or otherwise broken.

If a spell affects multiple targets, resolve delivery and resistance separately for each target unless the spell states otherwise.

Spell Effects and Persistent Conditions

A spell's Duration describes how long the spell's active magic remains in force. Some spell effects are maintained by that active magic and end when the spell ends. Other spell effects create a lasting injury, alteration, residue, or consequence that may persist after the spell's active magic has ended.

Unless a spell states otherwise, a condition imposed by a spell ends when the spell's Duration ends. These are spell-bound effects. For example, a spell that creates magical bindings and inflicts **Hindered** keeps the Subject **Hindered** only while the bindings remain. When the spell ends, the bindings vanish and the **Hindered** condition ends with them.

A spell effect is **Persistent** if the spell causes a condition that remains after the spell's active Duration has ended. Persistent effects do not end merely because the spell ends. Instead, they remain until removed by their own condition rules, natural recovery, treatment, healing magic, dispelling, or another effect capable of ending them. For example, a spell that scalds flesh may impose **Scalded** as a Persistent condition. The spell's heat may be instantaneous or brief, but the burn remains until healed or otherwise removed.

A spell that imposes a Persistent effect must state this clearly in its Description. If a spell does not state that an effect is Persistent, the effect is assumed to be spell-bound and ends when the spell's Duration ends.

Where there is doubt, the GM should decide whether the condition depends on the spell's continuing magic or whether the spell has caused an enduring consequence. Magical restraint, illusion, charm, levitation, conjured terrain, warding, and similar maintained effects usually end with the spell. Burns, wounds, poison, disease, corrosion, petrification, scarring, draining, deathly corruption, and similar bodily or material consequences are usually Persistent if the spell says so.

MAGIC ACCESS

Arcane

Arcane Magic is power drawn from the hidden structure of reality itself.

Through applied knowledge, practiced discipline, and precise manipulation Spells are formed from Mysteries unlocked.

Wizards, scholars, and magical engineers spend years deciphering lost tomes, experimenting with sigils, and refining techniques that allow them to summon flame, warp space, or influence the minds of others.

The Arcane caster unlocks Mysteries via study or tutelage. Some tomes, in particular Spellbooks, found will allow the Arcane caster access to a Mystery previously unknown.

While the Arcane caster is the most flexible caster types, they are **incapable of accessing the mystery of Positive energy via Evocation**, this plane is governed by the Gods, who reserve its use for its faithful alone via Divine Magic and in extremely rare cases, Sorcerers whose heritage is intrinsically linked to the Plane.

Scribing spells

Arcane spells may be, and most often are, recorded as scribed spells within a spellbook. In this process, the caster commits their research, refinements, and personal understanding of the spell into a precise written form, capturing not only the core incantation but also any chosen **Transmutations** (such as Shaping). Once recorded, a scribed spell becomes more reliable to cast, benefiting from the caster's prior preparation and structured notation.

Scribing a spell requires a **full day of uninterrupted concentration per Level** and careful transcription in a suitable location (library or study). At the end of this process, the caster must successfully complete a **Arcane Magic challenge roll against the spells Dice** to confirm that the formula has been correctly stabilised. If successful, the spell is added to the spellbook and thereafter is **One spell level easier to cast (2 levels if the scribing is a critical success)**. All Spell Transformations must be included at the time of

scribing, as the written form represents a fixed and complete version of the spell that cannot be altered without re-scribing.

DIVINE

The Divine, as a source of magic, is power derived not from impersonal arcane forces or the manipulation of natural laws, but from conscious, transcendent entities or cosmic principles that exist beyond the material plane. It is magic mediated through relationship-faith, devotion, covenant, oath, or spiritual alignment-rather than technical study or innate talent. Where Arcane Magic is often described as formulaic and mechanical in its operation, divine magic is relational and intentional, granted or channelled through a higher will.

Mortals implore their worshipped god to empower them powers from their domains. (see below)

Favour

The Gods of Fantasy Classic are fickle and demanding.

Those who are devoted to the principles of their Deity as described in Domains of the god have their God's favour, benefiting from access to the domains and the mysteries they hold.

However, Transgression from these principles is dealt with severely, with excommunication being a standard response. Including access to all Domains removed entirely.

Naturally Good Gods despise evil aligned creatures, and Evil Gods despise good-aligned creatures. Gods would never grant boons to those they despise.

GMs should note that Gods have the otherworldly ability to read mortals hearts, meaning they always know the true intentions of PCs. They can never be fooled or tricked.

NATURE

Nature Magic, as a source of power, is drawn from the living world itself-the vast, interconnected web of forests, rivers, winds, beasts, and growing things that sustain life across the land. Unlike Arcane Magic, which manipulates the hidden mechanics of reality, or divine magic, which is granted by distant gods, nature magic flows from the balance and vitality of the natural world. It is not forced into existence through formula nor granted through worship but invoked through harmony with the rhythms of the earth.

Practitioners of nature magic learn to listen to the quiet language of the wild: the turning of seasons, the growth of roots beneath the soil, the instincts of animals, and the slow patience of stone and tree. By aligning themselves with these natural forces, they can call upon the strength of the land to heal wounds, command plants, calm beasts, and unleash the fierce power of storms and wilderness when necessary.

Nature Magic accesses the **Mysteries of Resistance, Augury, Scrying, Augment, Feywild, Transmute Matter, Morph, Quasi-Planes of Lightning and Mineral, and Demi-Plane of Ice.**

Harmony

Nature Magic is drawn from right relationship with the living world. A Nature caster must remain in Harmony with Nature to use it fully. This does not forbid hunting, battle, felling timber, or the taking of life where there is need, survival, or rightful purpose. Nature is not opposed to struggle, predation, fire, or death. It is opposed to violation of the natural order.

A Nature caster falls into Disharmony if they repeatedly or knowingly commit acts such as wanton destruction of living lands, needless slaughter of beasts, poisoning rivers or soil without grave cause, despoiling sacred natural places, embracing undeath, or serving powers of unnatural corruption. The willing creation or support of undead almost always breaks Harmony immediately.

While in Disharmony, the caster suffers –2 to all Nature Magic rolls. In grave cases, the GM may rule the caster cannot cast Nature spells above Lesser rank until Harmony is restored. In the most severe cases, access to Nature Magic may be lost entirely.

Harmony is restored through meaningful restitution: ending the offending conduct, cleansing corruption, protecting the wild, destroying undead, restoring damaged land, or performing a rite of renewal in service to the natural world. The GM should decide what act is sufficient according to the severity of the offence.

SORCERY

Sorcery is magic drawn directly from the raw and untamed energies that permeate the fabric of existence. In many traditions, this power is believed to arise from unusual bloodlines, ancient magical exposure, or the lingering

influence of elemental or otherworldly forces within a mortal's essence.

Unlike Arcane, Divine, or Nature Magic, Sorcery is not structured through study, granted by a higher power, or harmonised with the natural world. It is immediate, instinctive, and volatile, responding as much to the caster's inner state as to deliberate control. Many sorcerers burn out, lose control, or die young through failure to master the forces they carry.

Such is the nature of Sorcery that it may cast spells only from the Evocation school, and even then, is limited to a single Prime Element: **Fire, Water, Air, or Earth**.

In very rare cases, a sorcerer may instead bear an innate bond to **Positive or Negative Energy**, though such power is exceptional and often results in even more frequent early demise of the Sorcerer.

Resonance

Sorcerers who survive long enough begin to develop Resonance, an attunement to the elemental force they channel through them. This bond allows the sorcerer to wield their Prime Element with greater ease and familiarity, though never without danger.

Sorcery places severe strain upon both body and spirit. Whenever a Sorcerer casts a spell, after making the normal spell Challenge roll, they must also make a **Recovery Challenge against the spell's Challenge Dice even if the Casting was a success or gain a stack of Fatigued.**

Sorcerers also run a significant chance of

When casting a spell aligned with their Prime Element, the Sorcerer gains the normal benefits of Resonance as described elsewhere. Even so, this power remains dangerous. It represents the physical and spiritual burden of carrying elemental force through mortal flesh.

MAGIC SCHOOLS & MYSTERIES

Each School of Magic contains one or more Mysteries, and each Mystery must be learned or accessed separately. Knowing a School does not in itself grant access to all of its Mysteries.

Unlocking of Mysteries gives access to existing spells in that mystery and the ability to memorise and craft spells within the mystery, but capability to cast spells remains with the appropriate Skill Dice vs the Spells Challenge level.

ABJURATION

Abjuration is the discipline of protection, negation, and controlled resistance. Where other schools impose change upon the world, Abjuration defines the limits of that change, establishing boundaries beyond which hostile force cannot easily pass.

It is the magic of wards, barriers, and counterforce-concerned not with destruction, but with endurance and denial. An Abjurer does not seek to overpower an opponent directly, but to render their efforts ineffective, reducing harm, deflecting intrusion, and unravelling hostile magic before it can take hold.

Abjuration governs all magic that prevents, reduces, or removes effects. This includes protection against physical damage, resistance to elemental forces, the disruption of ongoing spells, and the banishment of conjured or unnatural entities. It is as much a proactive discipline as a reactive one; a well-prepared Abjurer shapes the battlefield through barriers and sustained wards, forcing enemies to contend with layers of defence rather than direct confrontation.

Its spells have a longer duration than most but are difficult to shape beyond a single target.

Abjuration Spells requires a **Verbal** component.

Abjuration is the magic of warding, negation, resistance, and command over hostile forces. It requires spoken definition, invocation, or prohibition to establish the spell's protection or denial.

AVOIDANCE

This mystery prevents harm before it occurs. Rather than reducing damage after the fact, avoidance grants a chance to negate an incoming effect entirely, representing foresight, deflection, or momentary immunity.

Its spells can confer the following Conditions as Effects:

Challenge	*Condition*	*Brief Description*
Lesser: 1d6	Guarded – Physical	Reduce physical damage taken by 2.

Minor: 2d6	Anchored	Cannot teleport or be displaced by magical movement.
Moderate: 3d6	Resistant – Magic	+4 to resist hostile spells and magical conditions.
Moderate: 3d6	Fortified	+2 to resist forced movement, Rooted, Restrained, or Prone.
Greater: 5d6	Elusive	The first attack or hostile spell against the Subject each Combat Round suffers –3.
Grand: 6d6	Untouchable	The first successful attack or hostile spell affecting the Subject each Combat Round is negated unless it exceeds by 2 or more.
Epic: 7d6	Warded – Magic	+6 to resist hostile spells and magical conditions.
Otherworldly: 8d6	Immunity – Magic	Hostile spells and magical conditions cannot affect the Subject unless they are Otherworldly or greater in level.
Mythic: 9d6	Reality-Anchored	Subject cannot be transformed, banished, summoned, teleported unwillingly, erased, phased out, or altered in essential nature except by effects that explicitly bypass this condition.
Godlike: 10d6	Absolute Nullity	No magic below Godlike rank can affect the Subject.

BANISHING

This mystery focuses on the removal of Summoned creatures, extraplanar beings, or persistent magical constructs, either instantly or through a contested effect over a short duration.

Its spells can confer the following Conditions, but only against Summoned creatures, extraplanar beings, or persistent magical constructs.

Its spells can confer the following Conditions as Effects:

Challenge	***Condition***	***Brief Description***
Lesser: 1d6	Uneasy	–1 to Spot and social rolls; target senses a hostile pull away from the area
Minor: 2d6	Anchored	Cannot teleport or be displaced by magical movement
Moderate: 3d6	Frightened	–2 to all rolls while facing source; cannot willingly move closer
Major: 4d6	Unsummoned	Summoned creature's summoning ends
Greater: 5d6	Provoked	Must move toward or oppose named source if able
Grand: 6d6	Buried	Movement 0; physical actions –2 until freed
Epic: 7d6	Banished	Extraplanar, summoned, or foreign-planar Subject is expelled from the current plane and returned to its plane of origin.
Otherworldly: 8d6	Sealed	Cannot move, teleport, phase, be summoned, banished, or forcibly displaced
Mythic: 9d6	World-Anchored	The Subject is fixed into reality and cannot be displaced or erased
Godlike: 10d6	Irrevocable Exile	The Subject has been removed from the

		current reality with no return except by equal or greater power

DISPELLING

This mystery teaches the removal of active magical effects. Ongoing spells, conditions, or summoned phenomena may be negated through a successful casting, resolved typically as a contest between the Abjurer's Spell Dice and the Spell dice of the challenged spell.

Its spells can confer the following Conditions as Effects:

Challenge	*Condition*	*Brief Description*
Lesser: 1d6	Revealed	Subject loses stealth and invisibility benefits.
Minor: 2d6	Exposed	Subject cannot benefit from concealment, disguise, stealth, or invisibility.
Moderate: 3d6	Purged	One named magical condition or ongoing magical effect on the Subject immediately ends.
Major: 4d6	–	–
Greater: 5d6	Unbound	Subject immediately ends ongoing magical bindings, restraints, and anchoring effects.
Grand: 6d6	Nullified	All ongoing magical conditions, blessings, curses, or magical augmentations on Subject are suppressed, and it cannot benefit from or initiate magic.
Epic: 7d6	–	–
Otherworldly: 8d6	Immunity – Magic	Hostile spells and magical conditions cannot affect Subject unless they are otherworldly or greater in level.
Mythic: 9d6	–	–
Godlike: 10d6	Absolute Nullity	No magic below Godlike rank can affect the Subject.

REPELLING

This mystery prevents or disrupts movement and intrusion. Specific creatures, or categories (such as Good/Evil, Undead, Animals, etc.) may be pushed back, held at bay, or prevented from entering or exiting a protected area. Repel manifests as barriers and zones of denial requiring the creature to Succeed vs a Spell Dice Challenge to ignore.

Its spells can confer the following Conditions as Effects:

Challenge	*Condition*	*Brief Description*
Lesser: 1d6	Hindered	Subject's movement is reduced by 1.
Lesser: 1d6	Bruised	Subject suffers –1 to all STR and STR based Skill rolls until treated.
Minor: 2d6	Shoved	Subject is forcibly moved **1 hex or squares**, or the distance stated by the source. If it strikes an obstacle, creature, wall, hazard, or rough ground, it must resist falling **Prone**.
Moderate: 3d6	Staggered	Subject suffers –3 to Physical Skills Rolls and movement is reduced to 1 square.
Major: 4d6	Weighted	Subject's movement is reduced to 1 square, it cannot charge, sprint, fly, or jump, and it suffers –2 to DEX based rolls.
Greater: 5d6	Rammed	Subject is struck by heavy impact and driven back. It is moved up to **1d6 hexes or squares**, or the distance stated by the source, and falls **Prone** unless it succeeds on the listed resistance. If driven into a hard obstacle, it will

		also suffer 1d6 Bludgeoning damage for each space moved.
Grand: 6d6	Sealed	Subject cannot move, teleport, phase, be summoned, be banished, or be forcibly displaced by any means short of breaking the condition.
Epic: 7d6	–	–
Otherworldly: 8d6	–	–
Mythic: 9d6	–	–
Godlike: 10d6	World-Anchored	The Subject is fixed into reality and cannot be displaced or erased.

RESISTANCE

This mystery can reduce incoming harm. Taking the form of flat damage reduction, resistance to specific damage types, Physical (slash/bludgeon/pierce), Fire, Cold, Acid, Electricity, Negative and Positive energies as well as Poison.

Its spells can confer the following Conditions as Effects:

Challenge	***Condition***	***Brief Description***
Lesser: 1d6	Guarded – Physical	Subject reduces physical damage taken by 2.
Lesser: 1d6	Guarded – Energy	Subject reduces One Energy type damage taken by 2.
Lesser: 1d6	Guarded – Magic	Subject gains +2 to rolls that resist spells and magical effects.
Minor: 2d6	Anchored	Subject cannot teleport, phase, or be forcibly displaced by magical movement.
Moderate: 3d6	Resistant – Physical	Subject reduces physical damage taken by 4.
Moderate: 3d6	Resistant – Energy	Subject reduces One energy type damage taken by 4.
Moderate: 3d6	Resistant – Magic	Subject gains +4 to resist hostile spells and magical conditions.
Moderate: 3d6	Fortified	Subject gains +2 to resist being Hindered, Rooted, Restrained, knocked Prone, or forcibly moved.
Moderate: 3d6	Sanctified	Subject gains +2 to resist Negative energy effects, curses, and undeath effects, and undead suffer –2 to attacks against it.
Greater: 5d6	Warded – Physical	Subject reduces physical damage taken by 6.
Greater: 5d6	Warded – Energy	Subject reduces One Energy Type damage taken by 6.
Greater: 5d6	Warded – Magic	Subject gains +6 to resist hostile spells and magical conditions.
Grand: 6d6	Unbound	Subject immediately ends ongoing magical bindings, restraints, and anchoring effects.
Epic: 7d6	Immunity – Physical	Subject takes no physical damage.
Epic: 7d6	Immunity – Energy	Subject takes no Damage from One Energy Type.
Otherworldly: 8d6	Immunity – Magic	Hostile spells and magical conditions cannot affect Subject unless they are otherworldly or greater in level.
Otherworldly: 8d6	Reality-Anchored	Subject cannot be transformed, banished, summoned, teleported unwillingly, erased, phased out, or altered in essential nature except by effects that

		explicitly bypass this condition.
Mythic: 9d6	Sovereign Self	Subject cannot be charmed, dominated, compelled, frightened, possessed, mind-read, or spiritually displaced except by effects that explicitly bypass this condition.
Godlike: 10d6	Inviolable	The Subject cannot be meaningfully harmed except by equal or greater power.

CONJURATION

Conjuration is the discipline of manifestation, summoning, and spatial manipulation. Where other schools shape what already exists, Conjuration draws matter, energy, and entities from beyond the immediate world, bringing them into being or shifting them across space.

At its foundation, Conjuration assumes that reality is not singular but layered. Countless realms exist beyond the material world, each with its own substance, laws, and inhabitants. The Conjurer does not create ex nihilo but reaches into these realms and compels their substance or creatures into temporary or sustained form.

A Conjurer's capabilities are defined by the realms they have learned the mysteries of. Each realm represents a distinct source of substance and effect and must be acquired as a learned mystery. Without access to a realm, its forms cannot be conjured.

Each realm provides a palette of effects, shapes, and behaviours that inform spell construction.

Conjuration is a very flexible school being able to Create Effects, Cause Damage and Summon. Theoretically, all within the same Spell.

For instance, a spell may conjure a 30'x30' cloud from the Smoke Plane that Blinds, causes Fire damage, and summons a Smoke Elemental.

To summon and bind entities from another plane is a dangerous practice. Any spell used in this way always requires **Concentration**. At the start of each of the caster's Turns, the caster must reroll the spell's **Challenge** to maintain control. On a success, the entity remains bound and acts under the caster's direction. On a failure, the binding is broken. A benevolent entity may choose to remain briefly and assist, but most uncontrolled summons return at once to their native plane. A hostile or evil entity will usually turn against the caster and their allies, remaining until destroyed, banished, or otherwise removed.

The caster may dismiss a bound summon as an action on their Turn if they still maintain control.

Access to each realm's mystery must be learned individually. A novice Conjurer may only have access a single realm, while more advanced practitioners expand their reach, gaining versatility at the cost of increasing complexity in spell construction.

A spell may draw from only one realms mysteries unless explicitly designed otherwise, preventing uncontrolled stacking of effects from multiple realms.

Conjuration spells require a **Somatic** and a **Verbal** component, and due to the complexity of accessing the Mystery, often a **Material** component too.

Conjuration is the magic of calling, summoning, opening, and manifesting. It requires deliberate gesture and controlled motion to shape passage, placement, and arrival.

ASTRAL PLANE

The Astral Plane is the realm of thought, distance, and connection between worlds. It is not bound by physical space and thus governs movement beyond conventional limits.

Spells drawing from the Astral Plane focus on **portals, teleportation, and spatial shifting**. Effects may include instantaneous relocation, short-range blinking, or the creation of temporary gateways. Shapes tend toward points and apertures rather than areas, and Duration is often brief but decisive.

Astral Conjuration is the foundation of mobility and repositioning, allowing the caster to bypass terrain and control engagement distances. The damage effect from this mystery is Cold energy.

Its spells can confer the following Conditions as Effects:

Challenge	*Condition*	*Brief Description*
Lesser: 1d6	Distracted	Subject suffers a minor penalty to focus, notice threats, or maintain attention -**1 to Spot, +1 to Initiative**.
Minor: 2d6	Anchored	Subject cannot teleport, phase, or be forcibly displaced by magical movement.
Minor: 2d6	Disoriented	Subject cannot postpone combat actions, suffers –1 to Athletic Skill rolls, and cannot gain bonuses from flanking, formation, or coordinated movement.
Moderate: 3d6	Slowed	Subject's movement is halved, Initiative suffers +2, and it cannot benefit from Sprint effects. Cancels Haste Condition.
Major: 4d6	Weighted	Subject's movement is reduced to 1 square, it cannot charge, sprint, fly, or jump, and it suffers –2 to DEX based rolls.
Greater: 5d6	Banished	Extraplanar, summoned, or foreign-planar Subject is expelled from the current plane and returned to its plane of origin.
Grand: 6d6	–	–
Epic: 7d6	–	–
Otherworldly: 8d6	–	–
Mythic: 9d6	Phased	Subject becomes out of phase with the material world and ignores terrain effects and mundane contact but cannot interact with the physical world.
Godlike: 10d6	–	–

Astral Summoning Table:

Challenge	*Summoned Entity*	*Alignment*
Lesser 1d6+2		
Minor 2d6+2	Astral Mote	Neutral
Moderate 4d6+2		
Major 6d6+2	Astral Seeker	Decent
Greater: 5d6	Astral Hound	Neutral
Grand: 6d6	Astral Hunter	Decent
Epic: 7d6	Astral Sentinel	Callous
Otherworldly: 8d6	Astral Executor	Callous
Mythic: 9d6		
Godlike: 10d6	Astral Leviathan	Callous
Greater: 5d6		

Ethereal Plane

The Ethereal Plane exists alongside the material world, overlapping it as a shadow of substance. Matter drawn from it is semi-real-present but not fully bound.

Ethereal Conjuration produces **spectral constructs**, such as hands, weapons, or tools that interact with the physical world imperfectly. These effects are often precise and controlled rather than expansive and may bypass certain forms of resistance while remaining fragile.

This realm excels in **manipulation at a distance**, subtle interference, and the creation of temporary instruments of force. Damage effects from this mystery can be either Bludgeoning, Slashing or Piercing.

Its spells can confer the following Conditions as Effects:

Challenge	*Condition*	*Brief Description*

Lesser: 1d6	Hindered	-1 to Movement
Minor: 2d6	–	–
Moderate: 3d6	Insubstantial	Subject reduces physical damage taken by 2, its own attacks do -2 damage and Skill Rolls requiring interaction with the physical world suffer -3.
	Restrained	Subject cannot move, suffers –2 to physical actions, and attacks against it gain +1.
Major: 4d6	Invisible	Subject cannot be seen by normal vision; attacks against it suffer –4 unless detected, and it gains +2 to attack if undetected.
Greater: 5d6	–	–
Grand: 6d6	–	–
Epic: 7d6	–	–
Otherworldly: 8d6	–	–
Mythic: 9d6	Phased	Subject becomes out of phase with the material world and ignores terrain effects and mundane contact but cannot interact with the physical world.
Godlike: 10d6	–	–

Ethereal Summoning Table:

Challenge	***Summoned Entity***	***Alignment***
Lesser 1d6		
Minor 2d6	Veil Spark	Decent
Moderate 4d6	Ghostling	Neutral
Major 6d6		
Greater: 5d6	Phase Hound	Neutral
Grand: 6d6	Veil Stalker	Callous
Epic: 7d6	Ghost Brute	Callous
Otherworldly: 8d6		
Mythic: 9d6		
Godlike: 10d6	Phase Reaver	Callous
Otherworldly 10d6+	Veil Horror	Callous

FEYWILD

The Feywild is a realm of vitality, growth, and unpredictable life. It is rich with flora, fauna, and strange, living energies.

Conjuration from the Feywild produces **plants, vines, roots, and lesser creatures**, often with persistent or entangling effects. These spells favour area control and Duration, creating zones of influence that hinder, restrain, or harass.

Damage effects from this mystery are either Slashing or Piercing.

Fey Conjuration is inherently dynamic and often slightly chaotic, reflecting the nature of the realm itself.

Its spells can confer the following Conditions as Effects:

Challenge	***Condition***	***Brief Description***
Lesser: 1d6		–
	Drowsy	Subject suffers –2 to Initiative and Spot Challenges. If inactive, it falls Asleep
Minor: 2d6	Rooted	If Subject fails Athletic Skill challenge v 6 cannot move from its current position but may otherwise act normally.
Minor: 2d6	Allured	Subject is drawn toward the source, is reluctant to leave it, and suffers a -1 penalty to resist Convince challenges or control spell effects from it.
	Asleep	Subject is unconscious to surroundings, falls Prone, drops held items, and cannot

		act until awakened or harmed. Moderate noise will awaken the subject.
Moderate: 3d6	Restrained	Subject cannot move, suffers –2 to physical actions, and attacks against it gain +1.
Moderate: 3d6	Frightened	Subject suffers –2 to all rolls while the source is present and cannot willingly move closer.
Major: 4d6	Charmed	Subject will not attack the source and gains +2 to social interactions with the source. Ends if the source, or allies, performs a hostile action against the subject. (Animal, Feywild, and plant creatures only)
Major: 4d6	Pacified	Subject cannot make hostile attacks or cast harmful spells unless first harmed.
	Cowered	Subject suffers –2 to all rolls while the source is present, cannot willingly move closer to the source, cannot Sprint or Charge, and must succeed on a Wisdom Challenge against the effect before making an attack or hostile action against the source.
Greater: 5d6	Routed	Subject is overwhelmed by supernatural fear; while the source is present, it cannot willingly move closer, cannot make hostile actions against the source, and must use its first available movement to move away from the source, at fasted movement rate, by the safest obvious route unless cornered, restrained, or directly attacked.
Grand: 6d6	Slumbered	Subject is unconscious to surroundings, falls Prone, drops held items, and cannot act until awakened or harmed. No noise will awaken the subject, violent action or damage is required to wake.
Epic: 7d6	–	–
Otherworldly: 8d6	–	–
Mythic: 9d6	–	–
Godlike: 10d6	–	–

Feywild Summoning Table:

Challenge	***Summoned Entity***	***Alignment***
Lesser 1d6	Fey Spark	Decent
Minor 2d6	Pixie Trickster	Neutral
Moderate 3d6	Fey Beast	Neutral
Major 4d6	-	-
Greater: 5d6	Glamour Stalker	Neutral
Grand: 6d6	Fey Guardian	Callous
Epic: 7d6	Wild Hunt Rider	Callous
Otherworldly: 8d6	-	-
Mythic: 9d6	Archfey Avatar	Callous
Godlike: 10d6	-	-

THE ELEMENTAL DEMI-PLANES

The Mysteries of the Elemental Demi-planes govern the conjuration of raw elemental substance drawn from the inner elemental realms. Unlike broader planar mysteries such as the Astral or Feywild, each Demi-plane mystery is tied to a distinct material expression-Magma, Ooze, Ice, or Smoke-and grants control over that substance's natural behaviour in the world.

These mysteries are used to create zones, hazards, barriers, and manifestations that reflect the physical properties of the plane itself, whether that be burning flow, corrosive mire, freezing surfaces, or choking obscurity.

Each must be learned separately, and each offers its own characteristic conditions, battlefield effects, and thematic style of conjuration.

Summoning from the elemental Demi-Planes is difficult and dangerous, with greater entities likely to be contemptuous of mortals and resentful of being used.

Demi-Elemental plane Summoning Table:

Challenge	*Summoned Entity*	*Alignment*
Lesser	–	–
Minor	–	–
Moderate 3d6	Small Elemental	Neutral
Major 4d6	Medium Elemental	Neutral
Greater: 5d6	Large Elemental	Callous
Grand: 6d6	Huge Elemental	Callous
Epic: 7d6	Giant Elemental	Callous
Otherworldly: 8d6	-	-
Mythic: 9d6	-	-
Godlike: 10d6	-	-

Magma

Magma is the Mystery of molten stone, burning flow, and destructive heat. It is used to conjure lava, searing ground, and molten barriers that burn, hinder movement, and turn the battlefield into a place of relentless pressure.

Damage effects from this mystery is Fire.

Its spells can confer the following Conditions as Effects:

Challenge	*Condition*	*Brief Description*
Lesser: 1d6	–	–
Minor: 2d6	Burning	Subject takes 1 Fire damage each 10 seconds until removed.
Minor: 2d6	Seared	Subject cannot benefit from mundane or innate recovery or regeneration.
Minor: 2d6	Dazzled	Subject suffers –2 to attack rolls, Spot Challenges, and sight-based rolls and cannot benefit from precise visual targeting.
Moderate: 3d6	Scalded	Subject suffers –2 to attack rolls.
Moderate: 3d6	–	–
Greater: 5d6	–	–
Grand: 6d6	–	–
Epic: 7d6	–	–
Otherworldly: 8d6	–	–
Mythic: 9d6	–	–
Godlike: 10d6	–	–

Ooze

Ooze is the Mystery of corrosive slime, clinging filth, and dissolving matter. It excels at restraining movement, degrading armour and equipment, poisoning the body, and fouling terrain with hazardous, adhesive substance.

Damage effects from this mystery is Acid.

Its spells can confer the following Conditions as Effects:

Challenge	*Condition*	*Brief Description*
Lesser: 1d6	Hindered	Subject's movement is reduced by 1.
Lesser: 1d6	Tainted	Subject suffers –1 to Resilience against poison, disease,

		corruption, or necromancy.
Minor: 2d6	–	–
Moderate: 3d6	Restrained	Subject cannot move, suffers –2 to physical actions, and attacks against it gain +1.
Moderate: 3d6	Poisoned	Depending on level
Moderate: 3d6	Smothered	Subject cannot shout or project the voice. Cannot talk above a whisper. and at the end of each **10 minutes** takes **1 HP damage**.
Moderate: 3d6	Grounded	Subject cannot fly or leap and suffers –2 to resist shove, knockdown, or forced movement.
Major: 4d6	Weighted	Subject's movement is reduced to 1,–2 to DEX based rolls.
Greater: 5d6	–	–
Grand: 6d6	–	–
Epic: 7d6	–	–
Otherworldly: 8d6	–	–
Mythic: 9d6	–	–
Godlike: 10d6	–	–

Ice

Ice is the Mystery of freezing matter, slick surfaces, and brittle cold. It creates zones of frost, frozen barriers, and numbing hazards that slow, knock prone, restrain, or lock creatures in place.

Damage effect from this mystery is Cold.

Its spells can confer the following Conditions as Effects:

Challenge	*Condition*	*Brief Description*
Lesser: 1d6	–	–
Minor: 2d6	Chilled	Subject suffers –2 to DEX based Skill rolls and movement is halved.
Moderate: 3d6	Prone	Melee attacks against Subject gain +1, it suffers –2 to physical actions, and ranged attacks against it suffer –2. Standing requires 1 segment.
Moderate: 3d6	Restrained	Subject cannot move, suffers –2 to physical actions, and attacks against it gain +1.
Moderate: 3d6	Slowed	Subject's movement is halved, Initiative suffers +2, and it cannot benefit from Sprint effects. Cancels Haste Condition.
Moderate: 3d6	Grounded	Subject cannot fly or leap and suffers –2 to resist shove, knockdown, or forced movement.
Major: 4d6	Frozen	Subject cannot physically move, including speech.
Major: 4d6	Weighted	Subject's movement is reduced to 1 square, it cannot charge, sprint, fly, or jump, and it suffers –2 to DEX based rolls.
Greater: 5d6	–	–
Grand: 6d6	–	–
Epic: 7d6	–	–
Otherworldly: 8d6	–	–
Mythic: 9d6	–	–
Godlike: 10d6	–	–

SMOKE

Smoke is the Mystery of choking vapour, concealment, and suffocating obscurity. It fills areas with blinding haze and stifling fumes, hindering sight, speech, and clear action while masking movement and disrupting awareness.

Damage effect from this mystery is Fire.

Its spells can confer the following Conditions as Effects:

Challenge	*Condition*	*Brief Description*
Lesser: 1d6	Distracted	Subject suffers a minor penalty to focus, notice threats, or maintain attention -**1 to Spot, +1 to Initiative**.
Lesser: 1d6	Revealed	Subject loses stealth and invisibility benefits.
Minor: 2d6	Disoriented	Subject cannot postpone combat actions, suffers –1 to Athletic Skill rolls, and cannot gain bonuses from flanking, formation, or coordinated movement.
Minor: 2d6	Dazzled	Subject suffers –2 to attack rolls, Spot Challenges, and sight-based rolls and cannot benefit from precise visual targeting.
Moderate: 3d6	Blinded	Subject cannot see, suffers –4 to attack rolls, –4 to defence rolls, and automatically fails sight-based Challenges.
Moderate: 3d6	Smothered	Subject cannot shout or project the voice. Cannot talk above a whisper. and at the end of each **10 minutes** takes **1 HP damage**.
Greater: 5d6	Choking	The Subject cannot breathe or speak above a rasp, may not cast spells requiring spoken components, suffers –2 to all rolls, and at the end of each 10 seconds takes 1 HP damage.
Greater: 5d6	–	–
Grand: 6d6	–	–
Epic: 7d6	–	–
Otherworldly: 8d6	–	–
Mythic: 9d6	–	–
Godlike: 10d6	–	–

THE QUASI-ELEMENTAL PLANES

The Mysteries of the Quasi-Elemental Planes govern conjurations drawn from the unstable border realms where the elemental planes meet **Positive** or **Negative Energy**. These mysteries do not merely manifest raw element, but element altered into stranger and more extreme forms such as **Radiance, Lightning, Mineral, Steam, Ash, Vacuum, Dust,** and **Salt**. Each mystery expresses both the substance of its elemental origin and the life-giving or death-tainted influence bound into it, making these planes more exotic, more volatile, and often more spiritually dangerous than the ordinary Elemental Demi-planes.

POSITIVE ENERGY PLANES

The Positive Quasi-Elemental Planes represent the convergence of the Prime Elements with the animating force of **positive energy**, producing environments and entities defined not merely by substance, but where positive energy infuses and reinforces physical structure.

The use of the Positive Quasi-Elemental Planes by evil Divine magic users is a **Transgression** of their faith.

Positive Quasi-Elemental Plane Summoning Table:

Challenge	*Summoned Entity*	*Alignment*
Incidental	–	–

Lesser	–	–
Minor	–	–
Moderate 4d6+2	Small Elemental	Compassionate
Major 6d6+2	Medium Elemental	Compassionate
Greater: 5d6	-	-
Grand: 6d6	Large Elemental	Righteous
Epic: 7d6	Huge Elemental	Righteous
Otherworldly: 8d6	Giant Elemental	Holy
Mythic: 9d6	-	-
Godlike: 10d6	-	-

RADIANCE

Radiance is the Mystery of blazing light infused with Positive Energy. It reveals, sanctifies, and sears, conjuring brilliance that exposes the hidden, burns the undead, and overwhelms darkness and deception.

Damage effects from this mystery is Positive.

Its spells can confer the following Conditions as Effects:

Challenge	*Condition*	*Brief Description*
Lesser: 1d6	Revealed	Subject loses stealth and invisibility benefits.
Lesser: 1d6	Guarded – Radiant	Subject reduces Radiant damage taken by 2.
Minor: 2d6	Marked	Attacks or targeted effects against the Subject gain +1 to hit.
Minor: 2d6	Dazzled	Subject suffers –2 to attack rolls, Spot Challenges, and sight-based rolls and cannot benefit from precise visual targeting.
Minor: 2d6	Exposed	Subject cannot benefit from concealment, disguise, stealth, or invisibility.
Moderate: 3d6	Sanctified	Subject gains +2 to resist Negative energy effects, curses, and undeath effects, and undead suffer –2 to attacks against it.
Greater: 5d6	Warded – Radiant	Subject reduces Radiant damage taken by 6.
Grand: 6d6	–	–
Epic: 7d6	–	–
Otherworldly: 8d6	Immunity – Radiant	Subject takes no Radiant or Positive damage and ignores purely Radiant or Positive secondary effects.
Mythic: 9d6	–	–
Godlike: 10d6	–	–

LIGHTNING

Lightning is the Mystery of charged storm-force heightened by Positive Energy. It manifests as speed, shock, and violent discharge, disrupting movement and reactions while filling the battlefield with sudden, snapping power.

Damage effect from this mystery is Electricity.

Its spells can confer the following Conditions as Effects:

Challenge	*Condition*	*Brief Description*
Lesser: 1d6	Distracted	Subject suffers a minor penalty to focus, notice threats, or maintain attention -**1 to Spot, +1 to Initiative**.
Lesser: 1d6	Jarred	Subject suffers –1 to Strength- and Dexterity-based Skill rolls.
Minor: 2d6	Jolted	Subject suffers +3 to initiative rolls, –1 to Strength- and Dexterity-based Skill rolls.
Minor: 2d6	Disoriented	Subject cannot postpone combat actions, suffers –1 to Athletic Skill rolls, and

		cannot gain bonuses from flanking, formation, or coordinated movement.
Moderate: 3d6	Staggered	Subject suffers –3 to Physical Skills Rolls and movement is reduced to 1 square.
Moderate: 3d6	Prone	Melee attacks against Subject gain +1, it suffers –2 to physical actions, and ranged attacks against it suffer –2. Standing requires 2 segments.
Moderate: 3d6		
Major: 4d6	Hastened (self only)	Subject's movement is doubled, it gains -2 to Initiative, and +1 to movement-related rolls.
	Stunned	Subject cannot act on this or its next turn.
	Dazed	Subject suffers +3 to initiative and may take either one action or one movement on its turn, not both.
Greater: 5d6		
Grand: 6d6	–	–
Epic: 7d6	–	–
Otherworldly: 8d6		
Mythic: 9d6	–	–
Godlike: 10d6	–	–

MINERAL

Mineral is the Mystery of perfected earth infused with Positive Energy. It hardens, binds, and calcifies, producing crystal, stone, and living mineral forms that restrain movement and turn flesh or terrain toward enduring solidity.

Damage effect from this mystery is **Bludgeoning**.

Its spells can confer the following Conditions as Effects:

Challenge	***Condition***	***Brief Description***
Lesser: 1d6	Hindered	Subject's movement is reduced by 1.
Lesser: 1d6	Bruised	Subject suffers –1 to all STR and STR based Skill rolls until treated.
Minor:3d6	Hardened	**P2 S2 B2** physical protection, suffers **–2 to Dexterity-based rolls**
Moderate: 3d6	Grounded	Subject cannot fly or leap and suffers –2 to resist shove, knockdown, or forced movement.
Moderate: 3d6	Restrained	Subject cannot move, suffers –2 to physical actions, and attacks against it gain +1.
Moderate: 3d6	Calcified	Subject's movement is reduced by half, and it suffers –1 to Dexterity-based rolls.
Major: 4d6	Brittle	Subject takes +3 damage from bludgeoning damage.
Major: 4d6	Buried	Subject's movement becomes 0, line of sight obstructed, and physical actions suffer –2 until freed.
Greater: 5d6	–	–
Grand: 6d6	–	–
Epic: 7d6	–	–
Otherworldly: 8d6	–	–
Mythic: 9d6	Petrified	Subject is transformed into inert stone or crystal and cannot move, act, speak, or perceive normally.

Godlike: 10d6	–	–

STEAM

Steam is the Mystery of heated vapour born of water and Positive Energy. It conjures scalding clouds, blinding mist, and burning pressure, obscuring sight while searing those caught within it.

Damage effect from this mystery is **Fire**.

Its spells can confer the following Conditions as Effects:

Challenge	*Condition*	*Brief Description*
Lesser: 1d6	Distracted	Subject suffers a minor penalty to focus, notice threats, or maintain attention -**1 to Spot, +1 to Initiative**.
Minor: 2d6	Burning	Subject takes 1 Fire damage each minute until removed.
Minor: 2d6	Dazzled	Subject suffers –2 to attack rolls, Spot Challenges, and sight-based rolls and cannot benefit from precise visual targeting.
Moderate: 3d6	Scalded	Subject suffers –2 to attack rolls.
Moderate: 3d6	Blinded	Subject cannot see, suffers –4 to attack rolls, –4 to defence rolls, and automatically fails sight-based Challenges.
Moderate: 3d6	Smothered	Subject cannot shout or project the voice. Cannot talk above a whisper. and at the end of each **10 minutes** takes **1 HP damage**.
Greater: 5d6	Choking	The Subject cannot breathe or speak above a rasp, may not cast spells requiring spoken components, suffers –2 to all rolls, and at the end of each 10 seconds takes 1 HP damage.
Greater: 5d6	–	–
Grand: 6d6	–	–
Epic: 7d6	–	–
Otherworldly: 8d6	–	–
Mythic: 9d6	–	–
Godlike: 10d6	–	–

NEGATIVE ENERGY PLANES

The Negative Quasi-Elemental Planes represent the convergence of the Prime Elements with the animating force of **negative energy**, producing environments and entities defined not merely by substance, but where energy reinforces depletion, erosion, and the unmaking of form.

The use of Quasi-Elemental planes include negative energy and will cause **transgression** if the caster worships a good god.

Negative Quasi-Elemental Plane Summoning Table:

Challenge	*Summoned Entity*	*Alignment*
Incidental	–	–
Lesser	–	–
Minor	–	–
Moderate 4d6+2	Small Elemental	Cruel
Major 6d6+2	Medium Elemental	Vile
Greater: 5d6	-	-
Grand: 6d6	Large Elemental	Vile
Epic: 7d6	Huge Elemental	Profane
Otherworldly: 8d6	Giant Elemental	Profane
Mythic: 9d6	-	-
Godlike: 10d6	-	-

Ash

Ash is the Mystery of spent fire tainted by Negative Energy. It smothers vitality, chokes the air, and leaves weakness in its wake, manifesting as drifting cinders, dead heat, and ruinous residue.

Damage effect from this mystery is **Fire**.

Its spells can confer the following Conditions as Effects:

Challenge	*Condition*	*Brief Description*
Lesser: 1d6	–	–
Minor: 2d6	Fatigued	Subject suffers –2 to all Physical Skill rolls and –1 to Mental Skill rolls.
Minor: 2d6	Dazzled	Subject suffers –2 to attack rolls, Spot Challenges, and sight-based rolls and cannot benefit from precise visual targeting.
Minor: 2d6	Weakened	Subjects STR and all STR based Skill rolls are reduced by -2.
Moderate: 3d6	Blinded	Subject cannot see, suffers –4 to attack rolls, –4 to defence rolls, and automatically fails sight-based Challenges.
Moderate: 3d6	Smothered	Subject cannot shout or project the voice. Cannot talk above a whisper. and at the end of each **10 minutes** takes **1 HP damage**.
Greaterr: 5d6	Choking	The Subject cannot breathe or speak above a rasp, may not cast spells requiring spoken components, suffers –2 to all rolls, and at the end of each 10 seconds takes 1 HP damage.
Greater: 5d6	–	–
Grand: 6d6	–	–
Epic: 7d6	–	–
Otherworldly: 8d6	–	–
Mythic: 9d6	–	–
Godlike: 10d6	–	–

Vacuum

Vacuum is the Mystery of emptied air touched by Negative Energy. It governs silence, suffocation, and absence, stripping away breath, sound, and motion as though the world itself had been hollowed out.

Damage effect from this mystery is **Negative.**

Its spells can confer the following Conditions as Effects:

Challenge	*Condition*	*Brief Description*
Lesser: 1d6	–	–
Minor: 2d6	Anchored	Subject cannot teleport, phase, or be forcibly displaced by magical movement.
Minor: 2d6	Disoriented	Subject cannot postpone combat actions, suffers –1 to Athletic Skill rolls, and cannot gain bonuses from flanking, formation, or coordinated movement.
Minor: 2d6	Muted	Subject suffers –2 to voice-based social rolls and must succeed on a Wisdom Challenge vs 6 to use verbal spell components under pressure.
Moderate: 3d6	Silenced	Subject cannot speak and cannot cast spells requiring verbal components.
Moderate: 3d6	Slowed	Subject's movement is halved, Initiative suffers +2, and it cannot benefit from Sprint effects. Cancels Haste Condition.

Moderate: 3d6	Grounded	Subject cannot fly or leap and suffers –2 to resist shove, knockdown, or forced movement.
Greater: 5d6	Choking	The Subject cannot breathe or speak above a rasp, may not cast spells requiring spoken components, suffers –2 to all rolls, and at the end of each 10 seconds takes 1 HP damage.
Greater: 5d6	Suffocating	Subject cannot speak or cast verbal spells and suffers 1 damage per minute.
Grand: 6d6	–	–
Epic: 7d6	–	–
Otherworldly: 8d6	–	–
Mythic: 9d6	–	–
Godlike: 10d6	–	–

DUST

Dust is the Mystery of crumbling earth corrupted by Negative Energy. It erodes form and certainty alike, conjuring blinding clouds, dry decay, and the slow collapse of strength into powder.

Damage effect from this mystery is Slashing.

Its spells can confer the following Conditions as Effects:

Challenge	***Condition***	***Brief Description***
Lesser: 1d6	Distracted	Subject suffers a minor penalty to focus, notice threats, or maintain attention -**1 to Spot, +1 to Initiative**.
Lesser: 1d6	Hindered	Subject's movement is reduced by 1.
Minor: 2d6	Disoriented	Subject cannot postpone combat actions, suffers –1 to Athletic Skill rolls, and cannot gain bonuses from flanking, formation, or coordinated movement.
Minor: 2d6	Dazzled	Subject suffers –2 to attack rolls, Spot Challenges, and sight-based rolls and cannot benefit from precise visual targeting.
Moderate: 3d6	Blinded	Subject cannot see, suffers –4 to attack rolls, –4 to defence rolls, and automatically fails sight-based Challenges.
Moderate: 3d6	Smothered	Subject cannot shout or project the voice. Cannot talk above a whisper. and at the end of each **10 minutes** takes **1 HP damage**.
Greater: 5d6	Choking	The Subject cannot breathe or speak above a rasp, may not cast spells requiring spoken components, suffers –2 to all rolls, and at the end of each 10 seconds takes 1 HP damage.
Greater: 5d6	–	–
Grand: 6d6	–	–
Epic: 7d6	–	–
Otherworldly: 8d6	–	–
Mythic: 9d6	–	–
Godlike: 10d6	–	–

SALT

Salt is the Mystery of withered water bound to Negative Energy. It desiccates, sickens, and preserves through deathly dryness, leaving flesh, soil, and vitality drained as though all sustaining moisture had been leeched away.

Damage effect from this mystery is **Slashing**.

Its spells can confer the following Conditions as Effects:

Challenge	*Condition*	*Brief Description*
Lesser: 1d6	Tainted	Subject suffers –1 to Resilience against poison, disease, corruption, or necromancy.
Lesser: 1d6	Hindered	Subject's movement is reduced by 1.
Minor: 2d6	Death-Touched	Healing received is reduced by 1 for 1 day, and Subject suffers –1 to resist necromantic and undeath-related effects.
Minor: 2d6	Weakened	Subjects STR and all STR based Skill rolls are reduced by -2.
Minor: 2d6	Dazzled	Subject suffers –2 to attack rolls, Spot Challenges, and sight-based rolls and cannot benefit from precise visual targeting.
Moderate: 3d6	Sickened	Subject suffers –2 to all physical skill rolls and –1 to all mental skill rolls.
Moderate: 3d6	Slowed	Subject's movement is halved, Initiative suffers +2, and it cannot benefit from Sprint effects. Cancels Haste Condition.
Moderate: 3d6	Withered	Subject suffers –3 to STR DEX and CON based rolls, and forced movement and Sprinting is not possible.
Major: 4d6	Brittle	Subject takes +3 damage from bludgeoning damage.
Greater: 5d6	Cursed	Subject's healing is halved and it suffers –1 to all skill rolls until Purified or Sanctified.
Grand: 6d6	–	–
Epic: 7d6	–	–
Otherworldly: 8d6	–	–
Mythic: 9d6	–	–
Godlike: 10d6	–	–

DIVINATION

Divination is the discipline of perception, revelation, and foresight. Where other schools act upon the world, Divination acts upon **knowledge of the world**, transforming uncertainty into certainty and hidden information into tactical advantage. A Diviner does not impose change directly, but ensures that nothing important remains unseen, unknown, or misunderstood.

In play, Divination provides awareness, prediction, and insight. It allows the caster to detect concealed threats, understand the nature of creatures and effects, and anticipate the immediate future. While it does not deal damage or impose physical conditions, it exerts a powerful influence over the outcome of actions by granting clarity and reducing risk.

Divination spells require a **Verbal** component.

Divination is the magic of revelation, naming, asking, and interpretation. It requires spoken invocation, question, or formula to draw forth hidden knowledge.

All Divination magic is expressed through two core Mysteries.

AUGURY

Augury governs perception across time and probability. It allows the caster to anticipate actions, interpret likely outcomes, and act with foreknowledge of immediate events. Augury does not guarantee success, but reveals the most probable results of actions, granting the caster a measurable advantage in decision-making.

Challenge	*Capability*	*Effect*
Lesser: 1d6	Faint Omen	The caster receives a vague impression of immediate danger, opportunity, or misfortune surrounding a declared action, creature, or place. The GM should answer in broad terms only. i.e. Opening that chest will hurt you.
Minor: 2d6	Forewarning	The caster perceives imminent threat clearly enough to avoid being Surprised and gains a +1 bonus to Initiative and to one defensive or avoidance roll made within 10 minutes after the augury.
Moderate: 3d6	Read Intent	The caster perceives the most likely immediate intention of a visible creature, such as whether it means to attack, flee, deceive, cast, negotiate, or betray. This reveals intent within the next minute, not memories or motive.
Major: 4d6	Tactical Glimpse	The caster briefly sees the next few moments of conflict. Choose one: gain +2 to attack, defence, or skill rolls for 3 Combat Rounds.
Greater: 5d6	Foresight	The caster perceives the most likely immediate outcome of a declared action before it is taken. The GM should describe whether the action appears favourable, unfavourable, dangerous, or uncertain, and the first hostile action against the Subject suffers –2.
Grand: 6d6	Pre-emptive Action	The caster may act upon foreseen timing, taking one immediate action before ordinary Initiative order begins for 10 Combat Rounds.
Epic: 7d6	Branching Outcome	The caster perceives more than one likely result of a declared action or short course of action. For one Combat Round they may force any Dice roll to be rerolled once.
Otherworldly: 8d6	Crisis Sight	The caster perceives immediate future danger with exceptional clarity. For a 10 minutes, the Subject may reroll once each failed roll related to survival, defence, escape, or resistance, and may not be caught unaware by non-Otherworldly means.
Mythic: 9d6	Thread of Fate	The caster perceives the strongest immediate line of causation around a person, battle, or choice. The GM should reveal what action is most likely to bring success, what act is most likely to bring ruin, or what event is most likely to occur next if nothing changes.
Godlike: 10d6	Prophetic State	For one Combat Round, all rolls made by the Subject gain +3 and any ones are rerolled. The Subject acts with overwhelming certainty born of true foresight.

Its spells can confer the following Conditions as Effects:

Challenge	*Condition*	*Brief Description*
Lesser: 1d6	Revealed	Subject loses stealth and invisibility benefits.
Lesser: 1d6	Uneasy	Subject suffers –1 to combat rolls; hesitates before obvious danger requiring WIS challenge to proceed.
Minor: 2d6	Marked	Attacks or targeted effects against the Subject gain +1 to hit.

Minor: 2d6	Exposed	Subject cannot benefit from concealment, disguise, stealth, or invisibility.
Moderate: 3d6	Foretold	The Sources attacks or defence rolls made directly against the Subject gain +2.
Major: 4d6	–	–
Greater: 5d6	–	–
Grand: 6d6	–	–
Epic: 7d6	–	–
Otherworldly: 8d6	–	–
Mythic: 9d6	–	–
Godlike: 10d6	–	–

SCRYING

Scry governs perception across space and state. It allows the caster to observe creatures, objects, or locations beyond normal senses, revealing what is hidden, distant, or obscured. Scry may be used to detect presence, reveal concealed entities, or examine a target in detail. The effectiveness of Scry is determined by the depth of information accessed.

Scrying Capability Table

Challenge	*Capability*	*Effect*
Lesser: 1d6	Sense Presence	The caster may detect whether a chosen creature, object, magical effect, or general category of thing is present within the target area or upon the chosen Subject. This does not reveal exact location, only presence or absence.
Minor: 2d6	Locate	The caster may determine the exact location of a chosen visible or known Subject within range, even if it is hidden by darkness, mundane concealment, or ordinary obstacles. This does not penetrate strong magical concealment.
Moderate: 3d6	Observe	The caster may perceive the Subject directly as though watching it from a fixed invisible viewpoint. This reveals posture, movement, visible equipment, visible creatures nearby, and obvious actions.
Major: 4d6	Examine	The caster may discern finer detail: wounds, visible conditions, emotional state, active spell effects apparent on the Subject, disguises, and whether the Subject is concealing something physically or behaving deceptively.
Greater: 5d6	Pierce Veils	The caster may see through mundane disguises, darkness, smoke, invisibility, and lesser illusion affecting the Subject. The caster may also identify whether the Subject is under magical concealment, transformation, possession, summoning, or similar distortion.

Grand: 6d6	Read State	The caster may fully assess the Subject's present condition, including injuries, ongoing magical effects, active conditions, curses, bindings, protections, and whether it is charmed, dominated, transformed, summoned, or otherwise altered from its natural state.
Epic: 7d6	Trace Path	The caster may follow the Subject's movement over time, learning where it has recently been, the direction it is travelling, and the approximate route taken. If the Subject is stationary, the caster may instead study the recent happenings of the location.
Otherworldly: 8d6	Foresee Intent	The caster may perceive the Subject's immediate intention: what it is about to do, where it is about to move, what spell it is preparing, or what action it most likely means to take next. This never reaches far prophecy, but it does expose immediate purpose.
Mythic: 9d6	Unveil Essence	The caster may perceive the Subject's true nature despite concealment, false appearance, altered alignment-signature, illusion, possession, transmutation, or planar masking. The caster learns what the Subject truly is, not merely how it appears.
Godlike: 10d6	All Things Known	Nothing about the Subject may be hidden from the caster by any non-Godlike means. The caster perceives its true form, exact location, current condition, active magic, bindings, deceptions, immediate intent, and essential nature in full.

Its spells can also confer the following Conditions as Effects on targets:

Challenge	***Condition***	***Brief Description***
Lesser: 1d6	Revealed	Subject loses stealth and invisibility benefits.
Lesser: 1d6	Uneasy	Subject suffers –1 to combat rolls; hesitates before obvious danger requiring WIS challenge to proceed.
Minor: 2d6	Marked	Attacks or targeted effects against the Subject gain +1 to hit.
Minor: 2d6	Exposed	Subject cannot benefit from concealment, disguise, stealth, or invisibility.
Moderate: 3d6	Foretold	The Sources attacks or defence rolls made directly against the Subject gain +2.
Major: 4d6	–	–
Greater: 5d6	–	–
Grand: 6d6	–	–
Epic: 7d6	–	–
Otherworldly: 8d6	–	–
Mythic: 9d6	–	–
Godlike: 10d6	–	–

ENCHANTMENT

Enchantment is the discipline of influence, compulsion, and emotional control. Where other schools act upon the body or the environment, Enchantment acts upon the **mind and will**, shaping thoughts, altering perceptions of intent, and directing behaviour. It is the magic of persuasion made absolute-subtle when needed, overwhelming when applied with force.

An Enchanter does not defeat an opponent through damage or obstruction, but by **removing their agency**, turning hostility into hesitation, cooperation, or obedience. In play, Enchantment is most effective when applied with precision, targeting individuals rather than areas, and exploiting moments where resistance is weakest.

Unless the spell explicitly allows it, Enchantment spell cannot force a target to act in a manner that is completely self-

destructive. Its effects influence behaviour within the bounds of instinct and self-preservation.

Enchantment spells require a **Verbal** component.

Enchantment is the magic of influence, persuasion, command, and emotional or mental shaping. It requires speech, phrase, tone, or uttered intent to direct the spell into mind or will.

All Enchantment magic is expressed through two core powers: Influence and Dominate.

INFLUENCE

Influence governs the shaping of emotion and intent. It allows the caster to calm, provoke, distract, charm, or instil fear. Influence does not fully override free will, but alters the target's disposition and immediate choices, making certain actions more or less likely.

Its spells can confer the following Conditions as Effects:

Challenge	*Condition*	*Brief Description*
Lesser: 1d6	Distracted	Subject suffers a minor penalty to focus, notice threats, or maintain attention -**1 to Spot, +1 to Initiative**.
Lesser: 1d6	Uneasy	Subject suffers –1 to combat rolls; hesitates before obvious danger requiring WIS challenge to proceed.
Minor: 2d6	Allured	Subject is drawn toward the source, is reluctant to leave it, and suffers a -1 penalty to resist Convince challenges or control spell effects from it.
Minor: 2d6	Muted	Subject suffers –2 to voice-based social rolls and must succeed on a Wisdom Challenge vs 6 to use verbal spell components under pressure.
Minor: 2d6	Hexed - Mental	Subject suffers –1 to INT WIS and CHR based Skill Rolls.
Moderate: 3d6	Frightened	Subject suffers –2 to all rolls while the source is present and cannot willingly move closer.
Major: 4d6	Charmed	Subject will not attack the source and gains +2 to social interactions with the source. Ends if the source, or allies, performs a hostile action against the subject.
Major: 4d6	Pacified	Subject cannot make hostile attacks or cast harmful spells unless first harmed.
Major: 4d6	Provoked	Subject must attempt to move toward, attack, or oppose the named source if able.
Major: 4d6	Confused	Subject acts erratically each turn according to a die roll and cannot undertake any other action.
Greater: 5d6	–	–
Grand: 6d6	Broken Will	Subject cannot willingly oppose, contradict, or take hostile action against the source.
Epic: 7d6	–	–
Otherworldly: 8d6	–	–
Mythic: 9d6	–	–
Godlike: 10d6	–	–

DOMINATE

Dominate governs direct control. It allows the caster to compel behaviour, override decision-making, or seize command of a target's actions for a limited time. Dominate is more powerful and more difficult to sustain and is typically resisted more strongly.

Its spells can confer the following Conditions as Effects:

Challenge	*Condition*	*Brief Description*
Lesser: 1d6	–	–
Minor: 2d6	–	–
Moderate: 3d6	–	–
Major: 4d6	Compelled	Subject must perform a simple directed non-self-harming action on its next turn if able.
Major: 4d6	Confused	Subject acts erratically each turn according to a die roll and cannot undertake any other action.
Major: 4d6	Pacified	Subject cannot make hostile attacks or cast harmful spells unless first harmed.
Major: 4d6	Provoked	Subject must attempt to move toward, attack, or oppose the named source if able.
Major: 4d6	Mindless	Subject has no independent will or higher reasoning, cannot perform judgement-based tasks, and is immune to Illusion and Enchantment.
Greater: 5d6	Dominated	Subject is controlled by the caster or source and may attempt a WIS vs Spell Dice Challenge each turn to break free.
Grand: 6d6	Broken Will	Subject cannot willingly oppose, contradict, or take hostile action against the source.
Grand: 6d6	Entranced	Subject cannot take hostile actions, move away, or meaningfully perceive anything except the source unless harmed.
Epic: 7d6	Self-Destructive	Subject makes every attempt to damage itself with no regard for self-preservation.
Otherworldly: 8d6	–	–
Mythic: 9d6	–	–
Godlike: 10d6	–	–

EVOCATION

Evocation is the discipline of force, energy, and direct manifestation. Where other schools influence, protect, bind, deceive, or reshape, Evocation releases raw power into the world as immediate and tangible effect. It is the most direct form of magic: destructive, forceful, and unmistakable in its application.

An Evoker does not bargain with circumstance or build subtle influence over time. Evocation channels elemental and primal energies into bolts, blasts, cones, spheres, walls, and other direct expressions of magical force that resolve at the moment of casting. In play, Evocation excels at immediate damage, battlefield disruption, breaking formations, and forcing rapid combat resolution.

Evocation draws upon the fundamental energies of the Prime Planes. Each energy type determines both the spell's damage type and its inherent secondary behaviour. This secondary behaviour reflects the natural tendency of that energy when it successfully affects a target and does not require extra cost.

Such is the power of the Prime planes their energies provide damage at **1d6 damage per step of empowerment**.

Evocation secondary effects are resolved as part of the spell's effect and does not require a separate Effect purchase.

Evocation spells require a **Somatic** component.

Evocation is the magic of unleashed force and manifested energy. It requires bodily direction, shaping gesture, or forceful motion to project the power into the world.

The Damage Dice of the spell determines the effect is applied to a living creature when a spell from this mystery affects a target. It has no extra cost:

POSITIVE

This plane is governed by the Gods, who reserve its use for its faithful alone via Divine Magic and in extremely rare cases Sorcerers who innately form a bond with the plane.

The use of positive energy will cause transgression if the caster worships an evil god.

Positive energy restores the living and harms the undead. A **living target regains Hit Points per damage die** the spell would otherwise inflict. An **undead target instead takes Radiant damage normally**.

Depending on the Damage Dice of the spell one of the following effect may be applied to a Living or Undead creature when a spell from this mystery affects a target. It has no extra cost:

Spell Dice	*Against Undead*	*Against Living*
4d6+	Blinded	Blessed
6d6+	Seared	Purified
8d6+	Sun-Blighted	Sanctified

The spell can only have one effect, picked upon casting.

NEGATIVE

Negative energy harms the living and restores the undead. **A living target takes Necrotic damage** normally. **An undead target instead regains Hit Points** per damage die of the spell.

The use of negative energy will cause **transgression** if the caster worships a good god.

Depending on the Damage Dice of the spell the following effect is applied to a living creature when a spell from this mystery affects a target. It has no extra cost:

Spell dice	*Condition*	*Brief Description*
4d6+	Fatigued	–2 to all Physical Skill rolls and –1 to Mental Skill rolls
6d6+	Withered	–3 to STR, DEX, and CON based rolls, and forced movement and Sprinting is not possible
8d6+	Cursed	Healing halved; –1 to all skill rolls until Purified or Sanctified

The spell can only have one effect, picked upon casting.

WATER

Water Evocation inflicts **Cold or Piercing** damage

Depending on the Damage Dice of the spell the following effect is applied to the target when a spell from this mystery affects a target. It has no extra cost:

Spell Dice	*Condition*	*Reminder*
4d6+	Chilled	–2 to Dexterity-based rolls; movement halved
6d6+	Slowed	Movement halved; Initiative +2
8d6+	Frozen	Cannot physically move, including speech

The spell can only have one effect, picked upon casting.

EARTH

Earth Evocation inflicts **Acid** or **Bludgeoning** damage

Depending on the Damage Dice of the spell the following effect is applied to a living creature when a spell from this mystery affects a target. It has no extra cost:

Spell Dice	*Condition*	*Reminder*
4d6+	Hindered	Subject's movement is reduced by 1
6d6+	Corroded	**–2 to Physical rolls**, and natural armour or worn protection reduced by 1 for each Combat Round exposed.
8d6+	Brittle	Subject takes +3 damage from bludgeoning damage

The spell can only have one effect, picked upon casting.

FIRE

Fire Evocation inflicts **Fire** damage

Depending on the Damage Dice of the spell the following effect is applied to a living creature when a spell from this mystery affects a target. It has no extra cost:

Spell Dice	*Condition*	*Reminder*
4d6+	Seared	Cannot benefit from mundane or innate recovery or regeneration
6d6+	Burning	Takes 1 fire damage at end of each Combat Round
8d6+	Scalded	–2 to attack rolls

The spell can only have one effect, picked upon casting.

AIR

Air Evocation inflicts **Electrical** damage.

Depending on the Damage Dice of the spell the following effect is applied to a living creature when a spell from this mystery affects a target. It has no extra cost:

Spell Dice	*Condition*	*Reminder*
4d6+	Distracted	Subject suffers a minor penalty to focus, notice threats, or maintain attention -**1 to Spot, +1 to Initiative**.
6d6+	Jolted	+3 to Initiative rolls; –1 to Strength- and Dexterity-based Skill rolls
8d6+	Staggered	–3 to physical actions; movement reduced to 1 square

The spell can only have one effect, picked upon casting.

ILLUSION

Illusion is the discipline of perception, deception, and false reality. It does not alter the world directly, but alters how the world is perceived, causing creatures to see, hear, or believe things that are not true, or to misinterpret what is real. At higher levels, Illusion may draw upon shadow substance, allowing falsehoods to take on limited physical form.

An Illusionist does not rely on force, but on **misdirection, uncertainty, and control of perception**, shaping the battlefield by determining what others believe to be real.

A fundamental rule governs all Illusion effects.

An illusion must remain consistent with observed reality to be maintained without challenge. Any effect that contradicts clear physical evidence-such as an object passing through a solid barrier or producing impossible sensory results-immediately grants a resist Challenge.

Illusion requires a **Verbal** and **Somatic** component.

Illusions are expressed through spoken misdirection, imposed impression, shaped patterns, image, and sensory construction.

All Illusion magic is expressed through three core powers:

PURE ILLUSION

Governs the creation of false sensory phenomena. It produces images, sounds, and sensations that appear real but have no physical substance. These effects may obscure vision, misdirect movement, create convincing but intangible environments or a target with physical or energy damage types, seemingly dealing damage at the Spell Dices roll and can seemingly deal “damage” even cause “death”, but instead the targets senses are overwhelmed and they fall unconscious.

Pure Illusions also to cause a target to imagine non-existent **Physical** conditions related to the illusionary effect affecting them. As such the illusionist may choose any **Evocation** or **Conjuration** mystery spells to emulate via illusion and that mysteries effect will also affect the target.

Note, the Spell Dice limits still apply. So, a level 4 Fire evocation illusion can only emulate 2d6+1 “Damage”.

The illusionist must have seen first-hand any spell they wish to emulate or give a +4 bonus to resist.

Pure Illusions collapse immediately when successfully disbelieved and always give a **Spot Skill Challenge vs the Spells Roll**. Alternately, use the **Search Skill** if the Target is actively discerning if the Illusion exists.

The target of any emulated spell also gains the saving throw type against it of the emulated spell. I.e. a Dodge Challenge against a Missile.

SHADOW MAGIC

governs quasi-real manifestation. It draws upon a shadowed layer of reality, allowing illusions to gain limited substance. Along with Evocation and Conjuration Shadow effects may deal damage but only 1d6-3 (minimum 1) Negative Energy, it can also impose conditions favouring negative emotions or obstruct movement, though always with less efficiency than true physical effects. When resisted, Shadow effects persist but operate at reduced effectiveness.

Its spells can confer the following Conditions as Effects:

Challenge	***Condition***	***Brief Description***
Lesser: 1d6	Distracted	Subject suffers a minor penalty to focus, notice threats, or maintain attention -**1 to Spot, +1 to Initiative**.
Lesser: 1d6	Uneasy	Subject suffers –1 to combat rolls; hesitates before obvious danger requiring WIS challenge to proceed.
Lesser: 1d6	Tainted	Subject suffers –1 to Resilience against poison, disease, corruption, or necromancy.
Minor: 2d6	Hexed - Mental	Subject suffers –1 to INT WIS and CHR based Skill Rolls.
Minor: 2d6	Death-Touched	Healing received is reduced by 1 for 1 day, and Subject suffers –1 to resist necromantic and undeath-related effects.
Minor: 2d6	Dazzled	Subject suffers –2 to attack rolls, Spot Challenges, and sight-based rolls and cannot benefit from precise visual targeting.
Moderate: 3d6	Blinded	Subject cannot see, suffers –4 to attack rolls, –4 to defence rolls, and automatically fails sight-based Challenges.
Moderate: 3d6	Frightened	Subject suffers –2 to all rolls while the source is present and cannot willingly move closer.
Moderate: 3d6	Insubstantial	Subject reduces physical damage taken by 2, its own attacks do -2 damage and Skill Rolls requiring interaction with the physical world suffer -3.
Major: 4d6	Constricted - Partial	The Subject is partially bound in a tightening grip; movement is halved, the Subject suffers –2 to attack, Dodge, and movement-based rolls, may not Sprint or Charge, and may attempt a Strength challenge to break free.
Greater: 5d6	Shadowbound	Subject cannot move, attacks against it gain +1, and it suffers –2 to attack rolls and defence until freed.
Greater: 5d6	Cursed	Subject's healing is halved and it suffers –1 to all skill rolls until Purified or Sanctified.
Grand: 6d6	–	–

Epic: 7d6	–	–
Otherworldly: 8d6	–	–
Mythic: 9d6	Phased	Subject becomes out of phase with the material world and ignores terrain effects and mundane contact but cannot interact with the physical world.
Godlike: 10d6	–	–

Note: The Use of shadow magic is considered evil and will cause transgression with good gods.

GLAMOUR

governs the alteration of perception applied to living beings. It does not create new objects or environments, but changes how a creature is seen, interpreted, and reacted to. A Glamour may cause a creature to appear as another, seem insignificant or threatening, or blend into its surroundings. Glamour may only target living creatures and cannot be applied to objects or terrain. Because it is anchored to a real subject, Glamour is more stable than Pure Illusion and does not automatically collapse when questioned, though it may still be resisted.

Its spells can confer the following Conditions as Effects:

Challenge	***Condition***	***Brief Description***
Lesser: 1d6	Uneasy	Subject suffers –1 to combat rolls; hesitates before obvious danger requiring WIS challenge to proceed.
Minor: 2d6	Allured	Subject is drawn toward the source, is reluctant to leave it, and suffers a -1 penalty to resist Convince challenges or control spell effects from it.
Minor: 2d6	Muted	Subject suffers –2 to voice-based social rolls and must succeed on a Wisdom Challenge vs 6 to use verbal spell components under pressure.
Moderate: 3d6	–	–
Major: 4d6	Invisible	Subject cannot be seen by normal vision; attacks against it suffer –4 unless detected, and it gains +2 to attack if undetected.
Major: 4d6	Pacified	Subject cannot make hostile attacks or cast harmful spells unless first harmed.
Major: 4d6	Provoked	Subject must attempt to move toward, attack, or oppose the named source if able.
Major: 4d6	Charmed	Subject will not attack the source and gains +2 to social interactions with the source. Ends if the source, or allies, performs a hostile action against the subject.
Greater: 5d6	–	–
Grand: 6d6	–	–
Epic: 7d6	–	–
Otherworldly: 8d6	–	–
Mythic: 9d6	–	–
Godlike: 10d6	–	–

TRANSMUTATION

Transmutation is the discipline of change, governing the alteration of form, substance, and physical law. It does not create or destroy, but reshapes what already exists, modifying creatures, objects, and even the flow of time within defined limits. A Transmuter does not impose force upon the world, but **redefines its properties**, turning weakness into strength, altering environments, or granting entirely new capabilities through controlled transformation.

Transmutation spells require a **Somatic** component.

Transmutation is the magic of change, alteration, and reshaping. It requires directed physical motion to guide the transformation from one state into another.

Spell Dice vs Constitution (for physical changes) or Wisdom (for mental or temporal effects) is the standard challenge for Transmutation spells.

All Transmutation magic is expressed through four core Mysteries: **Augment**, **Morph**, **Transmute Matter**, and **Temporal Shift**. Each governs a distinct aspect of change, and together they define the full scope of the school.

AUGMENT

Enhances a creature without altering its fundamental form. It increases physical capability-strength, speed, resilience, or senses-while preserving identity, equipment use, and existing abilities. An Augmented creature remains fully itself, benefiting from improved performance without disruption to its normal actions.

Mechanically, Augment modifies rolls, damage, movement, or defences. It is efficient, predictable, and fully compatible with a creature's existing physical form.

Augment Spells may either directly affect Physical capacity (use table below) or an effect to place a condition on the target, or via Spell transformation, both.

Physical capacity modifiers

Challenge	*Stat Increase (Str, Dex, Con)*
Lesser: 1d6	1d6
Minor: 2d6	1d6+2
Moderate: 3d6	2d6
Major: 4d6	3d6
Greater: 5d6	3d6+2
Grand: 6d6	4d6
Epic: 7d6	4d6+2
Otherworldly: 8d6	5d6
Mythic: 9d6	5d6+2
Godlike: 10d6	6d6

Note: Rasing a Stat dice above that of a Skill will raise that skill dice too.

Its spells can confer the following Conditions as Effects:

Challenge	*Condition*	*Brief Description*
Lesser: 1d6	Guarded – Physical	Subject reduces physical damage taken by 2.
Lesser: 1d6	Watchful	Subject gains +1 to Spot rolls.
Minor: 2d6	Alert	-1 to Initiative rolls.
Minor: 2d6	Hastened	Subject's movement is doubled, it gains -2 to Initiative, and +1 to movement-related rolls.
Moderate: 3d6	Resistant – Physical	Subject reduces physical damage taken by 4.
Moderate: 3d6	Fortified	Subject gains +2 to resist being Hindered, Rooted, Restrained, knocked Prone, or forcibly moved.
Moderate: 3d6	Heightened Senses	Subject gains +2 to Spot and Search rolls and reduces light, distance, or muffled-sound penalties by 1.
Major: 4d6	Steadfast	Subject gains +2 to resist fear, charm, curse,
Major: 4d6	Rage	+2 to melee combat attack and damage rolls.
Greater: 5d6	Warded – Physical	reduces physical damage taken by 6.
Grand: 6d6	–	–
Epic: 7d6	Ascended Flesh	Subject's body is elevated into a perfected magical state, ignoring mundane

		disease, poison, and fatigue
Otherworldly: 8d6	–	–
Mythic: 9d6	–	–
Godlike: 10d6	Apotheosis	The Subject is an elevated perfected higher state of being.

MORPH

Alters a creature's physical form. When a creature is morphed, it gains the characteristics of a new form, including natural abilities, movement types, and attack options. These changes are real and physical, not perceptual.

Morph spells are difficult to cast, especially on an unwilling target who gets a +3 to resistance Challenges.

But when successful it redefines the target entirely, defining a complete package of traits. These may include changes to strength, natural weapons, movement, or size. When a new form is applied, its traits replace or override incompatible aspects of the creature's original form, except Intelligence and Wisdom.

A morphed creature may lose access to equipment or abilities that cannot function in its new form. Morph provides new capabilities, but introduces limitations based on the transformation. Spells requiring Somatic or Verbal components are impossible to cast.

The caster decides if the targets equipment is absorbed into its new form (although no longer usable) or not, either falling to the ground or possibly being destroyed.

PCs who also have equivalent Spell levels in Evocation or Conjuration Mysteries may morph into Elementals of that Mysteries Type

The form assumed/imposed difficulty is listed in the table below:

Challenge	***Creature***	***Elementals***
Lesser: 1d6	Rabbit, Small bird or another small inoffensive animal	-
Minor: 2d6	Wild Hog	-
Moderate: 3d6	Dire Wolf	Small
Major: 4d6	Bear	Medium
Greater: 5d6		
Grand: 6d6	Owlbear	Large
Epic: 7d6	Hydra	Huge
Otherworldly: 8d6	Roc	Giant

Morph Spells cannot have Additional Effects beyond those granted by the new form.

TRANSMUTE MATTER

Alters the substance of non-living material. It changes one form of matter into another-stone to mud, water to ice, metal to brittle crystal-allowing the caster to reshape terrain, objects, and environmental conditions.

This power affects durability, structure, and interaction with the environment.

It encompasses the knowledge of alchemy.

Its spells can confer the following Conditions as Effects:

Challenge	***Condition***	***Brief Description***
Lesser: 1d6	Hindered	Movement is reduced by 1
Lesser: 1d6	Stiffened	Material is Hardened, +50% Durability, +1 Protection
Minor: 2d6	Hardened	**P2 S2 B2** physical protection, suffers **–2 to Dexterity-based rolls**
Minor: 2d6	Grounded	Subject cannot fly or leap and suffers –2 to resist shove, knockdown, or forced movement.
Minor: 2d6	Calcifying	Movement halved; –1 to Dexterity-based rolls

Moderate: 3d6	Corroded	**–2 to Physical rolls**, and natural armour or worn protection reduced by 1 for each Combat Round exposed.
Major: 4d6	Brittle	Takes +2 damage from bludgeoning or impact attacks
Major: 4d6	Buried	Movement 0; physical actions –2 until freed
Greater: 5d6	-	-
Grand: 6d6	-	-
Epic: 7d6	Fragmented	Non-living material is destroyed to 0 Durability
Epic, 7d6	Petrified	Subject is transformed into stone or similar inert matter and cannot act until restored.
Otherworldly: 8d6	-	-
Godlike: 10d6	-	-

TEMPORAL SHIFT

Alters the rate and sequence of events in the immediate present. It accelerates, slows, or slightly reorders actions, without affecting the distant past or future.

At lower levels, Temporal Shift grants increased speed, improved initiative, or delayed actions. At higher levels, it may allow limited rerolls or brief corrections of immediate outcomes. Temporal effects are always difficult to produce having a +1d6 to each spell difficulty to cast

Its spells can confer the following Conditions as Effects:

Challenge	***Condition***	***Brief Description***
Lesser: 1d6	Distracted	Subject suffers a minor penalty to focus, notice threats, or maintain attention -**1 to Spot, +1 to Initiative**.
Minor: 2d6	Hastened	Subject's movement is doubled, it gains -2 to Initiative, and +1 to movement-related rolls.
Minor: 2d6	Jolted	Subject suffers +3 to initiative rolls, –1 to Strength- and Dexterity-based Skill rolls.
Minor: 2d6	Disoriented	Subject cannot postpone combat actions, suffers –1 to Athletic Skill rolls, and cannot gain bonuses from flanking, formation, or coordinated movement.
Moderate: 3d6	Slowed	Subject's movement is halved, Initiative suffers +2, and it cannot benefit from Sprint effects. Cancels Haste Condition.
Moderate: 3d6	Staggered	Subject suffers –3 to Physical Skills Rolls and movement is reduced to 1 square.
Moderate: 3d6	Foretold	The Sources attacks or defence rolls made directly against the Subject gain +2.
Major: 4d6	Weighted	Subject's movement is reduced to 1 square, it cannot charge, sprint, fly, or jump, and it suffers –2 to DEX based rolls.
Major: 4d6	Frozen	Subject cannot physically move, including speech.
Greater: 5d6	–	–
Grand: 6d6	Time-Locked	Subject is suspended in frozen temporal arrest and cannot act, does not age.
Epic: 7d6	–	–
Otherworldly: 8d6	–	–
Mythic: 9d6	–	–

Godlike: 10d6	Eternal Stasis	The Subject is fixed beyond time, change, and ordinary interaction.

NECROMANCY

Necromancy is the discipline of life force, death, and the boundary between the two. Where other schools act upon matter, energy, or perception, Necromancy acts upon vital essence itself, drawing upon negative energy to drain, preserve, corrupt, or reanimate. It does not simply destroy; it reassigns life, transferring it, arresting it, or binding it into new and unnatural states.

A Necromancer does not rely on immediate force, but on inevitability. Life is diminished, death is delayed or enforced, and the fallen are returned to motion under will. In play, Necromancy excels in attrition, sustain through drain, and persistent presence through undeath.

Necromancy spells require a **Material** component.

Necromancy is the magic of death, decay, remains, essence, and unlife. It requires a physical anchor appropriate to the working, such as bone, blood, ash, grave-soil, funerary markings, remains, or a similar token of ending, corruption, or deathly power.

All Necromancy is expressed through two core powers: **Undeath** and **Death Magic**.

Undeath governs the creation, control, and attainment of undead states. It binds spirit to form through negative energy, allowing corpses to rise, skeletons to move, and even living creatures to temporarily or permanently exist in a state beyond life.

Death Magic governs the manipulation of life force through decay and extraction. It drains vitality, accelerates deterioration, and weakens both living bodies and material forms through entropic influence.

UNDEATH

Allows the caster to create and control undead entities, or to assume aspects of undeath themselves.

At lower tiers, this manifests as the animation of simple corpses or skeletal remains. These entities are limited in capability and require ongoing control or duration to persist.

At higher tiers, Undeath allows the creation of more capable undead, sustained independently of constant control, or the transformation of the caster or target into an undead state. This may grant resilience to damage, immunity to certain conditions, and altered interaction with healing and harm.

Undead creatures are sustained by negative energy. They are healed by Negative effects and harmed by Positive effects, as defined in Evocation.

Control of undead is inherent to their creation. Unless otherwise specified, undead created by the caster act under their direction. More powerful undead may resist or require sustained control depending on the tier of the effect.

Its spells can confer the following Conditions as Effects:

Challenge	***Condition***	***Brief Description***
Lesser: 1d6	Tainted	Subject suffers –1 to Resilience against poison, disease, corruption, or necromancy.
Minor: 2d6	Fatigued	–2 to all Physical Skill rolls and –1 to Mental Skill rolls
Minor: 2d6	Death-Touched	Healing received is reduced by 1 for 1 day, and Subject suffers –1 to resist necromantic and undeath-related effects.
Moderate: 3d6	Withered	Subject suffers –3 to STR DEX and CON based rolls, and forced movement and Sprinting is not possible.
Moderate: 3d6	Resistant – Necrotic	Subject reduces Necrotic damage taken by 4.
Major: 4d6	Drained	Subject gains a stack of **Fatigued** and cannot remove **Fatigued** or **Exhausted** while the condition remains.
Greater: 5d6	Cursed	Subject's healing is halved and it suffers –1 to all skill rolls until Purified or Sanctified.

Greater: 5d6	Superior Undead	A dead creature or corpse reanimated as a more capable undead being. I.e. Ghouls, Shadows.
Grand: 6d6	–	–
Epic: 7d6	–	–
Otherworldly: 8d6	Deathless	Subject cannot die by ordinary means and does not age, suffocate, bleed out, or perish from Hit Point loss.
Mythic: 9d6	Undeath	Subject becomes an intelligent undead, no longer counts as living, is healed by Negative effects, harmed by Positive effects, and retains intellect, memory, and will.
Mythic: 9d6	Vampirism	Subject becomes a vampiric undead, gaining Undeath plus sunlight vulnerability and dependence on blood or life force.
Mythic: 9d6	Lichdom	Subject has an immortal undead state, retaining identity, intellect, and magical capability.
Godlike: 10d6	–	–

DEATH MAGIC

governs the draining and decay of life force.

Drain extracts vitality from a target and transfers it to the caster or an ally. This deals damage of the Negative type and restores health based on the amount drained.

Decay accelerates the breakdown of living tissue and material structure. It weakens targets, imposes conditions, and may cause ongoing damage that represents the inevitable collapse of vitality.

These effects are often combined within a single expression of Death Magic. A spell may both damage and weaken, or damage and restore the caster, reflecting the transfer and degradation of life force.

Its spells can confer the following Conditions as Effects:

Challenge	***Condition***	***Brief Description***
Lesser: 1d6	–	–
Minor: 2d6	Death-Touched	Healing received is reduced by 1 for 1 day, and Subject suffers –1 to resist necromantic and undeath-related effects.
Minor: 2d6	Fatigued	–2 to all Physical Skill rolls and –1 to Mental Skill rolls.
Minor: 2d6	Weakened	Subjects STR and all STR based Skill rolls are reduced by -2.
Moderate: 3d6	Withered	Subject suffers –3 to STR DEX and CON based rolls, and forced movement and Sprinting is not possible.
Moderate: 3d6	Sickened	Subject suffers –2 to all physical skill rolls and –1 to all mental skill rolls.
Moderate: 3d6	Exhausted	Subject's physical Statistics and Skills drop to **1d6–1**, and the Subject suffers **–3 to Mental Skill rolls**.
Major: 4d6	Drained	Subject gains a stack of **Fatigued** and cannot remove **Fatigued** or **Exhausted** while the condition remains.
Greater: 5d6	Cursed	Subject's healing is halved and it suffers –1 to all skill rolls until Purified or Sanctified.
Grand: 6d6	Doom Marked	Attacks and hostile spells against Subject gain +2, and if reduced to 0 HP it cannot benefit from ordinary

		recovery, regeneration, or revival.
Grand: 6d6	Unmade Flesh	Living subject suffers –3 to all physical rolls, movement is reduced to 1 square or hex, and it takes 1 damage at the end of each turn.
Epic: 7d6	–	–
Otherworldly: 8d6	–	–
Mythic: 9d6	–	–
Godlike: 10d6	–	–

CRAFTING SPELLS

All spells in *Fantasy Classic* are built in the same order. This procedure is used to craft a new spell from a learned Mystery.

A spell is defined first. Its final Challenge is then calculated. Only then is it memorised.

If a spell is used exactly as written in the Spell List, it may normally be cast without rebuilding it step by step. If the caster wishes to alter the spell, or build one directly from the spell crafting rules, use the following procedure.

1. Choose Access Type
Determine how the caster is accessing magic. Arcane uses **Arcane Magic**. Divine uses **Divine Magic**. Nature uses **Nature Magic**. Sorcery uses **Sorcery Magic**.

The caster must possess that access type and use its correct Casting Skill.

2. Choose School and Mystery
Choose the School of Magic and the Mystery being used. The caster may only build a spell from a School and Mystery they know or otherwise have access to.

The school determines the spell's nature, its required component, and which Spell Transformation tables apply. The Mystery determines the kinds of effects the spell may produce.

3. Choose the Primary Effect
Every spell begins with one primary effect. This is the spell's central purpose.

For Evocation, this is the spell's energy type and base damage.

For Conjuration its either an effect to apply, summon an ally, or deliver a weakened damaging effect.

For other Schools, it is usually the main ward, condition, revelation, transformation, or deathly effect being produced.

A spell must always have one clear primary effect before any further modifications are applied.

See the Magic Schools section for details.

4. Apply Empower
If the caster wishes to increase the strength of the spell, apply Empower now.

Each step of Empower adds the cost shown on that School's Empower table and grants the increased effect shown there.

Apply Empower before Range, Shape, or Duration are chosen.

5. Choose Range
Choose the spell's final Range and add the listed cost from the appropriate Range table.

6. Choose Shape
Choose the spell's final Shape and size on the battle grid, then add the listed cost from the appropriate Shape table.

Use **Touch** or **Ranged Touch** for a single touched target. Use **Missile / Globe / Ray** for a single target at range. **Use Beam, Cone, Sphere, Square, or Wall** where the spell affects an area or creates a barrier.

7. Choose Duration
Choose the spell's final Duration and add the listed cost from the appropriate Duration table.

If the spell uses **Short**, **Medium**, **Long**, or **Extended** Duration, apply that cost for each unit of time chosen.

Instant spells resolve immediately on the segment it is cast. A spell with Duration remains active for the chosen time unless ended, dispelled, interrupted, or otherwise broken.

8. Add Additional Effects, if Allowed
If the School allows additional effects, add them now.

Each added effect is purchased separately and increases the spell's Challenge as normal, including any structural surcharge for combining multiple effects.

A spell may never include an effect prohibited by its School, Mystery, or Challenge band.

Evocation does not purchase additional effects in this way, because its energy types already carry their own inherent secondary behaviours.

9. Check Components
Once the spell's effect and transformations have been chosen, determine its Spell Components.

Each School requires one component type. If the caster cannot provide the required component for that School, the spell cannot be cast.

Sorcery does not use Spell Components unless a rule specifically states otherwise.

10. Add Casting Time
The caster may now choose Casting Time.

Action casting grants no reduction. Focused Casting, Minor Ritual, and Ritual casting may reduce final Challenge according to the caster's access type.

If the casting is interrupted before completion, the spell fails.

11. Determine the Spells Resistance Shaping
The caster may now choose whether the spell uses its normal resistance rules or whether its resistance is altered through Resistance Shaping.

This may make the target's resistance easier or harder, allow the spell to retain a reduced effect on a successful resistance, or, where permitted, remove the target's resistance Challenge altogether. Apply the appropriate cost for the spell's School.

12. Determine Limits
The caster may add spell limitations to

13. Determine Final Challenge
The spell's final Challenge is now calculated.

Start with the base effect. Add Empower, Range, Shape, Duration, Additional Effects, casting time, and any limits.

No spell's final Challenge may be reduced below **Level 1 (1d6)**

Spell crafting modifies a spell from its base form by altering qualities such as range, duration, area, number of targets, intensity, or other properties defined by the spell's school. Each Spell is arranged as a series of steps. A higher step represents a stronger, broader, longer, or otherwise more demanding version of that spell.

Each school of magic has its own Spell Crafting tables, and the casting challenge increase attached to each step may differ from one school to another. A Step 2 Range Transformation in one school may therefore add a different cost from a Step 2 Range Transformation in another school, depending on how that school expresses and controls magical power. Casters must always use the Spell Transformation costs shown for the school from which the spell is being cast.

When shaping a spell, the caster first chooses the final effect they want the spell to have in play. That chosen step determines the spell's actual effect, and also determines the increase to the spell's final casting challenge according to the relevant school's Spell Transformation table.

Some abilities, perks, or special rules reduce a Spell Transformation by one or more steps. Unless a rule explicitly states otherwise, such a reduction affects only the casting challenge increase of that transformation, not the spell's final effect. In other words, the caster still gains the chosen final version of the spell, but calculates its casting challenge as though that transformation were one or more steps lower. No transformation may be reduced below Step 0 unless a rule specifically states otherwise. Step reductions are always applied after the caster has chosen the spell's final effect

No spell's final challenge may be reduced below Level 1(1d6).

CASTING TIME

Casting Time states how long a spell takes to complete. Unless otherwise stated, a spell is cast as an **Action** and is resolved on the caster's initiative segment plus **1 segment per 2 Spell Levels, rounded down to a minimum of 1 segment**

A caster may choose to increase the Casting Time of a spell to reduce its final Challenge. This choice is made when the spell is cast, after the spell has been fully defined, including its

School, Empower, Range, Shape, Duration, Effects, Components, and any other modifiers.

The standard Casting Time steps are **Action**, **Focused Casting**, **Minor Ritual**, and **Ritual**.

An **Action** spell is the standard. This grants no reduction to final Challenge.

A **Focused Casting** takes twice as long to cast. But reduces the Spell by 1 Level.

A **Minor Ritual** takes one full uninterrupted minute to complete. This may reduce the spell's final Challenge, depending on the caster's access type.

A **Ritual** takes ten full uninterrupted minutes to complete. This may reduce the spell's final Challenge, depending on the caster's access type.

The reduction gained from increased Casting Time depends on how the caster accesses magic.

Arcane Magic benefits from careful structure, prepared method, and deliberate shaping, but only to a limited degree.

> Focused Casting reduces final Spell Level by 1.
> Minor Ritual reduces final Spell Level by 1.
> Ritual reduces final Spell Level by 2 dice.

Divine Magic benefits most from extended prayer, rite, liturgy, and formal invocation.

> Focused Casting reduces final Spell Level by 1.
> Minor Ritual reduces final Spell Level by 2.
> Ritual reduces final Spell Level by 3.

Nature Magic benefits from time spent aligning the spell with the living world, its rhythms, and its materials, but less strongly than Divine Magic.

> Focused Casting reduces final Spell Level by 1.
> Minor Ritual reduces final Spell Level by 1.
> Ritual reduces final Spell Level by 2.

Sorcery is innate and immediate. And cannot extended Casting Time.

Sorcerers always cast as an **Action** unless a specific perk, bloodline trait, or rule states otherwise. Sorcery gains no reduction to final Challenge from Focused Casting, Minor Ritual, or Ritual casting.

If the caster is interrupted before the spell is completed, the spell fails and has no effect.

A caster is interrupted if they are Silenced while casting a spell requiring a Verbal component, prevented from performing a required Somatic component, deprived of a required Material component, forced to move against their will, or otherwise disrupted as determined by the GM.

Taking damage during a Focused Casting, Minor Ritual, or Ritual will usually interrupt the spell.

If a spell fails due to interruption, the casting is lost including any Material components, if consumed during the spell normally, are also lost.

Casting Time reduction is applied after all other spell adjustments have been made, but a spell's final Challenge cannot be reduced below 1d6

EMPOWER

Empower directly enhances Damage or Potency of spells.

Some spells begin with a fixed effect at their listed Spell Level and may be Empowered from that point. Unless the spell states otherwise, each Empower step increases the final Spell Level by +1 and improves only the specific value named in the spell, such as damage, protection, number of targets, Spell Level blocked, Condition Rank affected, or duration threshold. Empowerment does not change the spell's Range, Shape, Duration, or Resistance unless those elements are also transformed separately.

School	*Spell Level Cost (per Empower Step)*	*Effect Gained (per Empower Step)*	*Notes*
Evocation	+1	+1d6 Damage	Most efficient raw damage scaling
Conjuration	+1	+1d6–1 damage, minimum 1	Lower burst damage; compensated by control, conditions, and summons

Abjuration	+1	+1 Condition Step	Used for damage reduction, ward strength, or resistance
Divination	+1	+1 Information Tier	Improves clarity, certainty, depth, or range of insight
Enchantment	+1	+1 Condition Step	Escalates influence from lighter to stronger mental or emotional effect bands
Illusion, Shadow Magic only	+1	+1d6–3 damage, minimum 1	Adds sensory depth, realism, or quasi-reality
Transmutation	+1	+1 Condition Step	Increases size, complexity, density, potency, or functional capability

SPELL RANGE

A spell's Range determines how far from the caster its effect may be placed or delivered.

Spell Level Cost

Range	**Distance Feet (Hexes)**	**Divination**	**Transmutation**	**All Others**
Personal	Caster only (0 ft)	0	–1	0
Contact	Adjacent (1 hex / 3 ft)	0	0	0
Very Short	1–3 hexes (3–9 ft)	0	+2	+1
Short	4–10 hexes (12–30 ft)	+1	+4	+2
Medium	11–20 hexes (33–60 ft)	+2	+4	+2
Long	21–30 hexes (63–90 ft)	+2	+6	+3
Very Long	31–50 hexes (93–150 ft)	+3	+10	+4
Extreme	51+ hexes (153+ ft)	+4	+14	+4

SPELL SHAPE

Each spell shape describes how the spell occupies space on the battle grid. Unless a spell states otherwise, the caster chooses the point of origin of the effect, and the shape then extends from that point according to the rules below. The listed size of the shape determines its length, width, radius, or area, as appropriate.

Shell

A Shell is a field extending 1 hex / 3 feet around the Subject. It moves with the Subject unless the spell states otherwise. A Shell may affect creatures or objects that enter the Shell, begin movement within it, make contact with the Subject, or attack through it, depending on the spell's description. A Shell does not normally fill a larger area; for larger surrounding fields, use Sphere.

Single Target affects a single target in direct vision of the caster. The caster must abide by the range challenge. The caster must succeed in a Touch attack on the target but can ignore all defences but Dodge and Magic Resistance.

Missile or Ray affects a single target at range. It is projected from the caster to one chosen target and does not create an area of effect unless the spell specifically states otherwise. Its listed range determines how far the target may be from the caster. It may be blocked or dodged as normal.

Globe affects a single Hex at range. It is projected from the caster to the chosen Hex and its occupants and does not create an area of effect unless the spell specifically states otherwise. Its listed range determines how far the target may be from the caster. It may not be blocked but may be dodged as normal.

Beam is a straight line of effect extending outward from the caster (Distance is Always Personal). Its listed size is its length in squares. A beam affects every square in that line from its origin to its full length.

Cone projects outward from the caster (Distance is Always Personal) in a widening triangular area. Its listed size is its length in squares. At its furthest point, the cone is as wide as it is long. The cone is centred on its line of origin and widens evenly as it extends outward.

Sphere creates a Spherical area centred on a chosen point of origin. Its listed size is its diameter in squares. The effect fills the circular area within that diameter as closely as the grid allows.

Square creates a square area centred on a chosen point of origin aligned to the grid. Its listed size is the length of one side in squares. A 3-square square therefore affects a 3 by 3 area, a 5-square square affects a 5 by 5 area, and so on.

Wall creates a linear barrier or continuous line of effect centred on a chosen point of origin. Its listed size is its length in squares. Unless a spell states otherwise, a wall is one square thick and may be placed in a straight line from its point of origin

Spell Shape Cost by Level

Shape Type	***Area / Behaviour (Grid)***	***Evocation***	***Enchantment***	***Abjuration***	***Illusion***	***All Others***
Shell	1 hex (3 feet) around subject	0	Base	Base	Base	Base
Single Target	One target	NA	Base	Base	Base	Base
Missile / Globe / Ray	Single target, ranged projectile	+0	+2	+2	+1	+1
Small						
Small Beam	1 x 3 Hex long (3'x10') in line	+1	+2	+2	+0	+1
Small Cone	3x3 Hex cone (10' long 10' wide Cone)	+1	+2	+2	+0	+1
Small Sphere	3 Hex diameter (10' sphere)	+1	+2	+2	+1	+2
Small Square	3×3 Hex grid (10'x10')	+1	+2	+2	+1	+2
Small Wall	3 Hex line (3'x10')	+1	+2	+0	+1	+2
Step 3: Medium						
Medium Beam	6 Hex line (3'x20')	+2	+2	+2	+1	+2

Medium Cone	6x6 Hex cone (20’ Long 20’ Wide Cone)	+2	+2	+2	+1	+2
Medium Sphere	6 Hex diameter (20’ diameter	+2	+3	+3	+2	+2
Medium Square	6×6 Hex grid (20’x20’)	+2	+3	+3	+2	+2
Medium Wall	6x1 Hex line (3’x20’)	+2	+3	+0	+2	+2
Step 4: Large						
Large Beam	12 Hex line (3’x40’)	+2	+3	+3	+2	+2
Large Cone	12x12 Hex cone (40’ Long 40’ Wide Cone)	+2	+3	+3	+2	+2
Large Sphere	12 Hex diameter (40’ diameter	+2	+4	+4	+2	+3
Large Square	12×12 Hex grid (40’x40’)	+2	+4	+4	+2	+3
Large Wall	12x1 Hex line (3’x40’)	+2	+4	+1	+2	+3
Step 5: Huge						
Huge Beam	24 Hex line (3’x80’)	+4	+4	+4	+2	+4
Huge Cone	24x24 Hex cone (80’ Long 80’ Wide Cone)	+4	+4	+4	+2	+4
Huge Sphere	24 Hex diameter (80’ diameter	+4	+6	+6	+3	+4
Huge Square	24×24 Hex grid (80’x80’)	+4	+6	+6	+3	+5
Huge Wall	24x1 Hex line (3’x80’)	+4	+6	+2	+3	+5

DURATION

Duration Transformations determine how long a spell persists beyond its initial casting. Each Duration Category is arranged in steps. The caster chooses the final duration step the spell will have in play, then applies the casting spell level increase shown for that step and school.

Step	Duration Category	Timeframe / Behaviour	Evocation	Abjuration/ Transform/ Divination/ Illusion	All others
Step 1	Instant / Immediate	Resolves immediately	+0	+0	+0
Step 2	1 Combat Round	Lasts for 10 seconds	+20	+0	+0
Step 3	Short	1 minute	+50	+1	+1
Step 4	Medium	10 minutes	+150	+1	+2

Step 5	Long	1 hour	+1000	+2	+3
Step 6	Extended	1 day	+10000	+2	+4

Some schools, especially Evocation, are not naturally suited to sustained duration. Extremely high casting challenge increases indicate transformations that are theoretically possible, but rarely achievable outside exceptional circumstances.

CONCENTRATION

A caster may choose to maintain a spell by concentration if the spell has a Duration greater than **Instant**. A spell maintained by concentration is **1 Spell level easier to cast**.

While concentrating, the caster may move only at **Cautious Movement**. They may not attack, cast another spell, or perform any other action beyond maintaining the spell.

If the caster suffers damage while concentrating, they must immediately make a **Resilience Challenge** against the damage suffered. If they fail, the spell ends at once.

If the caster gains the **Wounded** Condition, concentration immediately ends.

A caster may stop concentrating at any time. If they do, the spell ends immediately unless its description states otherwise.

FULL CONCENTRATION

A caster may instead maintain a spell by full concentration if the spell has a Duration greater than **Instant**. A spell maintained by full concentration is **2 Spell levels easier to cast**.

While in full concentration, the caster may not move, attack, cast another spell, defend themselves, or take any other action. They are wholly absorbed in maintaining the spell and are oblivious to ordinary events around them.

Any disturbance ends the spell immediately. This includes suffering damage, being forced to move, gaining the **Wounded** Condition, being physically struck, or any other significant interruption as determined by the GM.

A caster may stop full concentration at any time. If they do, the spell ends immediately unless its description states otherwise.

SPELL RESISTANCE

A caster may shape a spell so that its resistance becomes easier or harder to overcome, so that it still takes partial effect even when successfully resisted, or in rare cases so that the target is denied a resistance Challenge altogether.

Unless otherwise stated, a spell uses its normal resistance rules. Resistance Shaping alters only how the target resists the spell; it does not change the spell's primary effect, School, Mystery, or delivery method.

Resistance Shaping	***Enchantment, Illusion, Necromancy***	***Transmutation, Divination, Abjuration***	***Conjuration, Evocation***
Easier Challenge (– 2 to Challenge)	-2	-1	0
Harder Challenge (+2 to Challenge)	+2	+3	+4
Half Effect on Resist	+1	+2	+3
No Challenge	+4	prohibited	Prohibited

Easier Challenge makes the spell simpler to cast, but the target gains a +2 bonus to its resistance Challenge.
Harder Challenge makes the spell more difficult to resist, imposing a -2 penalty on the target's resistance Challenge.
Half Effect on Resist means that if the target succeeds on its resistance Challenge, the spell still applies at reduced effect. Damage and duration are halved, while other spells use the

lesser stated result where applicable.
No Challenge removes the target's resistance Challenge entirely. If the spell requires a delivery roll, that roll is still required.

ADDITIONAL EFFECTS

A spell has one primary effect. This is the main effect chosen when the spell is built.

For **Evocation**, the primary effect is direct energy damage based on the chosen energy type. The spell deals 1d6 damage per Spell Challenge Die and may also apply one innate secondary effect allowed by that energy, as described under Evocation.

For **Conjuration**, the primary effect is either manifestation, summoning, terrain creation, or a direct conjured attack. Where a Conjuration spell deals damage, it deals 1d6–1 damage per Spell Challenge Die, to a minimum of 1 per die.

For **Shadow Magic**, the primary effect is quasi-real illusion. Where a Shadow spell deals damage, it deals 1d6–3 damage per Spell Challenge Die, to a minimum of 1 per die.

For all other spells, the primary effect is the main condition, transformation, ward, revelation, control, or other magical result produced by the chosen School and Mystery.

Additional condition effects may be added to a spell, but each is purchased separately and becomes progressively harder to integrate into the same casting.

After the primary effect, each further effect adds its normal Spell level increase cost, plus an additional surcharge based on the tier of the added effect, as shown on the Additional Effects table.

Effectively the 3rd condition effect added to a shaped spell adds doubles the Spell level cost, the 4th condition effect adds quadruple the Spell level cost.

Epic effects may only be taken as a spell's additional effect. Otherworldly and Mythic effects may only be taken as a spell's sole effect.

Evocation spells do not add Additional Effects in this manner. Their secondary effects are inherent to the energy channelled and are resolved according to the Evocation rules.

Morph Spells do not have additional effects beyond those granted by the Morphed form.

Spell Level Cost by Condition rank:

Step	*Conjuration / Shadow Magic*	*All others*
Lesser	0	+1
Minor	+1	+2
Moderate	+2	+4
Major	+3	+8
Greater	+4	+12
Grand	+6	Prohibited
Epic	Prohibited	Prohibited
Otherworldly	Prohibited	Prohibited
Mythic	Prohibited	Prohibited
Godlike	Prohibited	Prohibited

SPELL LIMITATIONS

A caster may deliberately limit a spell so that it affects only a narrower class of Subjects. This makes the spell easier to cast, because the magic is given a stricter path and fewer possible targets. A limitation must be real, enforceable, and relevant in play. A limitation that does not meaningfully restrict the spell grants no reduction.

A Spell Limitation is applied after the spell's normal effect, range, shape, duration, resistance shaping, and other transformations have been calculated. The final Challenge is then reduced by the value of the limitation. A spell's final Challenge may never be reduced below **Level 1 (1d6)** by limitations.

Limitation Type	*Spell Level Reduction*	*Examples*
Minor Limitation	–1	Only affects living creatures; only affects corporeal creatures; only affects creatures that can hear the caster; only affects metal objects; only affects plants

Moderate Limitation	–2	Only affects Animals; only affects Undead; only affects Humanoids; only affects Fey; only affects Elementals; only affects creatures of one alignment band such as Callous or worse
Major Limitation	–3	Only affects wolves; only affects skeletons; only affects fire elementals; only affects a named race; only affects consecrated ground; only affects targets already Wounded
Severe Limitation	–4	Only affects one named creature type in one special state, such as Undead within sunlight, wolves under moonlight, or a bound spirit inside a prepared circle
Absolute Limitation	GM ruling, usually –5 maximum	Only affects one named individual, one specific artefact, one bloodline, one oath-bound target, or one creature personally marked during a prior ritual

A limitation cannot be claimed twice for the same restriction. A spell that only affects **Undead** does not also receive a second reduction for "only affects non-living creatures." The narrower wording is used, and the broader wording is ignored.

A limitation also grants no reduction if it is already part of the spell's natural effect. For example, a spell that creates healing through Positive Energy may naturally heal living creatures and harm Undead according to the rules of that energy. If the spell could never have affected objects, constructs, or spirits in the first place, the caster does not gain a reduction for excluding them.

The GM should judge the limitation by how often it will matter. "Only affects Undead" is a meaningful limitation in an ordinary mixed campaign and is usually worth **–2**. In an undead-only campaign, however, it may be worth only **–1** or nothing. Likewise, "only affects Animals" is a serious limitation in a dungeon full of undead, constructs, and demons, but less limiting in a wilderness campaign.

A spell may have more than one limitation, but the total reduction from limitations should normally not exceed **–4** unless the spell is extremely specialised. Absolute Limitations should be reserved for rare, prepared, story-specific magic rather than routine combat spells.

A limited spell must state its restriction clearly in the spell entry.

Example:
Beast Slumber is an Enchantment spell that would normally impose sleep on any living creature. The caster limits it to **Animals only**, reducing the final Challenge by **–2**. It works on wolves, bears, horses, giant rats, and similar natural beasts, but has no effect on humanoids, undead, elementals, fey, constructs, or monsters that are not truly animals.

CONDITIONS

Conditions represent harmful, beneficial, or altering states that affect creatures, objects, or areas. A condition may be imposed by a spell, creature ability, environmental hazard, poison, disease, curse, or other effect. Where a condition lists a **resisting roll**, that is the most common Skill, Statistic, or Challenge used to avoid, end, or contest the condition, though individual abilities may state otherwise. If no resisting roll is listed, the condition usually applies automatically when caused and ends only when its stated duration expires or it is otherwise removed.

Conditions are grouped by severity according to the Challenge Level usually required to inflict, bestow, remove, or overcome them. These bands correspond broadly to the game's spell and challenge framework: **Lesser, Minor, Moderate, Major. Greater, Grand, Epic, Otherworldly, Mythic, and Godlike.**

BODILY HARMS

Covers nausea, retching, bodily sickness, and internal physical distress. May be caused by poison, disease, spoiled food, stench, necromancy, fear, or magic.

Rank	*Condition*	*Effect*
***Lesser**, 1d6*	**Queasy**	Subject suffers **–1 to Physical rolls using more than 2 dice** and cannot eat or drink (including consuming a potion) unless a Resilience check is successful.
***Lesser**, 1d6*	**Jarred**	Subject suffers **–1 to Dexterity-based rolls** until the end of its next turn.
***Lesser**, 1d6*	**Bruised**	Subject suffers **–1 to Strength-based rolls** until removed.
***Minor**, 2d6*	**Nauseated**	Subject suffers **–1 to all Physical Skill rolls** and cannot eat, drink, use a potion, or consume anything. Spellcasting requiring Verbal and/or Somatic components suffers **–1**.
***Minor**, 2d6*	**Bleeding**	Subject takes **1 Slashing damage** at the end of each Combat Round (10 seconds) until the wound is treated, sealed, or magically healed.
***Minor**, 2d6*	**Burning**	Subject takes **1 Fire damage** at the end of each Combat Round (10 seconds) until the flame is extinguished, smothered, material consumed or magically ended.
***Minor**, 2d6*	**Weakened**	Subject's **Strength** and all **Strength-based Skill rolls** are reduced by **–2**.
***Moderate**, 3d6*	**Sickened**	Subject suffers **–2 to all Physical Skill rolls** and **–1 to all Mental Skill rolls**.
***Moderate**, 3d6*	**Retching**	Subject suffers the **Sickened** penalties and must succeed on a **Resilience** Challenge before attacking, casting, sprinting, climbing, swimming, drinking a potion, or performing strenuous action.
***Moderate**, 3d6*	**Scalded**	Subject suffers **–2 to attack rolls** until the burn is treated, healed, or the condition ends.
***Moderate**, 3d6*	**Corroded**	Subject's flesh, hide, shell, armour joints, or exposed gear are eaten away. It suffers **–2 to Physical rolls**, and natural armour or worn protection reduced by 1 for each Combat Round exposed.

***Moderate**, 3d6*	**Withered**	Subject suffers **–3 to Strength, Dexterity, and Constitution-based rolls**, and cannot Sprint or benefit from forced movement.
***Major**, 4d6*	**Wounded**	Subject suffers a serious wound. **Concentration ends immediately** Subject **–1 to combat and physical challenge rolls**, and **–1 to movement rate**. Stacks with itself.
***Major**, 4d6*	**Convulsing**	Subject falls **Prone**, cannot Sprint or Charge, and must succeed on a **Resilience** Challenge to take any action other than crawling, speaking weakly, or defending itself.
***Major**, 4d6*	**Crippled Arm**	Subject suffers a serious wound. **Concentration ends immediately** Subject suffers **–2 to all rolls** until healed, cannot effectively use one arm for weapons, shields, climbing, grappling, somatic spell gestures requiring that arm, or two-handed actions. Cannot be removed by ordinary treatment and requires healing magic at **Major** level or higher.
***Major**, 4d6*	**Crippled Leg**	Subject suffers a serious wound. **Concentration ends immediately** Subject suffers **–2 to all rolls** until healed, cannot effectively use one leg. Subject's movement is reduced to **1**, it cannot Sprint, Charge, or Jump, and standing from **Prone** requires an **Athletics** Challenge. Cannot be removed by ordinary treatment and requires healing magic at **Major** level or higher.
***Greater**, 5d6*	**Maimed**	Subject suffers a severe lasting bodily injury suffering **–3 to all rolls** until healed, cannot be removed by ordinary field treatment and requires healing magic at **Greater** level or higher.
***Grand**, 6d6*	**Body-Wracked**	Subject suffers **–1d6 to Physical Skill rolls**, cannot Sprint or Charge, and must succeed on a **Resilience** Challenge before casting, attacking, climbing, swimming, or performing strenuous action.
***Epic**, 7d6*	**Unmade Flesh**	Subject's body is supernaturally ruined, partly dissolved, necrotised, warped, or undone. Subject suffers **–2d6 to Physical Skill rolls.** Mundane treatment cannot restore it; healing magic at **Epic** level or higher required.
Special	**Poisoned**	Subject is affected by a poison. Use the poison's own **Rank**, damage, duration, physical debilitation, and repeated **Resilience** Challenge rules rather than treating this as an ordinary fixed-rank condition.

BOONS

Rank	***Condition***	***Brief Description***
***Lesser**, 1d6*	**Blessed**	Subject gains **+1 to one named roll type** chosen by the spell or effect, such as attacks, defence, resistance, recovery, or a specific Skill.
***Minor**, 2d6*	**Alert**	Subject gains **–1 to Initiative rolls** and cannot be easily caught off guard by ordinary distraction.
***Moderate**, 3d6*	**Foretold**	The Subject gains **+2 to one attack roll or defence roll** made against a named creature, danger, or event foreseen by the source.
***Major**, 4d6*	**Rage**	Subject gains **+2 to melee attack and melee damage rolls**, cannot undertake any action other than attack, must sprint to engage nearest enemy. Becomes unable to perform spellcasting or rational thought. Gains Fatigue at the end of the condition.

***Greater**, 5d6*	**Elusive**	Subject gains **+2 to Dodge and defence rolls** against attacks it can perceive. This is avoidance through uncanny timing, not armour or damage reduction.
***Grand**, 6d6*	**Improved Rage**	Subject gains **+1d6 to melee attack and melee damage rolls**, cannot undertake any action other than attack, must sprint to engage nearest enemy. Becomes unable to perform spellcasting or rational thought. Gains Fatigue at the end of the condition.
***Epic**, 7d6*	**Untouchable**	Subject gains **+1d6 to Dodge and defence rolls** against attacks it can perceive and may ignore one failed Dodge or defence roll per encounter.
***Otherworldly**, 8d6*	**Fate-Favoured**	While the condition remains, the Subject may reroll a failed attack, defence, resistance, or recovery roll once per combat round and keep the better result.
***Mythic**, 9d6*	**Destined**	Subject may treat one ordinary skill failure per encounter as a success, unless the opposing effect is **Mythic** or higher.
***Godlike**, 10d6*	**Apotheosis**	Subject is elevated into a perfected higher state of being, gaining supernatural excellence. Lesser effects cannot reduce, corrupt, or diminish this boon unless of **Godlike** power.

BREATH AND VOICE

Rank	*Condition*	*Effect*
***Lesser**, 1d6*	**Clear-Spoken**	Subject gains **+1 to voice-based social rolls** and **+1 to casting rolls with a verbal component** where clarity, pronunciation, chanting, prayer, or command matters.
***Lesser**, 1d6*	**Faltering**	Subject suffers **–1 to voice-based Convince rolls** and **–1 to casting rolls with a verbal component** until the end of the next turn.
***Minor**, 2d6*	**Commanding**	Subject gains **+2 to voice-based Convince, intimidation, battlefield command, rallying calls, and spoken leadership effects**. Allies must be able to hear and understand the Subject to benefit.
***Minor**, 2d6*	**Stammering**	Subject suffers **–2 to voice-based Convince rolls** and must succeed on a **Wisdom Challenge vs 6** to use verbal spell components under pressure.
***Moderate**, 3d6*	**Resonant**	Subject's voice carries with exceptional strength. It may be heard clearly through ordinary battle noise, crowds, wind, and obstruction within the effect's range, and gains **+1d6 to Convince rolls** made to command, rally, and cast spells with a verbal component.
***Moderate**, 3d6*	**Silenced**	Subject cannot speak and cannot cast spells requiring verbal components.
***Major**, 4d6*	**Authoritative Voice**	Subject gains **+1d6 to voice based Convince rolls**. Allies who can hear it gain **+1 to resist fear, confusion, and hesitation** caused by lower-Rank effects.
***Major**, 4d6*	**Smothered**	Subject cannot shout or project the voice. Cannot talk above a whisper. and at the end of each **10 minutes** takes **1 HP damage**.

***Greater**, 5d6*	**Thunderous Voice**	Subject may project its voice across a battlefield or large chamber without strain. It can issue commands, warnings, prayers, or battle-cries to all allies within range, even though ordinary combat noise, and gains **+1d6 to contests against silence, fear, confusion, or distraction**.
***Greater**, 5d6*	**Choking**	Subject cannot breathe or speak above a rasp, may not cast spells requiring spoken components, suffers **–2 to all rolls**, and at the end of each **10 seconds** takes **1 HP damage**.
***Grand**, 6d6*	**Sovereign Voice**	Subject's voice can hold formation, rally allies, and impose order in chaos. Allies who can hear and understand it may immediately attempt a new resistance against **Uneasy**, **Frightened**, **Confused**, **Drowsy**, or similar lower-Rank hesitation or disarray effects, if the source allows rallying.
***Grand**, 6d6*	**Suffocating** or **Drowning**	Subject cannot speak, breathe, or cast verbal spells, and suffers **1d6 damage each 10 seconds** until the condition ends.

CONCEALMENT

Rank	*State*	*Brief Description*
***Lesser**, 1d6*	**Revealed**	Subject loses stealth and invisibility.
***Minor**, 2d6*	**Exposed**	Subject cannot benefit from concealment, disguise, stealth, or invisibility.
***Moderate**, 3d6*	**Unmasked**	Subject loses magical disguise, glamour, false appearance, illusory covering, invisibility, or assumed magical identity.
***Major**, 4d6*	**Invisible**	Subject cannot be seen by normal vision; attacks against it suffer **–4** unless it is otherwise detected, and it gains **+2 to attack** if undetected.
***Epic**, 7d6*	**Perfectly Veiled**	Subject cannot be perceived by mundane sight, hearing, scent, tracks, ordinary searching, or lesser revealing magic.
***Godlike**, 10d6*	**Unknowable**	Subject cannot be perceived, recognised, tracked, named, or identified by any lesser power unless it chooses to be known.

CONSCIOUSNESS

Rank	*State*	*Brief Description*
***Lesser**, 1d6*	**Drowsy**	Subject suffers –1 to Initiative, Spot, and Search rolls.
***Minor**, 2d6*	**Heavy-Eyed**	Subject suffers –2 to Initiative, Spot, and Search rolls. If inactive for 1 minute, the Subject falls **Asleep** unless it succeeds on a Wisdom or Resilience Challenge.
***Moderate**, 3d6*	**Asleep**	Subject is unconscious to surroundings, falls Prone, drops held items, and cannot act until awakened or harmed. Moderate noise awakens the Subject.

***Major**, 4d6*	**Unconscious**	Subject cannot act, speak, cast, defend actively, or perceive its surroundings. Ordinary noise does not wake the Subject; recovery depends on the cause.
***Grand**, 6d6*	**Slumbered**	Subject is in magical deep sleep. No noise awakens the Subject; violent action, damage, or suitable magic is required.
***Epic**, 7d6*	**Comatose**	Subject cannot be awakened by ordinary action. Recovery requires extended care, healing, removal of the cause, or magic.
***Otherworldly**, 8d6*	**Stasis**	Subject appears dead or suspended. It does not act, wake, age normally, or recover until the condition is ended.
***Mythic**, 9d6*	**Soul-Sleep**	Subject's mind or soul is withdrawn beyond ordinary reach. The body remains inert, and only Mythic or greater restoration, divine intervention, or a specific cure can restore it.
***Godlike**, 10d6*	**Perfect Stillness**	Subject is held beyond waking, death, ageing, or ordinary recovery by Godlike power. Only equal or greater power can end the state.

ENDURANCE

Rank	*State*	*Brief Description*
***Lesser**, 1d6*	**Winded**	Subject suffers **–1 to Physical Skill rolls** and cannot Sprint or Charge while the condition remains.
***Minor**, 2d6*	**Fatigued**	Subject suffers **–2 to all Physical Skill rolls** and **–1 to Mental Skill rolls**.
***Moderate**, 3d6*	**Exhausted**	Subject's physical Statistics and Skills drop to **1d6–1**, and the Subject suffers **–3 to Mental Skill rolls**.
***Major**, 4d6*	**Drained**	Subject gains a stack of **Fatigued** and cannot remove **Fatigued** or **Exhausted** while the condition remains.
***Grand**, 6d6*	**Spent**	Subject cannot Sprint, Charge, cast strenuous spells, fight for more than 1 Combat Round, or perform sustained labour without succeeding on a Resilience Challenge.
***Epic**, 7d6*	**Collapsed**	Subject suffers **Exhausted** falls Prone, can only crawl, speak weakly, defend passively, or accept aid, and cannot take ordinary combat actions.

FORM

Rank	*State*	*Brief Description*
***Lesser**, 1d6*	**Stiffened**	Subject's body, hide, become rigid; it gains **P1 S1 B1** physical protection but suffers a penalty to flexibility or fine movement if appropriate. it suffers **–1 to Dexterity-based rolls**
***Minor**, 2d6*	**Hardened**	Subject's body becomes tougher or more rigid; it gains **P2 S2 B2** physical protection but suffers a penalty to flexibility or fine movement if appropriate. it suffers **–2 to Dexterity-based rolls**

***Moderate**, 3d6*	**Semi-Substantial**	Subject reduces physical damage taken by 2, but its own attacks deal **–2 damage**, and Skill rolls requiring interaction with the physical world suffer **–3**.
***Major**, 4d6*	**Bestial**	Subject is transformed into a beast form, gaining the form's movement, natural attacks, and physical limits. It is now treated as a Beast.
***Greater**, 5d6*	**Mineral Statue**	Subject becomes heavily mineral, crystalline, and statue-like; ; it gains **P4 S4 B2** physical protection but suffers a penalty to flexibility or fine movement if appropriate. it suffers **–3 to Dexterity-based rolls**. It is considered Mineral in nature.
***Epic**, 7d6*	**Petrified**	Subject is transformed into stone or similar inert matter and cannot act until restored.
***Mythic**, 9d6*	**Phased**	Subject is out of phase with the material world, ignores terrain effects and mundane contact, but cannot interact physically with the material world.
***Greater**, 5d6*	**Iron Statue**	Subject becomes Iron, crystalline, and statue-like; it gains **P6 S6 B4** physical protection but suffers a penalty to flexibility or fine movement if appropriate. it suffers **–1d6 to Dexterity-based rolls**. It is considered Metal in nature.
***Godlike**, 10d6*	**Immutable Form**	Subject's form cannot be changed, reduced, enlarged, petrified, polymorphed, phased, dissolved, or materially altered by lesser power.

MAGIC INTEGRITY

Covers the weakening, ending, suppression, or absolute negation of magic.

Rank	*State*	*Brief Description*
***Moderate**, 3d6*	**Purged**	One named magical condition or ongoing magical effect on the Subject immediately ends.
***Greater**, 5d6*	**Unbound**	Subject immediately has ongoing magical bindings, restraints, and anchoring effects ended.
***Grand**, 6d6*	**Nullified**	All ongoing magical conditions, blessings, curses, or magical augmentations on the Subject are suppressed, and it cannot benefit from or initiate magic. Magical conditions return after the Nullified condition ends.
***Epic**, 7d6*	**Disjoined**	All magical effects on the Subject are ended.
***Mythic**, 9d6*	**Spell Shattered**	A spell, enchantment, or magical structure is broken so thoroughly that ordinary recasting, renewal, or repair cannot restore it.
***Godlike**, 10d6*	**Absolute Nullity**	No magic below Godlike rank can affect the Subject.

MARKING AND VULNERABILITY

Rank	*Condition*	*Effect*

***Lesser**, 1d6*	**Singled Out**	Subject has been clearly identified as a target. The source gains **+1 to Spot and Search** made to keep track of the Subject, identify it in a crowd, or direct allies toward it.
***Lesser**, 1d6*	**Tainted**	Subject suffers **–1** to Resilience against poison, disease, corruption, or necromancy.
***Minor**, 2d6*	**Death-Touched**	Healing received is reduced by **1**, and the Subject suffers **–1 to resist necromantic and undeath-related effects**.
***Minor**, 2d6*	**Marked**	Attacks or targeted effects against the Subject gain **+1 to hit**.
***Major**, 4d6*	**Compromised**	Attacks and targeted effects against the Subject gain **+2**, and the Subject suffers **–2 to resistance rolls** against targeted effects.
***Greater**, 5d6*	**Vulnerable**	Attacks and targeted effects against the Subject gain **+1d6 to hit or overcome resistance**. This does not increase damage.
***Grand**, 6d6*	**Opened to Harm**	The first attack or targeted effect made against the Subject each Combat Round gains **+1d6**, and the Subject cannot benefit from ordinary rerolls, minor fortune effects, or minor avoidance boons against that attack or effect.
***Grand**, 6d6*	**Doom Marked**	The Subject is named for death, ruin, banishment, or final judgement by the source. Harmful attacks and targeted effects from the source gain **+1d6**, the Subject suffers **–1d6 to resist them**, and if the source effect would kill, destroy, banish, or unmake the Subject, only **Godlike** protection or removal can prevent the final consequence.
***Epic**, 7d6*	**Condemned**	The Subject is marked for ruin. Attacks and targeted effects gain **+1d6**, and the Subject suffers **–1d6 to resist harmful effects**.
***Otherworldly**, 8d6*	**Destruction-Marked**	The Subject is supernaturally opened to destruction. The first successful damaging attack or harmful targeted effect from the named source each Combat Round deals **+1d6 damage** or increases its condition effect by one step, if appropriate to the source.
***Mythic**, 9d6*	**Fated for the End**	Harmful effects from the named source treat the Subject as one Rank easier to affect. The Subject cannot remove lower-Rank marking, vulnerability, or doom effects by ordinary rest, morale, concealment, or mundane aid.

MORALE

FEAR

Rank	*State*	*Brief Description*
***Lesser**, 1d6*	**Uneasy**	Subject suffers **–1 to Spot, Convince, and combat rolls**; it hesitates before obvious danger unless it succeeds on a **Wisdom** Challenge.
***Minor**, 2d6*	**Shaken**	Subject suffers **–1 to all rolls** and cannot benefit from positive Morale effects while this state remains.
***Moderate**, 3d6*	**Frightened**	Subject suffers **–2 to all rolls while facing the source** and cannot willingly move closer to it.

***Major**, 4d6*	**Cowered**	Subject suffers **–2 to all rolls**, cannot willingly approach the source, and must seek cover, distance, or protection if it can do so safely.
***Greater**, 5d6*	**Routed**	Subject must flee from the source by the safest available route and cannot willingly attack the source while the condition remains.
***Grand**, 6d6*	**Broken**	Subject loses the will to fight. It may defend itself, surrender, retreat, or obey simple commands that appear to preserve its life, but it cannot initiate hostile action unless directly attacked.
***Epic**, 7d6*	**Despairing**	Subject cannot initiate hostile actions, cannot provide morale benefits to allies, and suffers **–1d6 to resist further fear, despair, or command effects**.
***Otherworldly**, 8d6*	**Catatonic Terror**	Subject freezes under direct danger. At the start of combat or immediate threat, it must succeed on a **Wisdom** Challenge or lose its first action.
***Mythic**, 9d6*	**Soul-Crushed**	Subject's courage and identity begin to collapse; it cannot benefit from morale, blessings, command effects, or ordinary encouragement until the condition is removed.
***Godlike**, 10d6*	**Absolute Despair**	Subject's will to act is extinguished by Godlike terror or hopelessness. It cannot fight, flee, rally, or recover morale except through equal or greater power.

COURAGE

Rank	*State*	*Brief Description*
***Lesser**, 1d6*	**Steady**	Subject gains **+1 to resist fear, intimidation, despair, and negative Morale effects**.
***Minor**, 2d6*	**Encouraged**	Subject gains **+1 to Initiative** and **+1 to resist fear, intimidation, despair, and negative Morale effects**.
***Moderate**, 3d6*	**Brave**	Subject gains **+1 to combat rolls against a source of fear or intimidation** and **+2 to resist negative Morale effects**.
***Major**, 4d6*	**Inspired**	Subject gains **+1 to combat rolls**, **+1 to Convince rolls made to rally allies**, and **+2 to resist negative Morale effects**.
***Greater**, 5d6*	**Resolute**	Subject gains **+1d6 to resist fear, intimidation, despair, and negative Morale effects**, and ignores **Uneasy** and **Shaken** effects from lower-Rank sources.
***Grand**, 6d6*	**Defiant**	Subject may willingly move toward a source of fear, may attack a source of fear normally, and gains **+1d6 to resist negative Morale effects**.
***Epic**, 7d6*	**Heroic**	Subject gains **+1 to combat rolls**, **+1d6 to resist negative Morale effects**, and once per encounter may immediately reroll a failed Morale resistance.
***Otherworldly**, 8d6*	**Unbreakable**	Subject cannot be made **Uneasy**, **Shaken**, **Frightened**, **Cowered**, or **Routed** by any effect below **Otherworldly** Rank.
***Mythic**, 9d6*	**Legendary Resolve**	Subject cannot be forced to flee, surrender, or abandon allies by any Morale effect below **Mythic** Rank.

***Godlike**, 10d6*	**Perfect Courage**	Subject's will cannot be broken by fear, despair, intimidation, or supernatural dread except by equal or greater power.

MOVEMENT

IMPEDIMENTS

Covers slowed or burdened movement where the Subject can still move.

Rank	*State*	*Brief Description*
***Lesser**, 1d6*	**Hindered**	Subject's movement is reduced by 1.
***Minor**, 2d6*	**Hampered**	Subject's movement is reduced by 2 and it cannot Sprint or Charge.
***Moderate**, 3d6*	**Slowed**	Subject's movement is halved, Initiative suffers +2, and it cannot benefit from Sprint effects. Cancels **Hastened**.
***Moderate**, 3d6*	**Staggered**	Subject suffers **–3 to Physical Skills Rolls** and movement is reduced to 1 square.
***Major**, 4d6*	**Weighted**	Subject's movement is reduced to 1 square, it cannot Charge, Sprint, Fly, or Jump, and it suffers –2 to Dexterity-based rolls.

BINDINGS

Covers physical, magical, icy, shadowy, mineral, or planar restraint.

Rank	*State*	*Brief Description*
***Minor**, 2d6*	**Rooted**	Subject cannot leave its current position but may otherwise act.
***Moderate**, 3d6*	**Restrained**	Subject cannot leave its current position, suffers –2 to Dodge, Athletics, and physical attacks, and cannot Charge, Sprint, Fly, Jump, or freely reposition.
***Major**, 4d6*	**Frozen**	Subject is physically locked in place by force; it cannot move and suffers the **Restrained** penalties until freed. Subject takes **1 hp cold damage** every **1 minute**.
***Grand**, 6d6*	**Paralysed**	Subject cannot move or take physical actions. It may remain aware unless the source says otherwise.
***Otherworldly**, 8d6*	**Sealed**	Subject cannot move, teleport, phase, be summoned, be banished, or be forcibly displaced by any means short of breaking the condition.

ORIENTATION

Rank	*State*	*Brief Description*
***Lesser**, 1d6*	**Distracted**	Subject suffers a minor penalty to focus, notice threats, or maintain attention -**1 to Spot, +1 to Initiative**.

***Minor**, 2d6*	**Disoriented**	Subject suffers penalties to direction, target selection, navigation, and immediate judgement. Unable to **Search, Cast spells, -2 to Spot, +2 to Initiative**.
***Moderate**, 3d6*	**Confused**	Subject acts erratically each turn according to a die roll and cannot undertake any other action. Each round roll 1d6: 1 Attacks nearest creature 2-3 Wonders in a random direction, suffers **Distracted** 4-5 Holds still, suffers **Distracted** 6 Acts normally
***Greater**, 5d6*	**Deeply Confused**	Subject is more likely to act wrongly, waste its turn, flee false threats, or attack the wrong target. Each round roll 2d6: 2 Gains **Rage** (+2 to melee attack and melee damage rolls), attacks nearest creature 3-5 Attacks nearest creature 6-7 Wonders in a random direction, suffers **Disoriented** 8-10 Holds still, suffers **Disoriented** 11-12 Sprints in a random direction, **Disoriented**
***Grand**, 6d6*	**Profoundly Confused**	Subject's perception and judgement are so distorted that even apparent moments of clarity may be false. Each round roll 2d6: 2 Gains **Improved Rage** (+1d6 to melee attack and melee damage rolls), attacks nearest creature 3-5 Gains **Rage** (+2 to melee attack and melee damage rolls), attacks nearest creature 6-7 Wonders in a random direction, suffers **Disoriented** 8-10 Holds still, suffers **Disoriented** 11-12 Sprints in a random direction, **Disoriented**

PERCEPTION

SIGHT

Rank	*State*	*Brief Description*
***Lesser**, 1d6*	**Watchful**	Subject gains **+1 to Spot rolls** relying on sight.
***Minor**, 2d6*	**Keen Sight**	Subject gains **+2 to sight-based Spot and Search rolls** and reduces ordinary visual penalties from dim light, distance, smoke, or clutter by 1.
***Minor**, 2d6*	**Dazzled**	Subject suffers **–2 to Spot, Search, Aimed Weapon Use, and other sight-dependent rolls**, and cannot benefit from precise visual targeting.

***Moderate**, 3d6*	**Blinded**	Subject cannot see, suffers **–4 to attack rolls**, **–4 to defence rolls**, and automatically fails sight-based Challenges.
***Epic**, 7d6*	**True Sight**	Subject can see through ordinary darkness, invisibility, mundane disguise, and lesser visual deception.
***Godlike**, 10d6*	**All-Sight**	Subject perceives all visible, invisible, concealed, glamoured, disguised, or visually hidden things within the effect's limits unless opposed by Godlike concealment.

HEARING

Rank	*State*	*Brief Description*
***Lesser**, 1d6*	**Keen Hearing**	Subject gains **+2 to hearing-based Spot and Search rolls**.
***Minor**, 2d6*	**Muffled**	Subject suffers **–2 to hearing-based Spot and Search rolls** and may mishear speech, movement, or warnings.
***Moderate**, 3d6*	**Deafened**	Subject cannot hear ordinary sound, automatically fails hearing-based Challenges, and cannot receive spoken warnings, shouted commands, or audible cues.
***Greater**, 5d6*	**Echo-Aware**	Subject can detect nearby movement, barriers, open space, and creatures by sound reflection, vibration, or echo, even where sight is blocked.

SMELL

Rank	*State*	*Brief Description*
***Lesser**, 1d6*	**Scent-Aware**	Subject may detect nearby creatures, blood, smoke, rot, food, poison, strong odours, or tracks where scent could reasonably apply.
***Minor**, 2d6*	**Scent-Dulled**	Subject suffers **–2 to scent-based Spot, Search, tracking, or detection rolls**.
***Moderate**, 3d6*	**Keen Scent**	Subject gains **+1d6 to scent-based detection and tracking rolls**, and may detect a creature that is visually hidden if scent can reach it.
***Major**, 4d6*	**Scent-Blind**	Subject cannot smell and automatically fails scent-based Challenges.

TASTE

Rank	*State*	*Brief Description*
***Lesser**, 1d6*	**Keen Taste**	Subject gains **+2 to identify food, drink, potions, poison, corruption, spoilage, or unusual substances by taste**.

***Minor**, 2d6*	**Taste-Dulled**	Subject suffers **–2 to taste-based identification rolls** and may fail to notice tainted food, drink, or potion changes.
***Moderate**, 3d6*	**Poison-Taster**	Subject may identify mundane poison, spoiled food, corrupted drink, or harmful alchemical mixtures by taste without automatically consuming a dangerous dose, where the GM permits.
***Major**, 4d6*	**Taste-Blind**	Subject cannot taste and automatically fails taste-based Challenges.

TOUCH

Rank	*State*	*Brief Description*
***Lesser**, 1d6*	**Keen Touch**	Subject gains **+2 to identify texture, pressure, vibration, hidden seams, fine mechanisms, or surface details by touch**.
***Minor**, 2d6*	**Numbed**	Subject suffers **–2 to delicate manual tasks, touch-based Search rolls, grip-sensitive actions, and fine manipulation**.
***Moderate**, 3d6*	**Agonised**	Subject suffers **–2 to Physical Skill rolls requiring steadiness, grip, concentration, or precise movement** due to overwhelming pain or sensation.
***Greater**, 5d6*	**Tremor-Aware**	Subject can detect nearby movement through floor, stone, soil, web, water, or another connected surface, even if sight and hearing are blocked.
***Epic**, 7d6*	**Touch-Blind**	Subject cannot feel ordinary pressure, pain, texture, or contact, and automatically fails touch-based Challenges. It may also be unable to tell what it is holding or whether it has been wounded without looking.

PLANAR PLACE

Rank	*State*	*Brief Description*
Normal	**Present**	Subject exists normally in its current place and plane. This is not recorded.
***Minor**, 2d6*	**Anchored**	Subject cannot teleport, phase, or be forcibly displaced by magical movement.
***Major**, 4d6*	**Unsummoned**	A summoned creature, summoned magical construct, or similar summoned Subject has its summoning ended and returns to its origin.
***Greater**, 5d6*	**Displaced**	Subject is forcibly shifted from its current position or battlefield, but not permanently exiled from the plane. This would tidy up lower-rank banishment-style effects.
***Epic**, 7d6*	**Banished**	Extraplanar, summoned, or foreign-planar Subject is expelled from the current plane and returned to its plane of origin.
***Otherworldly**, 8d6*	**Sealed**	Subject cannot move, teleport, phase, be summoned, be banished, or be forcibly displaced by any means short of breaking the condition.

***Mythic**, 9d6*	**World-Anchored**	Subject is fixed into reality and cannot be displaced, erased, phase-shifted, banished, or removed from the world by lesser power.
***Godlike**, 10d6*	**Irrevocable Exile**	Subject is removed from the current reality with no return except by equal or greater power.

PROTECTION

Protection must specify what it protects against**: Physical, Fire, Cold, Acid, Electrical, Necrotic, Radiant, Magic, Poison, Fear, Charm**, or another named source.

Rank	*State*	*Brief Description*
***Lesser**, 1d6*	**Guarded**	Subject reduces the named damage type by 2, or gains +2 to resist the named effect.
***Moderate**, 3d6*	**Resistant**	Subject reduces the named damage type by 4, or gains +4 to resist the named effect.
***Greater**, 5d6*	**Warded**	Subject reduces the named damage type by 6, or gains +6 to resist the named effect.
***Epic**, 7d6*	**Immunity**	Subject takes no damage or effect from the named source unless the source bypasses this condition.
***Godlike**, 10d6*	**Inviolable**	Subject cannot be meaningfully harmed except by equal or greater power.

POSITION AND POSTURE

Rank	*Direction*	*Condition*	*Type*	*Effect*
Normal	Neutral	**Ready Stance**	—	Subject is standing, balanced, and able to move, defend, attack, and react normally. This is not recorded as a condition.
***Lesser**, 1d6*	Positive	**Stable**	Physical	Subject gains **+1 to resist being knocked Prone, shoved, dragged, rammed, or physically displaced** while it remains on suitable footing.
***Lesser**, 1d6*	Negative	**Off-Guard**	Physical	Subject is momentarily open or badly set. It suffers **–1 to Dodge, Shield Use, and other defence rolls** until the start of its next turn or until it has defended against one attack.
***Minor**, 2d6*	Positive	**Braced**	Physical	Subject gains **+2 to resist being knocked Prone, shoved, dragged, rammed, or physically displaced**. The benefit does not apply while Sprinting, Charging, flying freely, or moving recklessly.
***Minor**, 2d6*	Negative	**Shoved**	Physical	Subject is forcibly moved **1 hex or squares**, or the distance stated by the source. If it strikes an obstacle, creature, wall, hazard, or rough ground, it must resist falling **Prone**.

***Minor**, 2d6*	Negative	**Unsteady**	Physical	Subject suffers **–2 to Dodge and Athletics rolls made to resist being knocked Prone, shoved, dragged, rammed, or physically displaced**, and cannot Sprint or Charge until it steadies itself.
***Moderate**, 3d6*	Positive	**Fortified**	Physical	Subject gains **+2 to resist being Hindered, Rooted, Restrained, knocked Prone, or forcibly moved**.
***Moderate**, 3d6*	Negative	**Prone**	Physical	Subject is lying, fallen, or knocked down. It cannot Sprint or Charge, may only crawl until it stands, suffers **–2 to Dodge, Athletics, and physical attacks**, and adjacent melee attacks against it gain **+1**.
***Major**, 4d6*	Positive	**Set Position**	Physical	Subject has deliberately fixed its stance, shield, weapon, or body weight. While it does not willingly move, it gains **+1d6 to resist being shoved, dragged, rammed, knocked Prone, or physically displaced**.
***Greater**, 5d6*	Positive	**Immovable Stance**	Physical	Subject gains **+1d6 to resist being shoved, dragged, rammed, knocked Prone, or physically displaced**. If it succeeds against forced movement, it may remain in its current space.
***Greater**, 5d6*	Negative	**Rammed**	Physical	Subject is struck by heavy impact and driven back. It is moved up to **1d6 hexes or squares**, or the distance stated by the source, and falls **Prone** unless it succeeds on the listed resistance. If driven into a hard obstacle, it will also suffer 1d6 Bludgeoning damage for each space moved.
***Grand**, 6d6*	Negative	**Overborne**	Physical	Subject is knocked down and physically overwhelmed by a creature, shield wall, collapsing mass, wave, crowd, or similar pressure. It is **Prone**, cannot stand or freely reposition, and must succeed on an appropriate **Athletics** or **Resilience** Challenge, or have the pressure removed, to recover its position.

SELF CONTROL

Covers charm, fascination, pacification, compulsion, domination, and loss of personal agency. A Subject may only have one Self-Control state at a time unless a rule specifically says otherwise. A stronger Self-Control state replaces a weaker one.

Rank	*State*	*Brief Description*
***Minor**, 2d6*	**Allured**	Subject is drawn toward the source, is reluctant to leave it, and suffers a -1 penalty to resist Convince challenges or control spell effects from it.
***Major**, 4d6*	**Charmed**	Subject regards another as a friend and will treat as an ally. The condition ends if the source or its allies take hostile action against the Subject.
***Major**, 4d6*	**Compelled**	Subject must perform simple directed, non-self-harming actions as long as the condition lasts.
***Major**, 4d6*	**Pacified**	Subject cannot make hostile attacks or cast harmful spells unless first harmed.
***Grand**, 6d6*	**Broken Will**	Subject cannot willingly oppose, contradict, or take hostile action against the source.

***Grand**, 6d6*	**Dominated**	Subject's own judgement and free will is overridden for the duration. May attempt a WIS vs Spell Dice Challenge or Grand (6d6) each turn to break free.
***Mythic**, 9d6*	**Inverted Allegiance**	Subject treats former allies as enemies and visa versa. This may change the subjects Alignment.
***Godlike**, 10d6*	**Perfect Dominion**	Subject's will is wholly subject to a controlling power. Only equal or greater power can restore its agency while the condition remains.

SOUL

Rank	*State*	*Brief Description*
***Minor**, 2d6*	**Death-Touched**	Healing received is reduced by 1 for 1 day, and Subject suffers –1 to resist necromantic and undeath-related effects
***Minor**, 2d6*	**Soul-Tethered**	Subject's soul is lightly bound to the material plane. +1 to saves vs Necromancy Magic
***Moderate**, 3d6*	**Soul Bound**	Subject's soul is magically bound to a creature, object, or place. Should they die their souls become unable to leave the presence of the creature, object, or place.
***Greater**, 5d6*	**Greater Undeath**	Subject's vital principle is replaced or inverted by necromantic animation; it becomes Undead of Greater level or lesser.
***Greater**, 5d6*	**Spirit Severed**	Subject's spirit is partly separated from its body; it cannot benefit from morale, blessings, command effects, or ordinary encouragement while the condition remains.
***Grand**, 6d6*	**Hollowed**	Subject's inner self is emptied, spiritually wounded, or made into a vessel for another power. It suffers severe penalties to will, identity, or life-force recovery.
***Epic**, d6*	**Hallowed**	Subject's soul is set apart for a special and higher end gaining Immunity to all Necromantic and Shadow Magic of less than Epic rank.
***Epic**, 7d6*	**Bound Spirit**	Subject's soul or spirit is trapped and cannot pass on, be restored, reincarnate, or return without breaking the binding.
***Mythic**, 9d6*	**Mythic Undeath**	Subject's vital principle is replaced or inverted by necromantic animation; it becomes Undead of Mythic level or lesser.
***Mythic**, 9d6*	**Vampirism**	Subject is transformed into a vampiric undead state, with its soul, hunger, body, and mortality changed by the condition.
***Mythic**, 9d6*	**Lichdom**	Subject binds its soul beyond ordinary death and becomes a deathless necromantic being according to the ritual's rules.
***Godlike**, 10d6*	**Perfect Sovereignty**	Subject's soul, identity, will, spiritual location, and essential self cannot be bound, stolen, rewritten, possessed, severed, displaced, or dominated by lesser power.

Deities & Domains

DOMAINS

Death

Death, as a domain of entropy, decay, and the draining of life essence, is not concerned with moral judgement but with the dissolution of all things. To wield Death is inflict a processes of decline, to weaken the strong, and to draw forth the latent energy bound within living forms.

Mystery Access: **Undeath, Death Magic, Negative, Banishment.**

Transgression is the preservation or restoration of life. Any act that heals, stabilises, or prolongs vitality-whether through magic or deliberate intervention-directly contradicts the domain.

Life

Life stands in opposition not to death, but to its destruction and use in evil intent. Its priests preserve, nurture, and restore, valuing growth and continuity above all. They are not pacifists, but they must always favour preservation where possible.

Mystery Access: **Positive, Resistance, Augment**

Transgression occurs when a priest willingly allows preventable death, uses magic to harm the innocent, or destroys fertile land or living systems without just cause.

Fire

Fire represents transformation, passion, and destruction as a necessary precursor to renewal. Its priests are agents of change, wielding flame as both purifier and weapon. However, fire must always serve purpose. To burn without reason is to betray the domain.

Mystery Access: **Fire**

A priest transgresses when they unleash destruction that serves no transformation, refuse to act when decisive force is required, or allow stagnation to persist through inaction.

Cold

Cold embodies stillness, patience, and inevitability. It is the quiet force that halts motion and endures beyond passion. Its priests value control, restraint, and the long view.

Mystery Access: **Demi-Plane of Ice, Temporal Shift**

Transgression occurs when they act impulsively or allow emotion to dictate action.

Earth

Earth is stability, endurance, and the unyielding nature of the material world. Its priests uphold permanence, structure, and resilience. They are builders and guardians. To betray Earth is to undermine foundations-literal or symbolic.

Mystery Access: **Earth Plane, Transmute Matter, Resistance**

Transgression occurs when a priest destroys stable structures without cause, abandons duty, or acts in reckless disregard of consequence.

Air

Air represents freedom, movement, and unseen influence. Its priests value change, adaptability, and the flow of ideas and forces. They are messengers, wanderers, and manipulators of momentum.

Mystery Access: **Quasi Elemental Plane of Lighting, Astral Plane.**

Transgression occurs when they impose rigid control, restrict freedom unjustly, or refuse necessary change.

Protection

Protection is the domain of guardianship, duty, and self-sacrifice. Its priests stand between harm and the vulnerable. They must act when others cannot.

Mystery Access: **Resistance, Avoidance, Repel, Augment**

Transgression occurs when they abandon those under their protection, prioritise self-preservation over duty, or misuse their power for personal gain

TRICKERY

Trickery values deception, misdirection, and the clever inversion of expectation. Its priests are not bound by truth, but by cleverness and intent. However, deception must be artful, not crude.

Mystery Access: **Glamour, Pure Illusion, Influence**

Transgression occurs when a priest acts predictably, relies on brute force over cunning, or deceives without purpose.

WAR

War is discipline, conflict, and the pursuit of victory through strength, skill, and force of will. It concerns not whether battle is merciful or merciless, but whether it is met with resolve, mastery, and purpose. Its priests honour the contest of arms, the proving of strength, the order or fury of battle, and the certainty that some matters are settled only through violence.

Whether in service to a just cause or a darker ambition, priests of Combat are expected to stand and fight when battle is called for. They must not be weak in the face of conflict, nor treat combat as empty chaos. To them, battle is a serious and defining act, to be entered with intent and carried through with discipline, courage, and conviction.

Mystery Access: **Repelling, Augment, Influence**

Transgression occurs when they refuse rightful battle out of fear or weakness, disgrace themselves through cowardice or treachery in combat, or reduce combat to purposeless slaughter without objective, contest, or will.

DESTRUCTION

Destruction is the pure force of annihilation, unbound by renewal. Unlike Fire, it exists to end, not transform. Its priests embrace ruin as a necessary clearing force.

Mystery Access: **Negative, Death Magic, Quasi-Elemental Plane of Ash**

Transgression occurs when they hesitate to destroy that which must be ended or attempt to preserve what is marked for destruction

CREATION

Creation is the act of bringing forth, shaping, and building. Its priests are makers, innovators, and sustainers of civilisation.

Mystery Access: **Transmute Matter, Augment**

Transgression occurs when they destroy crafted works without cause, refuse to create when able, or pervert creation into corruption.

ANIMAL

Animal reflects instinct, survival, and the natural hierarchy of predator and prey. Its priests respect the balance of the wild.

Mystery Access: **Feywild, Morph**

Transgression occurs when they disrupt ecosystems unnecessarily, slaughter without purpose, or impose artificial control over natural behaviour. Mechanically, this may result in hostility from animals or failure of animal-based abilities.

PLANT

Plant embodies growth, renewal, and the quiet persistence of life. Its priests nurture and cultivate.

Mystery Access: **Feywild, Augment**

Transgression occurs when they destroy fertile land, poison growth, or neglect life under their care.

WEATHER

Weather is the expression of nature's will-unpredictable, powerful, and impartial. Its priests must embrace change and volatility.

Mystery Access: **Quasi-Plane of Lightning, Demi-Plane of Ice**

Transgression occurs when they attempt to impose rigid control over natural cycles or act as if outcomes can be perfectly predicted.

MADNESS

Madness represents chaos, insight beyond reason, and the breaking of conventional thought. Its priests walk a dangerous line between revelation and instability.

Mystery Access: **Dominate, Shadow Magic, Pure Illusion, Augury**

Transgression occurs when they become to rational, predictable, or constrained by logic.

SUN

Sun is illumination, truth, and life-giving force. Its priests reveal, expose, and sustain.

Mystery Access: **Quasi-Plane of Radiance, Scrying, Dispel.**

Transgression occurs when they conceal truth, act in secrecy for selfish ends, or allow corruption to persist in darkness.

SHADOW

The Shadow domain governs darkness, concealment, secrecy, fear, and misdirection. It is the power of the unseen path, the veiled truth, the hidden blade, and the terror that grows in uncertainty. Gods of Shadow are patrons of spies, assassins, hidden knowledge, twilight, and dread. Their priests draw power not from open revelation, but from obscurity, silence, disguise, and the weakening of certainty.

Mystery Access: **Shadow Magic, Pure Illusion, Glamour, and Influence.**

Transgression occurs when they needlessly expose what should remain hidden, betray sacred secrets, or openly bind themselves to radiance, absolute truth, and unmasked revelation.

KNOWLEDGE

Knowledge is the pursuit of truth, understanding, and the preservation of information. Its priests must seek and record knowledge.

Mystery Access: **Scrying, Augury, Dispel**

Transgression occurs when they destroy knowledge or refuse to learn.

MAGIC

Magic, as a domain, is the stewardship of the weave itself. Its priests must respect balance and avoid reckless manipulation.

Mystery Access: **Dispel, Resistance, Scrying, Temporal Shift**

Transgression occurs when magic is used carelessly or without understanding.

CHARM

Charm governs influence, attraction, and the shaping of perception through presence. Its priests wield social power with precision.

Mystery Access: **Glamour, Influence, and Dominate**

Transgression occurs when they rely on force over influence, fail to maintain composure, or use charm in a crude or ineffective manner.

PATHEON

This Rulebook doesn't include world Lore or Champaign details, however below is a sample of Dieties one would expect in a Fantasy Classic setting. Good vs Evil in an eternal struggle with nothing less than the mortal world at stake.

THE GOOD GODS

MORTHAIL – PROTECTING FATHER

Human Male

Stern and unyielding Morthail is the eternal warrior for good. Defending the mortal world against his Evil Brother Lucan

Domains – **Life, War, Protection**

His priests are martial in nature, soldiers and warriors ready to wage war against Evil with eternal vigilance. Their churches are half temple and half fortress.

JULIOIA – ADVISING MOTHER

Elf Female

Calm and studious, Julioia is the wife of Morthail and the patron of studies into Magic.

Domains – **Life, Knowledge, Magic**

Her priests' cloister in white temples formed of huge towers, devoting themselves to study and the furthering of knowledge.

HELIA – THE PURIFIER

Half Elf Female

Fiery and impulsive Helia is a daughter of Morthail and Julioia and is known as the "Tip of the Spear" in the fight against evil

Domains – **Fire, protection and Sun**

Her priests embrace adventure and daring do. Seeking out the undead and corrupt for destruction.

HURIA – THE PEACE BRINGER

Half Elf Female

Calm and meek, Huria is the youngest daughter of Morthail and Julioia.

She is known as the god who takes care of the dead in the afterlife

Domains **– Life, Cold, Protection**

Her priests are quite and reflective, rather than an organised church, they spread far and wide in modest lodging giving aid and succour to all.

BURIAN – THE WARDEN

Half Elf Male

Steadfast and vigilant Burian is the son of Morthail and Julioia and is known as the god who protects nature.

Domains – **Animal, Plant, Weather**

His priests are often recluse forming groves or other natural "cathedrals" in often the deepest of wildernesses.

JOP – THE MASTER OF SPIES

Halfling female

Playful and charming, Jop is the spymaster of Morthail's war cabinet

Domains – **Trickery, Air, Charm**

Her priests are secretive and never reveal their true nature, often playing the fool or appearing to be someone entirely different to what might be expected.

MARNOR – THE MASTER SMITH

Dwarf Male

Dower and serious Marnor is the master smith of Morthail's war effort

Domains – **Creation, Earth, Protection**

His priests devote themselves to the creation of Arms and Amour for use in the battle against evil forces. Apart form enclaves in the depth under mountains, they often work in the temples of Morthail.

GANIRI – THE MAD

Gnome male

Somewhat deranged but kind hearted, Ganiri is a mad inventor merging magic with technology in unpredictable ways

Domains – **Creation, Magic, Madness**

His priests work as tinkerer or artisans looking for inspirations in prayer. Each of their Holy symbols are both unique and clearly recognisable as Symbols of Ganiri. Staring too long at one may cause a headache.

THE EVIL GODS

LUCAN – WORLD KILLER

Human Male

Stern and unforgiving Lucan is the brother of Morthail and has an eternal determination to destroy his brother's world.

Domains – **Death, War, Destruction**

His priest organise in war bands often recruiting Orcs, Gnolls and other evil-minded creatures. They revel in raiding civilised lands and destroying all in their path. Their holy symbol is a working replica of Lucan's own Axe "Decimate"

VORKA – THE CORRUPTOR

Orc Female

Conniving and deceptive Vorka is the wife of Lucan who delights in feeding his evil and destructive desires

Domains – **Knowledge, Charm, Trickery**

Her priests, always female, attach themselves to a warband leader as an advisor. Highly competitive they will try to eliminate each other at all possible opportunity.

VESHA – THE BLOODY

Half Orc Female

Mad and unpredictable Vesha is the daughter of Lucan and Vorka known for berserking, Transforming into a massive werewolf during battle and slaughtering creatures en masse in the Feywild.

Domains – **Death, Animal, Destruction**

Her priests roam the wilderness slaughtering and destroying all in their path. Note: Priests of Vesha cannot transgress in the Animal domain

LUTHRA – MISTRESS OF THE DEAD

Half Orc Female Lich

Sullen and vindictive Luthra is the daughter of Lucan and Vorka known for animating undead armies for her father's wars

Domains – **Death, Cold, Knowledge**

Her priests are reclusive and often delve into Arcane Necromancy to achieve Lichdom and control the dead.

NALRATH – SHADOW LORD

Half Orc Male

Highly intelligent and vindictive Nalrath is the son of Lucan and Vorka known for assassinations and stalking prey in deep shadows.

Domains – **Shadow, Trickery, Cold**

His Priests operate as assassins although they can be rarely hired, they do so only if also in their own orders goals. Goals that are unknown to any but the high priests themselves

APPENDIX 1: KNOWN SPELLS

SPELL LIST

ABJURATION

Avoidance

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Guarding Word	2+	1d6+1	Personal or Contact	Single Target	1 minute	First attack each round suffers a penalty.
Anchor Word	4	2d6+1	Personal or Contact	Single Target	1 minute	Anchors the Subject against displacement.
Spell Ward	6+	3d6+1	Personal or Contact	Single Target	1 minute	Protects against hostile magic.
Hold Fast	8+	4d6+1	Personal or Contact	Single Target	1 minute	Fortifies against movement and restraint.
Elusive	10+	5d6+1	Personal or Contact	Single Target	1 minute	Makes the Subject harder to strike.
Reality Anchor	17+	9d6	Personal or Contact	Single Target	1 Combat Round	Fixes the Subject's reality in place.

BANISHING

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Undead Bane	2+	1d6+1	Personal	Shell, 1 hex / 3 feet around Subject	1 minute	Wards the caster against Undead.

Circle of Denial	4+	2d6+1	Very Short, 1–3 hexes / 3–9 feet	Small Circle, 3 Hex diameter / 10-foot circle	Concentration, up to 1 minute	Denies passage to listed beings.
Rebuke	6+	3d6+1	Very Short, 1–3 hexes / 3–9 feet	Single Target	Concentration, up to 1 minute	Frightens a summoned or planar target.
Turn Undead	6+	3d6+1	Contact, centred on caster	Small Sphere, 3 Hex diameter / 10-foot sphere	1 minute	Drives Undead away.
Unsummon	8+	4d6+1	Very Short, 1–3 hexes / 3–9 feet	Single Target	Instant / Immediate	Ends a summoning.
Banishment	14+	7d6+1	Very Short, 1–3 hexes / 3–9 feet	Single Target	Instant / Immediate	Banishes a planar target.
Irrevocable Exile	19+	10d6	Contact	Single Target	Instant / Immediate	Permanently rejects a planar target.

DISPELLING

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Purify Corruption	1+	1d6	Contact	Single Target	Instant / Immediate	Purges one corrupting effect.
Reveal	2+	1d6+1	Very Short, 1–3 hexes / 3–9 feet	Small Square, 3×3 grid	Instant / Immediate	Reveals hiddenness in the area.
Suppress Spell	5+	3d6	Medium, 11–20 hexes / 33–60 feet	Single Target	Instant / Immediate	Suppresses a spell being cast.
Unbinding	5+	3d6	Contact	Single Target	Instant / Immediate	Breaks a binding or restraint.
Purge Magic	7+	4d6	Short, 4–10 hexes / 12–30 feet	Single Target	Instant / Immediate	Removes one magical effect or condition.
Null Field	12+	6d6+1	Contact, centred on caster or touched point	Small Sphere, 3 Hex diameter / 10-foot sphere	Concentration, up to 1 minute	Suppresses magic in a field.

REPELLING

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Repelling Word	4+	2d6+1	Short, 4–10 hexes / 12–30 feet	Medium Wall, 6×1 Hex line / 3×20-foot wall	1 minute	Creates a repelling ward-line.

Repelling Force	5+	3d6	Short, 4–10 hexes / 12–30 feet	Single Target	Instant / Immediate	Pushes the Subject backward.
Repelling Mantle	5+	3d6	Personal	Shell, 1 hex / 3 feet around Subject	1 minute	Repels enemies entering contact range.
Wall of Refusal	9+	5d6	Short, 4–10 hexes / 12–30 feet	Medium Wall, 6×1 Hex line / 3×20-foot wall	Concentration, up to 1 minute	Blocks crossing, phasing, or teleporting.
Sealing Refusal	13+	7d6	Short, 4–10 hexes / 12–30 feet	Single Target	1 Combat Round	Seals ordinary and magical exits.

RESISTANCE

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Guard Against Energy	2+	1d6+1	Personal or Contact	Single Target	1 minute	Guards against one energy type.
Guard Against Magic	2+	1d6+1	Personal or Contact	Single Target	1 minute	Wards against hostile spellwork.
Guard Against Weapons	2+	1d6+1	Personal or Contact	Single Target	1 minute	Guards against physical harm.
Guard Against Poison	3+	2d6	Personal or Contact	Single Target	1 hour	Protects against poison and toxins.
Anchoring Ward	4+	2d6+1	Personal or Contact	Single Target	1 minute	Grants Anchored protection.
Fortifying Ward	6+	3d6+1	Personal or Contact	Single Target	1 minute	Grants Fortified protection.
Sanctified Ward	7+	4d6	Personal or Contact	Single Target	10 minutes	Sanctifies against corruption and Undead.
Unbinding Ward	11+	6d6	Personal or Contact	Single Target	Instant / Immediate	Frees the Subject from binding.
Reality Anchor	15+	8d6	Contact	Single Target	1 Combat Round	Grants Reality-Anchored.
Sovereign Self	17+	9d6	Contact	Single Target	1 Combat Round	Protects spiritual and mental selfhood.
Inviolable	19+	10d6	Contact	Single Target	1 Combat Round	Grants supreme personal warding.

CONJURATION

ASTRAL

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Astral Shard	2+	1d6+1	Short, 4–10 hexes / 12–30 feet	Missile	Instant / Immediate	Deals Cold damage.
Astral Globe	4+	2d6+1	Short, 4–10 hexes / 12–30 feet	Globe	Instant / Immediate	Deals Cold damage.
Starfrost Ground	5+	3d6	Short, 4–10 hexes / 12–30 feet	Small Square	1 minute	Hinders and chills the ground.
Summon Astral Servant	5+	3d6	Short, 4–10 hexes / 12–30 feet	Summoned Form	Concentration, up to 1 minute	Summons an Astral servant.
Astral Snare	6+	3d6+1	Short, 4–10 hexes / 12–30 feet	Single Target	1 minute	Roots with astral tethering.
Astral Step	6+	3d6+1	Personal or Contact	Single Target	Instant / Immediate	Brief astral displacement.
Astral Disk	7+	4d6	Short, 4–10 hexes / 12–30 feet	Object	10 minutes	Creates a carrying disk.
Wall of Starfrost	9+	5d6	Short, 4–10 hexes / 12–30 feet	Medium Wall, 6×1 Hex line / 3×20-foot wall	1 minute	Creates a cold astral wall.
Astral Door	10+	5d6+1	Short, 4–10 hexes / 12–30 feet	Portal	1 Combat Round	Opens brief astral doorway.
Astral Gate	15+	8d6	Short, 4–10 hexes / 12–30 feet	Portal	Concentration, up to 1 minute	Opens an astral gate.
Astral Prison	15+	8d6	Short, 4–10 hexes / 12–30 feet	Single Target	Concentration, up to 1 minute	Imprisons in astral matter.

ETHEREAL

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Spectral Hands	2+	1d6+1	Medium, 11–20 hexes / 33–60 feet	Object	Concentration, up to 1 minute	Creates ethereal hands.
Ethereal Grasp	4+	2d6+1	Short, 4–10 hexes / 12–30 feet	Single Target	1 minute	Hinders with ethereal force.
Spectral Weapon	4+	2d6+1	Short, 4–10 hexes / 12–30 feet	Object / Weapon	Concentration, up to 1 minute	Conjures a spectral weapon.
Veil Flicker	4+	2d6+1	Personal or Contact	Single Target	1 Combat Round	Grants Veiled.
Veil Sight	4+	2d6+1	Personal or Contact	Single Target	1 minute	Sees across the Ethereal veil.
Summon Ethereal Servant	5+	3d6	Short, 4–10 hexes / 12–30 feet	Summoned Form	Concentration, up to 1 minute	Summons an Ethereal servant.
Veil Walk	6+	3d6+1	Personal or Contact	Single Target	1 Combat Round	Grants Phased.
Ethereal Gate	19+	10d6	Short, 4–10 hexes / 12–30 feet	Portal	Concentration, up to 1 minute	Opens an Ethereal gate.

FEYWILD

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Call Fey Companion	2+	1d6+1	Short, 4–10 hexes / 12–30 feet	Summoned Form	Concentration, up to 1 minute	Summons a Fey companion.
Fey Spark	2+	1d6+1	Short, 4–10 hexes / 12–30 feet	Globe	1 Combat Round	Distracts with Fey light.
Briar-Wreathed Weapon	3+	2d6	Personal or Contact	Object / Weapon	1 minute	Wraps weapon in briars.
Green Court Whisper	4+	2d6+1	Short, 4–10 hexes / 12–30 feet	Single Target	1 minute	Inflicts Allured.
Briar Patch	5+	3d6	Short, 4–10 hexes / 12–30 feet	Small Square	1 minute	Creates hindering briars.
Briar Spray	5+	3d6	Personal, centred on caster	Small Sphere, 3-square diameter	Instant / Immediate	Bursts Feywild thorns outward.

Fairy Ring	5+	3d6	Short, 4–10 hexes / 12–30 feet	Small Square, 3×3 Hex grid / 10×10 feet	1 minute	Creates alluring fairy ring.
Sheltering Grove	5+	3d6	Short, 4–10 hexes / 12–30 feet	Medium Square	One rest, up to 8 hours	Creates restorative shelter.
Verdant Wall	6+	3d6+1	Medium, 11–20 hexes / 33–60 feet	Small Wall, 3 Hex length / 10-foot wall	1 minute	Creates living wall.
Midsummer Maze	8+	4d6+1	Short, 4–10 hexes / 12–30 feet	Single Target	1 minute	Inflicts Confused.
Midsummer Pollen	8+	4d6+1	Medium, 11–20 hexes / 33–60 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	1 minute	Inflicts Drowsy.
Wild Hunt Horn	8+	4d6+1	Caster-origin	Large Cone, 12×12 Hex cone / 40×40 feet	1 minute	Frightens with Wild Hunt call.
Glamour Hedge	9+	5d6	Short, 4–10 hexes / 12–30 feet	Medium Wall, 6×1 Hex line / 3×20-foot wall	1 minute	Creates deceptive hindering hedge.

MAGMA

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Magma Claws	1+	1d6	Contact	Single Target	1 Combat Round	Conjures magma claws.
Magma Mantle	2+	1d6+1	Contact	Single Target	1 minute	Wraps Subject in magma.
Cinder Spit	3+	2d6	Very Short, 1–3 hexes / 3–9 feet	Globe	Instant / Immediate	Throws burning cinder.
Magma Vein	4+	2d6+1	Caster-origin	Small Beam, 3 Hex length / 10-foot beam	Instant / Immediate	Opens molten beam.
Molten Grasp	4+	2d6+1	Short, 4–10 hexes / 12–30 feet	Ranged Touch	1 minute	Hinders with cooling magma.
Summon Magma Servant	5+	3d6	Short, 4–10 hexes / 12–30 feet	Summoned Form	Concentration, up to 1 minute	Summons Magma servant.

Lava Burst	6+	3d6+1	Short, 4–10 hexes / 12–30 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	Instant / Immediate	Explodes molten force.
Obsidian Bulwark	6+	3d6+1	Short, 4–10 hexes / 12–30 feet	Small Wall, 3 Hex length / 10-foot wall	1 minute	Creates obsidian wall.
Lava Flow	7+	4d6	Short, 4–10 hexes / 12–30 feet	Small Wall, 3 Hex length / 10-foot wall	1 minute	Creates molten flow barrier.
Searing Ground	7+	4d6	Short, 4–10 hexes / 12–30 feet	Small Square, 3×3 Hex grid / 10×10 feet	1 minute	Creates burning ground.

Ooze

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Slime Touch	1+	1d6	Contact	Single Target	Instant / Immediate	Acidic slime touch.
Glob of Slime	3+	2d6	Very Short, 1–3 hexes / 3–9 feet	Globe	Instant / Immediate	Throws acidic slime.
Corrosive Spray	4+	2d6+1	Caster-origin	Small Cone, 3 Hex length / 10-foot cone	Instant / Immediate	Sprays corrosive ooze.
Ooze Seal	4+	2d6+1	Short, 4–10 hexes / 12–30 feet	Single Target	1 minute	Seals gaps with ooze.
Summon Ooze Servant	5+	3d6	Short, 4–10 hexes / 12–30 feet	Summoned Form	Concentration, up to 1 minute	Summons Ooze servant.
Clinging Mire	6+	3d6+1	Short, 4–10 hexes / 12–30 feet	Small Square, 3×3 Hex grid / 10×10 feet	1 minute	Creates hindering mire.
Creeping Ooze	6+	3d6+1	Short, 4–10 hexes / 12–30 feet	Single Target	1 minute	Inflicts tainting ooze.
Acid Pool	7+	4d6	Short, 4–10 hexes / 12–30 feet	Small Square, 3×3 Hex grid / 10×10 feet	1 minute	Creates acid pool.
Engulfing Sludge	8+	4d6+1	Short, 4–10 hexes / 12–30 feet	Single Target	1 minute	Restrains in sludge.

Ice

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*

Frost Touch	1+	1d6	Contact	Single Target	Instant / Immediate	Cold touch damage.
Ice Shard	3+	2d6	Very Short, 1–3 hexes / 3–9 feet	Globe	Instant / Immediate	Throws ice shard.
Summon Ice Servant	5+	3d6	Short, 4–10 hexes / 12–30 feet	Summoned Form	Concentration, up to 1 minute	Summons Ice servant.
Frost Snare	6+	3d6+1	Short, 4–10 hexes / 12–30 feet	Single Target	1 minute	Restrains with frost.
Grounding Frost	6+	3d6+1	Short, 4–10 hexes / 12–30 feet	Single Target	1 minute	Grounds target with frost.
Ice Wall	6+	3d6+1	Short, 4–10 hexes / 12–30 feet	Small Wall, 3 Hex length / 10-foot wall	1 minute	Creates ice wall.
Rime Slick	6+	3d6+1	Short, 4–10 hexes / 12–30 feet	Small Square, 3×3 Hex grid / 10×10 feet	1 minute	Creates slippery rime.
Winter Burst	6+	3d6+1	Short, 4–10 hexes / 12–30 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	Instant / Immediate	Bursts freezing cold.
Freezing Ground	7+	4d6	Short, 4–10 hexes / 12–30 feet	Small Square, 3×3 Hex grid / 10×10 feet	1 minute	Creates freezing ground.
Crushing Rime	8+	4d6+1	Short, 4–10 hexes / 12–30 feet	Single Target	1 minute	Weighs target with rime.

SMOKE

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Smoke Wisp	1+	1d6	Very Short, 1–3 hexes / 3–9 feet	Globe	Concentration, up to 1 Combat Round	Distracting smoke wisp.
Smoke Coil	2+	1d6+1	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 Combat Round	Distracts with smoke coil.

Smoke Cloak	4+	2d6+1	Short, 4–10 hexes / 12–30 feet	Single Target	1 minute	Cloaks Subject in smoke.
Summon Smoke Servant	5+	3d6	Short, 4–10 hexes / 12–30 feet	Summoned Form	Concentration, up to 1 minute	Summons Smoke servant.
Revealing Cloud	6+	3d6+1	Short, 4–10 hexes / 12–30 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	1 minute	Reveals through smoke.
Smoke Veil	6+	3d6+1	Short, 4–10 hexes / 12–30 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	1 minute	Creates obscuring smoke.
Cinder Cloud	7+	4d6	Short, 4–10 hexes / 12–30 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	1 minute	Damaging cinder cloud.
Blackout	8+	4d6+1	Short, 4–10 hexes / 12–30 feet	Medium Sphere, 6 Hex diameter / 20-foot sphere	1 minute	Creates black smoke cloud.
Grey Vapour	8+	4d6+1	Short, 4–10 hexes / 12–30 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	1 minute	Smoke vapour.

RADIANCE

Spell	***Level***	***Challenge***	***Range***	***Shape***	***Duration***	***Very brief description***
Radiant Touch	1+	1d6	Contact	Single Target	Instant / Immediate	Positive radiant touch.
Radiant Weapon	1+	1d6	Contact	Single Target	1 Combat Round	Empowers weapon with radiance.
Guarding Radiance	2+	1d6+1	Contact	Single Target	1 minute	Grants radiant protection.
Radiant Lance	4+	2d6+1	Short, 4–10 hexes / 12–30 feet	Ranged Touch	Instant / Immediate	Ranged Positive strike.
Revealing Gleam	4+	2d6+1	Caster-origin	Medium Beam, 6 Hex length / 20-foot beam	Concentration, up to 10 minutes	Reveals hidden things.

Radiant Sanctuary	5+	3d6	Personal, centred on caster	Medium Sphere, 6 Hex diameter / 20-foot sphere	Up to 1 day	Creates radiant sanctuary.
Summon Radiance Servant	5+	3d6	Short, 4–10 hexes / 12–30 feet	Summoned Form	Concentration, up to 1 minute	Summons Radiance servant.
Blazing Revelation	6+	3d6+1	Short, 4–10 hexes / 12–30 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	Instant / Immediate	Bursts revealing radiance.
Radiant Mark	6+	3d6+1	Short, 4–10 hexes / 12–30 feet	Single Target	1 minute	Marks target with radiance.
Sanctifying Light	6+	3d6+1	Contact	Single Target	1 minute	Grants Sanctified.

LIGHTNING

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Static Touch	1+	1d6	Contact	Single Target	Instant / Immediate	Electrical touch damage.
Jolt Spark	3+	2d6	Very Short, 1–3 hexes / 3–9 feet	Globe	1 Combat Round	Inflicts Jarred.
Lightning Weapon	3+	2d6	Contact	Single Target	1 minute	Empowers weapon with lightning.
Quickening	3+	2d6	Personal	Single Target	1 minute	Grants Alert.
Crackling Bolt	4+	2d6+1	Very Short, 1–3 hexes / 3–9 feet	Ray	Instant / Immediate	Electrical ray damage.
Forked Lightning	4+	2d6+1	Caster-origin	Small Beam, 3 Hex length / 10-foot beam	Instant / Immediate	Branching lightning beam.
Summon Lightning Servant	5+	3d6	Short, 4–10 hexes / 12–30 feet	Summoned Form	Concentration, up to 1 minute	Summons Lightning servant.
Static Snare	6+	3d6+1	Short, 4–10 hexes / 12–30 feet	Single Target	1 minute	Disorients with static.
Grounding Strike	7+	4d6	Short, 4–10 hexes / 12–30 feet	Single Target	Instant / Immediate	Knocks target Prone.

Staggering Surge	7+	4d6	Short, 4–10 hexes / 12–30 feet	Single Target	1 Combat Round	Inflicts Staggered.

MINERAL

Spell	***Level***	***Challenge***	***Range***	***Shape***	***Duration***	***Very brief description***
Crystal Fists	1+	1d6	Contact	Single Target	1 Combat Round	Creates crystal striking fists.
Stone Swarm	3+	2d6	Very Short, 1–3 hexes / 3–9 feet	Globe	Instant / Immediate	Throws mineral swarm.
Crystal Snare	4+	2d6+1	Short, 4–10 hexes / 12–30 feet	Single Target	1 minute	Hinders with crystal.
Crystal Structure	4+	2d6+1	Short, 4–10 hexes / 12–30 feet	Single Structure, up to 1 Hex	1 minute	Creates mineral structure.
Summon Mineral Servant	5+	3d6	Short, 4–10 hexes / 12–30 feet	Summoned Form	Concentration, up to 1 minute	Summons Mineral servant.
Crystal Bramble	6+	3d6+1	Short, 4–10 hexes / 12–30 feet	Small Square, 3×3 Hex grid / 10×10 feet	1 minute	Creates damaging crystal bramble.
Crystal Wall	6+	3d6+1	Short, 4–10 hexes / 12–30 feet	Small Wall, 3 Hex length / 10-foot wall	1 minute	Creates crystal wall.
Mineral Skin	6+	3d6+1	Contact	Single Target	1 minute	Hardens target with mineral skin.
Shard Burst	6+	3d6+1	Short, 4–10 hexes / 12–30 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	Instant / Immediate	Bursts mineral shards.
Grounding Crystal	8+	4d6+1	Short, 4–10 hexes / 12–30 feet	Single Target	1 minute	Grounds target with crystal.
Crystal Cocoon	13+	7d6	Short, 4–10 hexes / 12–30 feet	Single Target	1 Combat Round	Buries target in crystal.

STEAM

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Steam Touch	1+	1d6	Contact	Single Target	Instant / Immediate	Scalding touch damage.
Scald Jet	3+	2d6	Very Short, 1–3 hexes / 3–9 feet	Ray	Instant / Immediate	Scalding steam ray.
Summon Steam Servant	5+	3d6	Short, 4–10 hexes / 12–30 feet	Summoned Form	Concentration, up to 1 minute	Summons Steam servant.
Boiling Shroud	6+	3d6+1	Contact	Single Target	1 minute	Shrouds target in steam.
Pressure Burst	6+	3d6+1	Short, 4–10 hexes / 12–30 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	Instant / Immediate	Explodes pressure burst.
Steam Veil	6+	3d6+1	Short, 4–10 hexes / 12–30 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	1 minute	Creates obscuring steam.
Scalding Cloud	7+	4d6	Short, 4–10 hexes / 12–30 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	1 minute	Creates scalding cloud.
Burning Vapour	8+	4d6+1	Short, 4–10 hexes / 12–30 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	1 minute	Inflicts Burning vapour.

ASH

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Ash Touch	1+	1d6	Contact	Single Target	Instant / Immediate	Ash-fire touch damage.
Ashen Cinder	3+	2d6	Very Short, 1–3 hexes / 3–9 feet	Globe	Instant / Immediate	Throws ash cinder.
Summon Ash Servant	5+	3d6	Short, 4–10 hexes / 12–30 feet	Summoned Form	Concentration, up to 1 minute	Summons Ash servant.
Ash Haze	6+	3d6+1	Short, 4–10 hexes / 12–30 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	1 minute	Creates ash haze.

Ashen Weakness	6+	3d6+1	Short, 4–10 hexes / 12–30 feet	Single Target	1 minute	Inflicts Weakened.
Dead Cinder Cloud	7+	4d6	Short, 4–10 hexes / 12–30 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	1 minute	Creates dead cinder cloud.
Dimming Ashfall	8+	4d6+1	Short, 4–10 hexes / 12–30 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	1 minute	Inflicts Dazzled.
Smothering Ash	10+	5d6+1	Short, 4–10 hexes / 12–30 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	1 minute	Inflicts Smothered.

VACUUM

Spell	***Level***	***Challenge***	***Range***	***Shape***	***Duration***	***Very brief description***
Hollow Touch	1+	1d6	Contact	Single Target	Instant / Immediate	Negative touch damage.
Mute Spark	3+	2d6	Very Short, 1–3 hexes / 3–9 feet	Globe	1 Combat Round	Inflicts Muted.
Summon Vacuum Servant	5+	3d6	Short, 4–10 hexes / 12–30 feet	Summoned Form	Concentration, up to 1 minute	Summons Vacuum servant.
Anchor Void	6+	3d6+1	Short, 4–10 hexes / 12–30 feet	Single Target	1 minute	Inflicts Anchored.
Silence Pocket	7+	4d6	Short, 4–10 hexes / 12–30 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	1 minute	Creates silencing pocket.
Breathless Hollow	8+	4d6+1	Short, 4–10 hexes / 12–30 feet	Single Target	1 minute	Inflicts Choking.
Vacuum Drag	8+	4d6+1	Short, 4–10 hexes / 12–30 feet	Single Target	1 minute	Inflicts Slowed.
Void Sphere	9+	5d6	Short, 4–10 hexes / 12–30 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	1 minute	Creates vacuum hazard.

DUST

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Dust Touch	1+	1d6	Contact	Single Target	Instant / Immediate	Slashing dust touch.
Dust in the Eyes	3+	2d6	Short, 4–10 hexes / 12–30 feet	Single Target	1 Combat Round	Inflicts Distracted.
Scouring Grit	3+	2d6	Very Short, 1–3 hexes / 3–9 feet	Globe	Instant / Immediate	Throws cutting grit.
Crumbling Dust	4+	2d6+1	Short, 4–10 hexes / 12–30 feet	Single Target	Instant / Immediate	Damages objects with dust.
Summon Dust Servant	5+	3d6	Short, 4–10 hexes / 12–30 feet	Summoned Form	Concentration, up to 1 minute	Summons Dust servant.
Dust Veil	6+	3d6+1	Short, 4–10 hexes / 12–30 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	1 minute	Creates dust veil.
Scouring Cloud	7+	4d6	Short, 4–10 hexes / 12–30 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	1 minute	Creates scouring dust cloud.
Dazzling Dustfall	8+	4d6+1	Short, 4–10 hexes / 12–30 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	1 minute	Inflicts Dazzled.
Smothering Dust	10+	5d6+1	Short, 4–10 hexes / 12–30 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	1 minute	Inflicts Smothered.

SALT

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Salt Touch	1+	1d6	Contact	Single Target	Instant / Immediate	Slashing salt touch.
Salt Shard	3+	2d6	Very Short, 1–3 hexes / 3–9 feet	Missile	Instant / Immediate	Throws salt shard.
Brine Sting	4+	2d6+1	Short, 4–10 hexes / 12–30 feet	Single Target	1 minute	Inflicts Tainted.

Salt Spray	4+	2d6+1	Caster-origin	Small Cone, 3 Hex length / 10-foot cone	Instant / Immediate	Sprays cutting salt.
Summon Salt Servant	5+	3d6	Short, 4–10 hexes / 12–30 feet	Summoned Form	Concentration, up to 1 minute	Summons Salt servant.
Drying Crust	6+	3d6+1	Short, 4–10 hexes / 12–30 feet	Small Square, 3×3 Hex grid / 10×10 feet	1 minute	Creates hindering salt crust.
Salt Wound	6+	3d6+1	Short, 4–10 hexes / 12–30 feet	Single Target	1 minute	Inflicts Death-Touched.
Desiccating Field	7+	4d6	Short, 4–10 hexes / 12–30 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	1 minute	Creates desiccating field.
Withering Salt	8+	4d6+1	Short, 4–10 hexes / 12–30 feet	Single Target	1 minute	Inflicts Sickened.

ENCHANTMENT

INFLUENCE

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Distracting Word	3+	2d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 Combat Round	Distracts the Subject.
Uneasy Whisper	4+	2d6+1	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 minute	Makes the Subject uneasy.
Mute Tongue	5+	3d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 Combat Round	Weakens the Subject's voice.
Honeyed Word	6+	3d6+1	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 minute	Allures the Subject.
Fearful Rebuke	7+	4d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 Combat Round	Frightens the Subject.
Fractured Thought	9+	5d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 Combat Round	Breaks coherent action.
Goading Challenge	9+	5d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 Combat Round	Provokes the Subject.
Pacifying Voice	9+	5d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 Combat Round	Prevents hostile action.

Break the Will	13+	7d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 Combat Round	Breaks resistance to the caster.

DOMINATE

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Command	9+	5d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	Instant / Immediate	Forces one simple action.
Stay Thy Hand	9+	5d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 Combat Round	Commands restraint.
Turn Upon Them	9+	5d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 Combat Round	Redirects hostility.
Cloud Command	9+	5d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 Combat Round	Confuses the Subject.
Entrancing Address	13+	7d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	Concentration, up to 1 minute	Entrances the Subject.
Invert Allegiance	13+	7d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	Concentration, up to 1 minute	Reverses friend and foe.
Master's Voice	15+	8d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	Concentration, up to 1 minute	Dominates the Subject's actions.

EVOCATION

POSITIVE ENERGY

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Hand of Grace	1+	1d6	Personal or Contact	Single Target	Instant / Immediate	Heals living or harms Undead.
Holy Beam	4+	2d6+1	Caster-origin	Small Beam, 1×3 Hex line / 3×10-foot beam	Instant / Immediate	Positive-energy beam.
Radiant Pulse	6+	3d6+1	Personal	Small Sphere, centred on caster	Instant / Immediate	Positive-energy pulse.
Dawn Flare	9+	5d6	Caster-origin	Medium Cone, 6×6 Hex cone / 20×20 feet	Instant / Immediate	Cone of brilliant radiance.
Sunburst	11+	6d6	Short, 4–10 hexes / 12–30 feet	Medium Sphere, 6 Hex diameter / 20-foot sphere	Instant / Immediate	Burst of holy daylight.
Wall of Dawn	14+	7d6+1	Contact	Small Wall, 3 Hex line / 3×10-foot wall	1 Combat Round	Creates radiant wall.

NEGATIVE ENERGY

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Chilling Touch	1+	1d6	Personal or Contact	Single Target	Instant / Immediate	Negative touch damage.
Death Beam	2+	1d6+1	Caster-origin	Small Beam, 1×3 Hex line / 3×10-foot beam	Instant / Immediate	Negative-energy beam.
Death Ray	2+	1d6+1	Very Short, 1–3 hexes / 3–9 feet	Ray	Instant / Immediate	Negative-energy ray.
Negative Pall	4+	2d6+1	Short, 4–10 hexes / 12–30 feet	Small Square, 3×3 Hex grid / 10×10 feet	Instant / Immediate	Negative-energy area.
Wall of Night	8+	4d6+1	Contact	Small Wall, 3 Hex line / 3×10-foot wall	1 Combat Round	Creates negative-energy wall.

FIRE

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Blazing Gout	2+	1d6+1	Caster-origin	Small Beam, 1×3 Hex line / 3×10-foot beam	Instant / Immediate	Beam of flame.
Burning Hands	2+	1d6+1	Caster-origin	Small Cone, 3×3 Hex cone / 10×10 feet	Instant / Immediate	Cone of flame.
Scorching Ray	2+	1d6+1	Very Short, 1–3 hexes / 3–9 feet	Ray	Instant / Immediate	Ray of heat.
Fireball	3+	2d6	Very Short, 1–3 hexes / 3–9 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	Instant / Immediate	Exploding fire sphere.
Wall of Fire	9+	5d6	Very Short, 1–3 hexes / 3–9 feet	Small Wall, 3 Hex line / 3×10-foot wall	1 Combat Round	Creates fire wall.

WATER

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Freezing Spray	2+	1d6+1	Caster-origin	Small Cone, 3×3 Hex cone / 10×10 feet	Instant / Immediate	Cone of freezing water.
Ice Dart	2+	1d6+1	Very Short, 1–3 hexes / 3–9 feet	Missile	Instant / Immediate	Missile of cold.
Rime Field	4+	2d6+1	Short, 4–10 hexes / 12–30 feet	Small Square, 3×3 Hex grid / 10×10 feet	Instant / Immediate	Freezing ground area.

Air

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Shocking Grasp	1+	1d6	Personal or Contact	Single Target	Instant / Immediate	Electrical touch.
Lightning Bolt	2+	1d6+1	Caster-origin	Small Beam, 1×3 Hex line / 3×10-foot beam	Instant / Immediate	Lightning beam.
Lightning Burst	3+	2d6	Very Short, 1–3 hexes / 3–9 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	Instant / Immediate	Lightning burst.

Earth

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Acid Spray	2+	1d6+1	Caster-origin	Small Cone, 3×3 Hex cone / 10×10 feet	Instant / Immediate	Cone of acid.
Caustic Globe	2+	1d6+1	Very Short, 1–3 hexes / 3–9 feet	Globe	Instant / Immediate	Acid globe.
Corrosive Ground	10+	5d6+1	Short, 4–10 hexes / 12–30 feet	Small Square, 3×3 Hex grid / 10×10 feet	1 Combat Round	Acidic ground area.

Illusion

Glamour

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Veil the Face	2+	1d6+1	Contact	Single Target	1 minute	Alters apparent face and bearing.
Borrowed Face	4+	2d6+1	Contact	Single Target	1 minute	Creates false appearance.
Alluring Glance	5+	3d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 minute	Inflicts Allured.
Muting Glamour	5+	3d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 minute	Inflicts Muted.
Pacifying Presence	7+	4d6	Caster-origin	Small Cone, 3 Hex cone	1 Combat Round	Pacifies with glamour.
Masque of Delight	8+	4d6+1	Very Short, 1–3 hexes / 3–9 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	1 minute	Delights affected group.

Provoking Glare	8+	4d6+1	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 Combat Round	Inflicts Provoked.
Veil of Unseen Steps	8+	4d6+1	Contact	Single Target	1 minute	Hides movement.
Beguiling Gaze	9+	5d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 minute	Inflicts Charmed.
Glamoured Company	11+	6d6	Contact	Small Sphere, 3 Hex diameter / 10-foot sphere	1 minute	Glamours nearby allies.
Veil of the Court	13+	7d6	Very Short, 1–3 hexes / 3–9 feet	Small Wall, 3 Hex line	1 Combat Round	Creates courtly glamour barrier.
Sovereign Allure	16+	8d6+1	Very Short, 1–3 hexes / 3–9 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	1 minute	Dominates social attention.
Imperial Masquerade	17+	9d6	Contact	Small Sphere, 3 Hex diameter / 10-foot sphere	1 minute	Glamours an entire retinue.
Dream of the Perfect Court	19+	10d6	Caster-origin	Large Cone, 12×12 Hex cone	1 Combat Round	Overwhelms with perfect courtly vision.
Edict of the First Court	20	10d6+1	Short, 4–10 hexes / 12–30 feet	Medium Wall, 6 Hex line	1 Combat Round	Imposes sovereign glamour.

SHADOW MAGIC

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Shadow Dart	2+	1d6+1	Very Short, 1–3 hexes / 3–9 feet	Missile	Instant / Immediate	Shadow missile damage.
Shadow Veil	4+	2d6+1	Very Short, 1–3 hexes / 3–9 feet	Small Sphere, 3 Hex diameter / 10-foot sphere	1 minute	Distracting shadow area.
Nightmare Beam	5+	3d6	Caster-origin	Small Beam, 1×3 Hex line / 3×10-foot beam	Instant / Immediate	Nightmare shadow beam.
Shadow Hex	5+	3d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 minute	Hexes with shadow.
Shadow State	6+	3d6+1	Contact	Single Target	1 minute	Grants Insubstantial.
Shadow Blind	7+	4d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 minute	Inflicts Blinded.
Gloom Field	9+	5d6	Short, 4–10 hexes / 12–30 feet	Small Square, 3×3 Hex grid / 10×10 feet	1 minute	Creates frightening gloom.

Shadowbind	10+	5d6+1	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 minute	Inflicts Shadowbound.
Hungry Shadows	11+	6d6	Short, 4–10 hexes / 12–30 feet	Medium Square, 6×6 Hex grid / 20×20 feet	1 Combat Round	Creates shadowbound area.
Black Dream	14+	7d6+1	Short, 4–10 hexes / 12–30 feet	Large Sphere, 12 Hex diameter / 40-foot sphere	1 minute	Inflicts shadow curse.
Umbral Passage	17+	9d6	Contact	Single Target	1 Combat Round	Grants Phased.
Eclipse of the Self	19+	10d6	Short, 4–10 hexes / 12–30 feet	Single Target	1 Combat Round	Diminishes identity and presence.

TRANSMUTATION

AUGMENT

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Bear's Endurance	2+	1d6+1	Personal or Contact	Single Target	1 minute	Increases Constitution.
Cat's Grace	2+	1d6+1	Personal or Contact	Single Target	1 minute	Increases Dexterity.
Giant's Strength	2+	1d6+1	Personal or Contact	Single Target	1 minute	Increases Strength.
Guarding Flesh	2+	1d6+1	Personal or Contact	Single Target	1 minute	Grants physical guarding.
Watchful Eyes	2+	1d6+1	Personal or Contact	Single Target	1 minute	Grants Watchful.
Alert Nerves	4+	2d6+1	Personal or Contact	Single Target	1 minute	Grants Alert.
Hastened Step	4+	2d6+1	Personal or Contact	Single Target	1 minute	Grants Hastened.
Fortify Stance	6+	3d6+1	Personal or Contact	Single Target	1 minute	Grants Fortified.
Heightened Senses	6+	3d6+1	Personal or Contact	Single Target	1 minute	Grants Heightened Senses.
Resistant Flesh	6+	3d6+1	Personal or Contact	Single Target	1 minute	Grants physical resistance.
Battle Rage	8+	4d6+1	Personal or Contact	Single Target	1 minute	Grants Rage.
Steadfast Heart	8+	4d6+1	Personal or Contact	Single Target	1 minute	Grants Steadfast.
Warded Flesh	10+	5d6+1	Personal or Contact	Single Target	1 minute	Grants physical warding.
Ascended Flesh	14+	7d6+1	Personal or Contact	Single Target	1 minute	Grants Ascended Flesh.
Apotheosis	20	10d6+1	Personal or Contact	Single Target	1 minute	Grants Apotheosis.

TRANSMUTE MATTER

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*

Create Potion	Stored effect's final Spell Level +2	By final Spell Level	Contact	Single Target Object	Until used or destroyed	Stores spell effect in potion.
Calcifying Grasp	4+	2d6+1	Contact	Single Target	1 minute	Inflicts Calcifying.
Corrode Armour	4+	2d6+1	Contact	Single Target	1 minute	Corrodes armour or object.
Grounding Touch	4+	2d6+1	Contact	Single Target	1 minute	Inflicts Grounded.
Harden Matter	4+	2d6+1	Contact	Single Target	1 minute	Hardens object or material.
Soften Ground	4+	2d6+1	Contact	Small Square, 3×3 Hex grid	1 minute	Softens ground.
Brittle Matter	8+	4d6+1	Contact	Single Target	1 minute	Makes material Brittle.
Mud to Stone	8+	4d6+1	Contact	Small Square, 3×3 Hex grid	1 minute	Hardens mud to stone.
Stone to Mud	8+	4d6+1	Contact	Small Square, 3×3 Hex grid	1 minute	Softens stone to mud.
Burrowing Earth	10+	5d6+1	Contact	Small Square, 3×3 Hex grid	1 minute	Buries target in earth.
Crystal Weakness	11+	6d6	Very Short, 1–3 hexes / 3–9 feet	Ray	1 minute	Makes material Brittle.
Fragment Matter	13+	7d6	Contact	Single Target	Instant / Immediate	Fragments matter persistently.
Petrify	17+	9d6	Contact	Single Target	Instant / Immediate	Petrifies target.

TEMPORAL SHIFT

Spell	***Level***	***Challenge***	***Range***	***Shape***	***Duration***	***Very brief description***
Lost Beat	3+	2d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 Combat Round	Inflicts Distracted.
Haste	4+	2d6+1	Personal or Contact	Single Target	1 minute	Grants Hastened.
Temporal Jolt	5+	3d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 Combat Round	Inflicts Jolted.

Disorienting Loop	6+	3d6+1	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 minute	Inflicts Disoriented.
Staggering Moment	7+	4d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 Combat Round	Inflicts Staggered.
Foreseen Motion	8+	4d6+1	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 minute	Grants Foretold.
Slow	8+	4d6+1	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 minute	Inflicts Slowed.
Freeze in Time	9+	5d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 Combat Round	Freezes target in time.
Weight of Ages	10+	5d6+1	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 minute	Inflicts Weighted.
Moment of Correction	11+	6d6	Personal or Contact	Single Target	Instant / Immediate	Rerolls a failed moment.
Time Lock	13+	7d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 Combat Round	Inflicts Time-Locked.
Phase Shift	17+	9d6	Personal or Contact	Single Target	1 Combat Round	Grants Phased.

NECROMANCY

UNDEATH

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Grave-Taint Touch	2+	1d6+1	Contact	Single Target	1 minute	Inflicts Tainted.
Pallor of the Grave	4+	2d6+1	Very Short, 1–3 hexes / 3–9 feet	Missile	1 Combat Round	Inflicts Fatigued.
Command Undead	5+	3d6	Very Short, 1–3 hexes / 3–9 feet	Selected undead within range, up to Control Capacity	1 minute	Commands Undead briefly.
Grave Skin	6+	3d6+1	Personal or Contact	Single Target	1 minute	Grants grave endurance.
Lesser Corpse Servant	6+	3d6+1	Contact	Single Corpse	1 minute	Animates corpse servant.
Bind Undead	9+	5d6	Very Short, 1–3 hexes / 3–9 feet	Selected undead within range, up to Control Capacity	Ongoing	Binds existing Undead.

Curse of the Grave	17+	9d6	Short, 4–10 hexes / 12–30 feet	Single Target	Persistent	Inflicts Cursed.
Deathless Flesh	17+	9d6	Personal or Contact	Single Target	10 minutes	Grants Deathless.
Gift of Undeath	17	9d6	Contact	Single Target	Permanent, ritual	Grants Undeath.
Crimson Ascension	18	9d6+1	Contact	Single Target	Permanent, ritual	Grants Vampirism.
Crown of the Deathless Magus	18	9d6+1	Personal	Single Target	Permanent, ritual	Grants Lichdom.

DEATH MAGIC

Spell	*Level*	*Challenge*	*Range*	*Shape*	*Duration*	*Very brief description*
Life Drain	1+	1d6	Contact	Single Target	Instant / Immediate	Drains life and heals caster.
Ashen Weariness	5+	3d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 minute	Inflicts Fatigued.
Enervating Brand	5+	3d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 minute	Inflicts Weakened.
Life Siphon	5+	3d6	Very Short, 1–3 hexes / 3–9 feet	Ray	Instant / Immediate	Ranged life drain.
Drain the Heart	6+	3d6+1	Contact	Single Target	1 minute	Inflicts Drained.
Withering Curse	7+	4d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 minute	Inflicts Withered.
Breath of the Barrow	8+	4d6+1	Personal, caster-origin	Small Cone, 3×3 Hex cone	Instant / Immediate	Cone of tomb-cold ruin.
Rotting Pall	9+	5d6	Short, 4–10 hexes / 12–30 feet	Small Square, 3×3 Hex grid	1 Combat Round	Creates sickening death field.
Waning Seal	10+	5d6+1	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 day	Inflicts Death-Touched.
Grave Collapse	11+	6d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 Combat Round	Collapses target with deathly weakness.
Unmake the Flesh	13+	7d6	Very Short, 1–3 hexes / 3–9 feet	Single Target	1 minute	Inflicts Unmade Flesh.
Mark for the Last Door	19+	10d6	Short, 4–10 hexes / 12–30 feet	Single Target	1 day	Inflicts Doom Marked.

Black Sentence	20	10d6+1	Short, 4–10 hexes / 12–30 feet	Single Target	1 day	Inflicts Doom Marked and Drained.

Spell Descriptions

ABJURATION

Avoidance

Avoidance spells prevent harm or hostile magic from taking full effect. They differ from Resistance spells because they interfere with the hostile act itself rather than merely reducing the harm after it lands.

Guarding Word

School/Mystery: Abjuration/Avoidance.
Components: Verbal.
Spell Level: 2+.
Challenge: **1d6+1**.
Casting Time: 1 segment.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.
Description: The caster speaks a short prohibition against immediate harm. For the duration, the first physical attack made against the Subject each Combat Round suffers –2 to its attack roll. This spell interferes with the hostile act before it lands; it does not reduce damage after the attack succeeds.
4 Levels of Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. The first physical attack made against the Subject each Combat Round suffers –4 to its attack roll.
8 Levels of Empower: The spell becomes Spell Level 10, Challenge **5d6+1**. The first physical attack made against the Subject each Combat Round suffers –6 to its attack roll.
12 Levels of Empower: The spell becomes Spell Level 14, Challenge **7d6+1**. The first physical attack made against the Subject each Combat Round suffers –8 to its attack roll.
13 Levels of Empower: The spell becomes Spell Level 15, Challenge **8d6**. The first physical attack made against the Subject each Combat Round misses automatically unless the attack is Otherworldly Rank or greater.

Anchor Word

School/Mystery: Abjuration/Avoidance.
Components: Verbal.
Spell Level: 4.
Challenge: **2d6+1**.
Casting Time: 2 segments.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.
Description: The caster fixes the Subject in its present state and position against magical displacement. For the duration, the Subject becomes **Anchored** (cannot teleport, phase, or be forcibly displaced by magical movement).

Spell Ward

School/Mystery: Abjuration/Avoidance.
Components: Verbal.
Spell Level: 6+
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.
Description: The caster defines the Subject against hostile magic, surrounding them with a formal denial of intrusion. For the duration, the Subject gains **Resistant – Magic** (+4 to resist hostile spells and magical conditions).
2 Levels of Empower: The spell becomes Spell Level 8, Challenge **4d6+1**. The resistance bonus increases to +4.
4 Levels of Empower: The spell becomes Spell Level 10, Challenge **5d6+1**. The resistance bonus increases to +5.
6 Levels of Empower: The spell becomes Spell Level 12, Challenge **6d6+1**. The resistance bonus increases to +6.
9 Levels of Empower: The spell becomes Spell Level 15, Challenge **8d6**. The Subject gains **Immunity – Magic** (hostile spells and magical conditions cannot affect the Subject unless they are Otherworldly Rank or greater).

Hold Fast

School/Mystery: Abjuration/Avoidance.
Components: Verbal.
Spell Level: 8+.
Challenge: **4d6+1**.
Casting Time: 4 segments.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.
Description: The caster braces the Subject against hostile movement and restraint. For the duration, the Subject becomes **Fortified** (+2 to resist being **Hindered**, **Rooted**, **Restrained**, knocked **Prone**, or forcibly moved).
2 Levels of Empower: The spell becomes Spell Level 10, Challenge **5d6+1**. The Fortified resistance bonus increases to +3.
4 Levels of Empower: The spell becomes Spell Level 12, Challenge **6d6+1**. The Fortified resistance bonus increases to +4.
6 Levels of Empower: The spell becomes Spell Level 14, Challenge **7d6+1**. The Fortified resistance bonus increases to +5.
10 Levels of Empower: The spell becomes Spell Level 18, Challenge **9d6+1**. The Subject cannot be forcibly moved by effects or spells below Otherworldly Rank.

Elusive

School/Mystery: Abjuration/Avoidance.
Components: Verbal.
Spell Level: 10+.
Challenge: **5d6+1**.
Casting Time: 5 segments.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.
Description: The caster places the Subject slightly outside the certainty of attack. For the duration, the Subject becomes **Elusive** (the first attack or hostile spell against the Subject each Combat Round suffers –3).
2 Levels of Empower: The spell becomes Spell Level 12, Challenge **6d6+1**. The Subject becomes **Untouchable** (the first successful attack or hostile spell affecting the Subject each Combat Round is negated unless it exceeds the caster's successful spell roll by 2 or more).
7 Levels of Empower: The spell becomes Spell Level 17, Challenge **9d6**. Attacks and hostile spells below Mythic Rank automatically fail to affect the Subject unless the attacker's roll equals or exceeds the caster's successful spell roll.

Reality Anchor

School/Mystery: Abjuration/Avoidance.
Components: Verbal.
Spell Level: 17+.
Challenge: **9d6**.
Casting Time: 8 segments.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.
Description: The caster binds the Subject's essential reality in place. For the duration, the Subject becomes **Reality-Anchored** (the Subject cannot be transformed, banished, summoned, teleported unwillingly, erased, phased out, or altered in essential nature except by effects that explicitly bypass this condition).
2 Levels of Empower: The spell becomes Spell Level 19, Challenge **10d6**. **Reality-Anchored** also resists Godlike alteration, displacement, erasure, transformation, banishment, summoning, and phasing if the caster's successful spell roll equals or exceeds the opposing effect.

BANISHING

Undead Bane

School/Mystery: Abjuration/Banishing.
Components: Verbal.
Spell Level: 2+.
Challenge: **1d6+1**.
Casting Time: 1 segment.
Range: Personal.
Shape: Shell, 1 hex (3 feet) around subject.
Duration: 1 minute.
Resistance: Wisdom.
Description: The caster layers themself in a verbal ward repulsive to the Undead. An Undead Subject that enters Contact range, begins movement in Contact range, or attempts to attack the caster from Contact range must attempt a Wisdom Challenge against the caster's successful spell roll. On a failed resistance, the Undead Subject becomes **Uneasy** (–1 to Spot and social rolls; the Subject senses a

hostile pull away from the area) and suffers –1 to attack rolls against the caster while it remains in Contact range.
2 Levels of Empower: The spell becomes Spell Level 4, Challenge **2d6+1**. The attack penalty against the caster increases to –2.
4 Levels of Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. The attack penalty against the caster increases to –3.
6 Levels of Empower: The spell becomes Spell Level 8, Challenge **4d6+1**. The attack penalty against the caster increases to –4.
13 Levels of Empower: The spell becomes Spell Level 15, Challenge **8d6**. Undead below Otherworldly Rank cannot willingly move closer to the caster unless they first succeed on a Wisdom Challenge against the caster's successful spell roll.

Circle of Denial

School/Mystery: Abjuration/Banishing.
Components: Verbal, Material (silver powder worth 40 sp, consumed).
Spell Level: 4+.
Challenge: **2d6+1**.
Casting Time: Focused, 8 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Small Circle, 3 Hex diameter (10' circle).
Duration: Concentration, up to 1 minute.
Resistance: Resilience.
Description: The caster casts silver powder in a clean circle and speaks a denial against beings sustained by planar intrusion. A summoned, extraplanar, or foreign-planar Subject of Minor Rank or lower that attempts to enter or leave the circle must attempt a Resilience Challenge against the caster's successful spell roll. On a failed resistance, the Subject is stopped at the boundary and cannot cross during that movement.
2 Levels of Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. The circle affects Moderate Rank or lower Subjects.
4 Levels of Empower: The spell becomes Spell Level 8, Challenge **4d6+1**. The circle affects Major Rank or lower Subjects.
6 Levels of Empower: The spell becomes Spell Level 10, Challenge **5d6+1**. The circle affects Greater Rank or lower Subjects.
8 Levels of Empower: The spell becomes Spell Level 12, Challenge **6d6+1**. The circle affects Grand Rank or lower Subjects.

Rebuke

School/Mystery: Abjuration/Banishing.
Components: Verbal.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: Concentration, up to 1 minute.
Resistance: Wisdom.
Description: The caster selects one summoned, extraplanar, or foreign-planar Subject and speaks a word of rejection. On a failed Wisdom Challenge against the caster's successful spell roll, the Subject becomes **Frightened** (–2 to all rolls while facing the source; cannot willingly move closer) for as long as the caster maintains Concentration.
2 Levels of Empower: The spell becomes Spell Level 8, Challenge **4d6+1**. The **Frightened** penalty increases to –3.
4 Levels of Empower: The spell becomes Spell Level 10, Challenge **5d6+1**. The **Frightened** penalty increases to –4.
6 Levels of Empower: The spell becomes Spell Level 12, Challenge **6d6+1**. The **Frightened** penalty increases to –5.
9 Levels of Empower: The spell becomes Spell Level 15, Challenge **8d6**. A Subject that fails resistance must use its first available movement to move away from the caster by the safest obvious route if it can do so.

Turn Undead

School/Mystery: Abjuration/Banishing.
Components: Verbal.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Contact, centred on the caster.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: 1 minute.
Resistance: Wisdom.
Description: The caster raises a holy symbol or speaks a forceful word of rebuke, causing a circle of authority to flare outward from the caster. Each Undead Subject in the affected area must attempt a Wisdom Challenge against the caster's successful spell roll. On a failed resistance, the Undead Subject becomes **Frightened** (–2 to all rolls while the caster remains present; cannot willingly move closer to the

caster) for the duration.
2 Levels of Empower: The spell becomes Spell Level 8, Challenge **4d6+1**. The **Frightened** penalty increases to –3.
4 Levels of Empower: The spell becomes Spell Level 10, Challenge **5d6+1**. The **Frightened** penalty increases to –4.
6 Levels of Empower: The spell becomes Spell Level 12, Challenge **6d6+1**. The **Frightened** penalty increases to –5.
9 Levels of Empower: The spell becomes Spell Level 15, Challenge **8d6**. An Undead Subject that fails resistance must use its first available movement to move away from the caster by the safest obvious route if it can do so.

Unsummon

School/Mystery: Abjuration/Banishing.
Components: Verbal.
Spell Level: 8+.
Challenge: **4d6+1**.
Casting Time: 4 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: Challenge against the summoning spell's original spell roll; if unavailable, the summoned Subject resists with Resilience.
Description: The caster speaks the flaw in the magic sustaining one summoned creature or summoned magical construct of Major Rank or lower. On a failed resistance, the Subject becomes **Unsummoned** (the summoned creature's summoning ends) and returns to its origin.
2 Levels of Empower: The spell becomes Spell Level 10, Challenge **5d6+1**. **Unsummon** affects Greater Rank or lower summoned Subjects.
4 Levels of Empower: The spell becomes Spell Level 12, Challenge **6d6+1**. **Unsummon** affects Grand Rank or lower summoned Subjects.
6 Levels of Empower: The spell becomes Spell Level 14, Challenge **7d6+1**. **Unsummon** affects Epic Rank or lower summoned Subjects.
8 Levels of Empower: The spell becomes Spell Level 16, Challenge **8d6+1**. **Unsummon** affects Otherworldly Rank or lower summoned Subjects.
10 Levels of Empower: The spell becomes Spell Level 18, Challenge **9d6+1**. **Unsummon** affects Mythic Rank or lower summoned Subjects.

Banishment

School/Mystery: Abjuration/Banishing.
Components: Verbal.
Spell Level: 14+.
Challenge: **7d6+1**.
Casting Time: 7 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: Resilience.
Description: The caster tears open a brief rejection in the present world and casts a summoned, extraplanar, or foreign-planar Subject of Epic Rank or lower through it. On a failed resistance, the Subject becomes **Banished** (expelled from the plane back to its plane of origin) and cannot return to the current plane for 10 years unless a stronger effect restores it.
2 Levels of Empower: The spell becomes Spell Level 16, Challenge **8d6+1**. **Banishment** affects Otherworldly Rank or lower Subjects, and the exile lasts 20 years.
4 Levels of Empower: The spell becomes Spell Level 18, Challenge **9d6+1**. **Banishment** affects Mythic Rank or lower Subjects, and the exile lasts 30 years.
6 Levels of Empower: The spell becomes Spell Level 20, Challenge **10d6+1**. **Banishment** affects Godlike Rank or lower Subjects, and the exile lasts 40 years.

Irrevocable Exile

School/Mystery: Abjuration/Banishing.
Components: Verbal.
Spell Level: 19+.
Challenge: **10d6**.
Casting Time: 9 segments.
Range: Contact.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: Resilience.
Description: The caster speaks a final rejection against one summoned, extraplanar, or foreign-planar Subject. On a failed resistance, the Subject is placed in **Irrevocable Exile** (removed from the current reality with no return except by equal or greater power). The caster may return the Subject to its home plane or exile it to another plane named as part of the casting.
1 Level of Empower: The spell becomes Spell Level 20, Challenge **10d6+1**. A Godlike effect attempting to restore the Subject must equal or exceed the caster's successful spell roll.

DISPELLING

Reveal

School/Mystery: Abjuration/Dispelling.
Components: Verbal.
Spell Level: 2+.
Challenge: **1d6+1**.
Casting Time: 1 segment.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Small Square, 3×3 grid.
Duration: Instant / Immediate.
Resistance: Sneak against the caster's successful spell roll for mundane hiding; challenge against active concealment magic for magical concealment; none against unattended illusions, traces, or magical residue.
Description: The caster speaks a word that denies hiddenness in the affected area. Subjects that fail resistance become **Revealed** (lose stealth and invisibility benefits).
1 Level of Empower: The spell becomes Spell Level 3, Challenge **2d6**. Affected Subjects become **Exposed** (cannot benefit from concealment, disguise, stealth, or invisibility) as well as **Revealed** for 1 minute against effects of Spell Level 3 or lower.
3 Levels of Empower: The spell becomes Spell Level 5, Challenge **3d6**. Affected Subjects become **Unmasked** for 1 minute, losing magical disguise, glamour, false appearance, illusory covering, invisibility, or assumed magical identity of Spell Level 5 or lower.
Further Empower: Each additional Level of Empower increases the spell's final Spell Level by +1, uses the corresponding Challenge Dice, and increases the maximum Spell Level of concealment, disguise, stealth, invisibility, or false magical appearance affected by +1.

Purify Corruption

School/Mystery: Abjuration/Dispelling.
Components: Verbal.
Spell Level: 1+.
Challenge: **1d6**.
Casting Time: 1 segments.
Range: Contact.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: Challenge against the active effect's original spell roll; if unavailable, use the effect's Condition Challenge Dice.
Description: The caster purges one corrupting effect from the Subject. One Poison, Hex, Curse, Disease, Insanity, Necromancy effect, Shadow Magic effect, or corrupting magical condition of **Lesser Rank** immediately ends. Where the effect is magical, the Subject becomes **Purged** (one named magical condition or ongoing magical effect on the Subject immediately ends).

2 Levels of Empower: The spell becomes Spell Level 3, Challenge **2d6**, and may purify Minor Rank or lower corrupting effects.
4 Levels of Empower: The spell becomes Spell Level 5, Challenge **4d6**, and may purify Moderate Rank or lower corrupting effects.
6 Levels of Empower: The spell becomes Spell Level 7, Challenge **4d6**, and may purify Major Rank or lower corrupting effects.
8 Levels of Empower: The spell becomes Spell Level 9, Challenge **5d6**, and may purify Greater Rank or lower corrupting effects.
10 Levels of Empower: The spell becomes Spell Level 11, Challenge **6d6**, and may purify Grand Rank or lower corrupting effects.
12 Levels of Empower: The spell becomes Spell Level 13, Challenge **7d6**, and may purify Epic Rank or lower corrupting effects.
14 Levels of Empower: The spell becomes Spell Level 15, Challenge **8d6**, and may purify Otherworldly Rank or lower corrupting effects.
16 Levels of Empower: The spell becomes Spell Level 17, Challenge **9d6**, and may purify Mythic Rank or lower corrupting effects.
This spell cannot counteract Godlike Conditions.

Suppress Spell

School/Mystery: Abjuration/Dispelling.
Components: Verbal.
Spell Level: 5+.
Challenge: **3d6**.
Casting Time: 2 segments.
Range: Medium, 11–20 hexes / 33–60 feet.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: Challenge against the spell being suppressed.
Description: The caster suppresses one spell as it is being cast or completed. If the caster's successful spell roll equals or exceeds the spell roll of the spell being suppressed, that spell fails to take effect. This is magical suppression, not physical interruption, and does not replace the normal combat rules for damaging, distracting, or disrupting a caster

during the casting period. **Suppress Spell** may suppress spells of Moderate Rank or lower.
2 Levels of Empower: The spell becomes Spell Level 7, Challenge **4d6**, and may suppress Major Rank or lower spells.
4 Levels of Empower: The spell becomes Spell Level 9, Challenge **5d6**, and may suppress Greater Rank or lower spells.
6 Levels of Empower: The spell becomes Spell Level 11, Challenge **6d6**, and may suppress Grand Rank or lower spells.
8 Levels of Empower: The spell becomes Spell Level 13, Challenge **7d6**, and may suppress Epic Rank or lower spells.
10 Levels of Empower: The spell becomes Spell Level 15, Challenge **8d6**, and may suppress Otherworldly Rank or lower spells.
12 Levels of Empower: The spell becomes Spell Level 17, Challenge **9d6**, and may suppress Mythic Rank or lower spells.
This spell cannot suppress Godlike spells.

Unbinding

School/Mystery: Abjuration/Dispelling.
Components: Verbal.
Spell Level: 5+.
Challenge: **3d6**.
Casting Time: 2 segments.
Range: Contact.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: Challenge against the active effect's original spell roll; if unavailable, use the effect's Condition Challenge Dice.
Description: The caster breaks one magical restraint, binding, or anchoring effect affecting the Subject. One eligible binding condition of Moderate Rank or lower immediately ends. Eligible binding conditions include **Hindered**, **Rooted**, **Restrained**, **Anchored**, **Weighted**, **Sealed**, **World-Anchored**, or any magical effect that binds, pins, holds, entangles, restrains, anchors, prevents teleportation, prevents phasing, prevents summoning, prevents banishment, or prevents forced movement. Conditions that are merely emotional, poisonous, diseased, corrupting, damaging, or fear-based are not eligible unless they were specifically created as a magical binding, restraint, or anchoring effect.
2 Levels of Empower: The spell becomes Spell Level 7, Challenge **4d6**, and may end Major Rank or lower eligible binding effects.
4 Levels of Empower: The spell becomes Spell Level 9, Challenge **5d6**. The spell may end Greater Rank or lower eligible binding effects, and the caster may instead apply **Unbound** (ongoing magical bindings, restraints, and anchoring effects on the Subject immediately end).
6 Levels of Empower: The spell becomes Spell Level 11, Challenge **6d6**, and may end Grand Rank or lower eligible binding effects.
8 Levels of Empower: The spell becomes Spell Level 13, Challenge **7d6**, and may end Epic Rank or lower eligible binding effects.
10 Levels of Empower: The spell becomes Spell Level 15, Challenge **8d6**, and may end Otherworldly Rank or lower eligible binding effects.
12 Levels of Empower: The spell becomes Spell Level 17, Challenge **9d6**, and may end Mythic Rank or lower eligible binding effects.
This spell cannot counteract Godlike binding conditions.

Purge Magic

School/Mystery: Abjuration/Dispelling.
Components: Verbal.
Spell Level: 7+.
Challenge: **4d6**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: Challenge against the active effect's original spell roll; if unavailable, use the effect's Challenge Dice.
Description: The caster names one active magical effect or magical condition affecting the Subject and breaks its hold if the abjuration overcomes it. One named magical condition or ongoing magical effect of Major Rank or lower immediately ends, and the Subject becomes **Purged** (one named magical condition or ongoing magical effect on the Subject immediately ends). Eligible magical effects include spells, magical conditions, blessings, curses, glamours, enchantments, wards, bindings, summon-sustaining effects, magical restraints, magical concealment, magical augmentations, or any other ongoing effect created or sustained by magic. Mundane conditions are not eligible unless they were directly created or maintained by magic.
2 Levels of Empower: The spell becomes Spell Level 9, Challenge **5d6**, and may purge Greater Rank or lower magical effects.
4 Levels of Empower: The spell becomes Spell Level 11, Challenge **6d6**. The spell may purge Grand Rank or lower

magical effects, and the caster may instead **Disjoin Magic**, immediately ending all eligible ongoing magical effects affecting the Subject, hostile or beneficial, up to the maximum Rank allowed by the spell.
6 Levels of Empower: The spell becomes Spell Level 13, Challenge **7d6**, and may purge Epic Rank or lower magical effects.
8 Levels of Empower: The spell becomes Spell Level 15, Challenge **8d6**, and may purge Otherworldly Rank or lower magical effects.
10 Levels of Empower: The spell becomes Spell Level 17, Challenge **9d6**, and may purge Mythic Rank or lower magical effects.
This spell cannot counteract Godlike magical effects.

Null Field

School/Mystery: Abjuration/Dispelling.
Components: Verbal.
Spell Level: 12+.
Challenge: **6d6+1**.
Casting Time: 6 segments.
Range: Contact, centred on the caster or a touched point.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Concentration, up to 1 minute.
Resistance: Challenge against each active magical effect in the area; if unavailable, use the effect's Challenge Dice.
Description: The caster sustains a small field in which active magic falters. Within the field, eligible magical effects of Grand Rank or lower are suppressed rather than destroyed. Subjects in the field that fail resistance become **Nullified** (all ongoing magical conditions, blessings, curses, or magical augmentations on the Subject are suppressed, and the Subject cannot benefit from or initiate magic). Suppressed magic resumes when it leaves the field or when the field ends, unless its normal duration has already expired. Eligible magical effects include spells, magical conditions, blessings, curses, glamours, enchantments, wards, bindings, summon-sustaining effects, magical restraints, magical concealment, magical augmentations, magical item properties, or any other ongoing effect created or sustained by magic. Mundane conditions are not eligible unless they were directly created or maintained by magic. Because this spell requires Concentration, it remains active only while the caster maintains it. If the caster is damaged while maintaining the field, they must make a Resilience Challenge against the damage taken or the spell ends.
2 Levels of Empower: The spell becomes Spell Level 14, Challenge **7d6+1**, and may suppress Epic Rank or lower magical effects.
4 Levels of Empower: The spell becomes Spell Level 16, Challenge **8d6+1**, and may suppress Otherworldly Rank or lower magical effects.
6 Levels of Empower: The spell becomes Spell Level 18, Challenge **9d6+1**, and may suppress Mythic Rank or lower magical effects.
This spell cannot suppress Godlike magical effects.

Repelling

Repelling Word

School/Mystery: Abjuration/Repelling.
Components: Verbal.
Spell Level: 4+.
Challenge: **2d6+1**.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Medium Wall, 6×1 Hex line (3'×20' wall).
Duration: 1 minute.
Resistance: Athletics.
Description: The caster speaks a word of refusal and draws a warded line across open ground, a doorway, a corridor, a bridge, a stair, or another clear line of passage within Short Range. A creature attempting to cross or be pushed through the wall must resist against the caster's successful spell roll. On a failed resistance, the creature is stopped at the boundary for that movement and becomes **Hindered** (movement reduced by 1) for the duration.
2 Levels of Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. A creature that fails resistance becomes **Staggered** (–3 to Physical Skill rolls and movement reduced to 1 square) instead of **Hindered**.
5 Levels of Empower: The spell becomes Spell Level 9, Challenge **5d6**. A creature that fails resistance becomes **Weighted** (movement reduced to 1 square; cannot charge, sprint, fly, or jump; suffers –2 to Dexterity-based rolls) instead of **Staggered**.

Repelling Mantle

School/Mystery: Abjuration/Repelling.
Components: Verbal.
Spell Level: 5+.
Challenge: **3d6**.
Casting Time: 2 segments.

Range: Personal.
Shape: Shell, 1 hex (3 feet) around subject.
Duration: 1 minute.
Resistance: Athletics.
Description: The caster surrounds themself with a close ward of repulsion. Once per Combat Round, when a hostile creature enters Contact range with the caster, that creature must resist against the caster's successful spell roll. On a failed resistance, the creature is **Shoved** (pushed back 1 hex or square unless it succeeds on the listed resistance) 1 hex directly away from the caster. If the creature cannot be moved because of a wall, barrier, creature, or other obstruction, it falls **Prone** instead.
2 Levels of Empower: The spell becomes Spell Level 7, Challenge **4d6**. The mantle may repel two hostile creatures each Combat Round.
4 Levels of Empower: The spell becomes Spell Level 9, Challenge **5d6**. The mantle may repel three hostile creatures each Combat Round.
6 Levels of Empower: The spell becomes Spell Level 11, Challenge **6d6**. The mantle may repel four hostile creatures each Combat Round.
This spell does not stop missile attacks, spells, reach attacks made from beyond Contact range, or creatures that are immune to forced movement.

Repelling Force

School/Mystery: Abjuration/Repelling.
Components: Verbal.
Spell Level: 5+.
Challenge: **3d6**.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: Athletics or Resilience, target's choice.
Description: The caster utters a command of refusal and forces the Subject bodily backward. On a failed resistance, the Subject is **Shoved** (pushed back 1 hex or square unless it succeeds on the listed resistance) and is pushed 1 hex directly away from the caster or away from the point of magical pressure. If the Subject cannot be pushed back because of a wall, barrier, creature, or other obstruction, it falls **Prone** instead.
2 Levels of Empower: The spell becomes Spell Level 7, Challenge **4d6**. The forced movement increases to 2 hexes.
4 Levels of Empower: The spell becomes Spell Level 9, Challenge **5d6**. The forced movement increases to 3 hexes.
6 Levels of Empower: The spell becomes Spell Level 11, Challenge **6d6**. The forced movement increases to 4 hexes.
This spell cannot shove a Subject through a solid barrier, sealed passage, occupied space, or warded line unless another rule specifically allows it.

Wall of Refusal

School/Mystery: Abjuration/Repelling.
Components: Verbal.
Spell Level: 9+.
Challenge: **5d6**.
Casting Time: 4 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Medium Wall, 6×1 Hex line (3'×20' wall).
Duration: Concentration, up to 1 minute.
Resistance: Athletics for ordinary movement; Resilience against forced bodily displacement; challenge against the active magical movement, teleportation, phasing, summoning, or banishing effect where applicable.
Description: The caster draws a hard warded line of refusal across open ground, a doorway, a corridor, a bridge, a stair, or another clear line of passage within Short Range. A creature attempting to cross, force through, teleport through, phase across, be summoned across, be banished across, or be pushed through the wall must resist against the caster's successful spell roll or be stopped at the boundary. The wall denies ordinary passage and magical displacement of Major Rank or lower. A creature stopped by the wall does not become trapped unless the surrounding space prevents retreat; it simply cannot pass through the warded line. If a creature is being forced through the wall by another effect, the movement ends at the wall unless the forcing effect overcomes the wall. Because this spell requires Concentration, it remains active only while the caster maintains it. If the caster is damaged while maintaining the wall, they must make a Resilience Challenge against the damage taken or the spell ends.
2 Levels of Empower: The spell becomes Spell Level 11, Challenge **6d6**, and denies Grand Rank or lower movement, displacement, summoning, banishing, or phasing effects.
4 Levels of Empower: The spell becomes Spell Level 13, Challenge **7d6**, and denies Epic Rank or lower movement, displacement, summoning, banishing, or phasing effects.
6 Levels of Empower: The spell becomes Spell Level 15, Challenge **8d6**, and denies Otherworldly Rank or lower movement, displacement, summoning, banishing, or phasing

effects.
8 Levels of Empower: The spell becomes Spell Level 17, Challenge **9d6**, and denies Mythic Rank or lower movement, displacement, summoning, banishing, or phasing effects. This spell cannot deny Godlike movement or displacement effects.

Sealing Refusal

School/Mystery: Abjuration/Repelling.
Components: Verbal.
Spell Level: 13+.
Challenge: **7d6**.
Casting Time: 6 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: Resilience.
Description: The caster closes the Subject's movement against every ordinary and magical exit. On a failed resistance, the Subject becomes **Sealed** (cannot move, teleport, phase, be summoned, be banished, or be forcibly displaced by any means short of breaking the condition). The spell denies effects of Grand Rank or lower.
2 Levels of Empower: The spell becomes Spell Level 15, Challenge **8d6**, and denies Otherworldly Rank or lower movement, displacement, summoning, banishing, or phasing effects.
4 Levels of Empower: The spell becomes Spell Level 17, Challenge **9d6**, and denies Mythic Rank or lower movement, displacement, summoning, banishing, or phasing effects.
6 Levels of Empower: The spell becomes Spell Level 19, Challenge **10d6**. The caster may impose **World-Anchored** (the Subject is fixed into reality and cannot be displaced or erased) instead of **Sealed**.
This spell cannot deny Godlike movement or displacement effects unless Empowered to Spell Level 19 or higher and the caster's successful spell roll equals or exceeds the opposing effect.

RESISTANCE

Guard Against Weapons

School/Mystery: Abjuration/Resistance.
Components: Verbal.
Spell Level: 2+.
Challenge: 1d6+1.
Casting Time: 1 segment.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.

Description: The caster hardens the Subject against ordinary bodily harm. For the duration, the Subject gains **Guarded – Physical** (Subject reduces physical damage taken by **2**).

4 Levels of Empower: The spell becomes Spell Level 6, Challenge 3d6+1. The Subject gains **Resistant – Physical** instead (Subject reduces physical damage taken by **4**).

8 Levels of Empower: The spell becomes Spell Level 10, Challenge 5d6+1. The Subject gains **Warded – Physical** instead (Subject reduces physical damage taken by **6**).

12 Levels of Empower: The spell becomes Spell Level 14, Challenge 7d6+1. The Subject gains **Immunity – Physical** instead (Subject takes no physical damage for the duration).

Guard Against Energy

School/Mystery: Abjuration/Resistance.
Components: Verbal.
Spell Level: 2+.
Challenge: 1d6+1.
Casting Time: 1 segment.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.

Description: The caster names one energy type: Acid, Cold, Electrical, Fire, Necrotic, or Radiant. For the duration, the Subject gains the matching **Guarded** condition for that energy type, reducing that damage type by **2**. For example, **Guarded – Fire** reduces Fire damage taken by **2**, while **Guarded – Necrotic** reduces Necrotic damage taken by **2**.

4 Levels of Empower: The spell becomes Spell Level 6, Challenge 3d6+1. The Subject gains the matching **Resistant – Energy** condition instead, reducing the chosen energy damage type by **4**.

8 Levels of Empower: The spell becomes Spell Level 10, Challenge 5d6+1. The Subject gains the matching **Warded – Energy** condition instead, reducing the chosen energy damage type by **6**.

12 Levels of Empower: The spell becomes Spell Level 14, Challenge 7d6+1. The Subject gains **Immunity** to the chosen energy type instead. The Subject takes no damage from that energy type and ignores the ordinary secondary effects caused by that energy type for the duration.

Guard Against Magic

School/Mystery: Abjuration/Resistance.
Components: Verbal.
Spell Level: 2+.
Challenge: 1d6+1.
Casting Time: 1 segment.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.

Description: The caster places a light ward against hostile spellwork. For the duration, the Subject gains **Guarded – Magic** (Subject gains **+2** to rolls that resist spells and magical effects).

4 Levels of Empower: The spell becomes Spell Level 6, Challenge 3d6+1. The Subject gains **Resistant – Magic** instead (Subject gains +4 to resist hostile spells and magical conditions.).

8 Levels of Empower: The spell becomes Spell Level 10, Challenge 5d6+1. The Subject gains **Warded – Magic** instead (Subject gains **+6** to resist hostile spells and magical conditions).

13 Levels of Empower: The spell becomes Spell Level 15, Challenge 8d6. The Subject gains **Immunity – Magic** instead (hostile spells and magical conditions cannot affect the Subject unless they are Otherworldly or greater in level).

Guard Against Poison

School/Mystery: Abjuration/Resistance.
Components: Verbal.
Spell Level: 3+.
Challenge: 2d6.
Casting Time: 1 segment.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 hour.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.

Description: The caster places a purifying ward over the Subject's blood, breath, and flesh. For the duration, the Subject gains **+1d6** to Resilience Challenges against poison, venom, toxic fumes, poisoned wounds, and similar bodily toxins. If the Subject is already suffering from a poison of Minor Rank or lower when the spell is cast, it may immediately make a Resilience Challenge against that poison with the spell's bonus. On a success, the poison ends.

2 Levels of Empower: The spell becomes Spell Level 5, Challenge 3d6. The spell may end poison of Moderate Rank or lower.

4 Levels of Empower: The spell becomes Spell Level 7, Challenge 4d6. The spell may end poison of Major Rank or lower, and the Subject's bonus against poison increases to **+2d6**.

6 Levels of Empower: The spell becomes Spell Level 9, Challenge 5d6. The spell may end poison of Greater Rank or lower.

8 Levels of Empower: The spell becomes Spell Level 11, Challenge 6d6. The spell may end poison of Grand Rank or lower, and the Subject's bonus against poison increases to **+3d6**.

10 Levels of Empower: The spell becomes Spell Level 13, Challenge 7d6. The spell may end poison of Epic Rank or lower.

12 Levels of Empower: The spell becomes Spell Level 15, Challenge 8d6. The spell may end poison of Otherworldly Rank or lower, and the Subject's bonus against poison increases to **+4d6**.

14 Levels of Empower: The spell becomes Spell Level 17, Challenge 9d6. The spell may end poison of Mythic Rank or lower.

Anchoring Ward

School/Mystery: Abjuration/Resistance.
Components: Verbal.
Spell Level: 4+.
Challenge: 2d6+1.
Casting Time: 2 segments.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.

Resistance: None on a willing Subject; Resilience on an unwilling Subject.

Description: The caster fixes the Subject more firmly into its present place in the world. For the duration, the Subject gains **Anchored** (Subject cannot teleport, phase, or be forcibly displaced by magical movement).

This spell protects against hostile magical displacement, forced phasing, unwilling teleportation, magical dragging, summoning displacement, banishing displacement, and similar movement effects. It does not prevent ordinary walking, climbing, falling, pushing, grappling, or mundane forced movement unless those movements are magical in nature.

12 Levels of Empower: The spell becomes Spell Level 16, Challenge 8d6+1. The Subject gains **Reality-Anchored** instead (Subject cannot be transformed, banished, summoned, teleported unwillingly, erased, phased out, or altered in essential nature except by effects that explicitly bypass this condition).

Fortifying Ward

School/Mystery: Abjuration/Resistance.
Components: Verbal.
Spell Level: 6+.
Challenge: 3d6+1.
Casting Time: 3 segments.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.

Description: The caster reinforces the Subject's stance, bodily certainty, and resistance to forced interference. For the duration, the Subject gains **Fortified** (Subject gains **+2** to resist being **Hindered**, **Rooted**, **Restrained**, knocked **Prone**, or forcibly moved).

This spell is useful against shoves, trips, binding effects, restraining magic, moving terrain, dragging force, and similar attempts to compromise the Subject's physical position.

Sanctified Ward

School/Mystery: Abjuration/Resistance.
Components: Verbal.
Spell Level: 7+.
Challenge: 4d6.
Casting Time: 3 segments.
Range: Personal or Contact.
Shape: Single Target.
Duration: 10 minutes.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.

Description: The caster wraps the Subject in a sanctifying protection hostile to undeath and corruption. For the duration, the Subject gains **Sanctified** (Subject gains **+2** to resist Negative Energy effects, curses, and undeath effects, and Undead suffer **–2** to attacks against it).

4 Levels of Empower: The spell becomes Spell Level 11, Challenge 6d6. The Subject gains **+4** to resist Negative Energy effects, curses, and undeath effects, and Undead suffer **–4** to attacks against it.

8 Levels of Empower: The spell becomes Spell Level 15, Challenge 8d6. The Subject gains **+6** to resist Negative Energy effects, curses, and undeath effects, and Undead suffer **–6** to attacks against it.

12 Levels of Empower: The spell becomes Spell Level 19, Challenge 10d6. The Subject gains **+8** to resist Negative Energy effects, curses, and undeath effects, and Undead suffer **–8** to attacks against it.

Unbinding Ward

School/Mystery: Abjuration/Resistance.
Components: Verbal.
Spell Level: 11+.
Challenge: 6d6.
Casting Time: 5 segments.
Range: Personal or Contact.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: None on a willing Subject; Resilience on an unwilling Subject if the Subject resists being freed.

Description: The caster speaks a freeing word over the Subject and breaks hostile magical restraint. The Subject gains **Unbound** immediately (Subject immediately ends ongoing magical bindings, restraints, and anchoring effects) against one eligible effect of Grand Rank or lower.

This spell may end magical binding, magical restraint, magical anchoring, forced magical immobility, hostile sealing, magical chains, conjured snares, supernatural roots, imposed phasing locks, or similar effects. It does not break mundane

rope, iron manacles, collapsed stone, ordinary grapples, or physical prison bars unless those restraints are themselves magical.

2 Levels of Empower: The spell becomes Spell Level 13, Challenge 7d6. The spell may end one eligible binding, restraint, or anchoring effect of Epic Rank or lower.

4 Levels of Empower: The spell becomes Spell Level 15, Challenge 8d6. The spell may end one eligible binding, restraint, or anchoring effect of Otherworldly Rank or lower.

6 Levels of Empower: The spell becomes Spell Level 17, Challenge 9d6. The spell may end one eligible binding, restraint, or anchoring effect of Mythic Rank or lower.

8 Levels of Empower: The spell becomes Spell Level 19, Challenge 10d6. The spell may end one eligible binding, restraint, or anchoring effect of Godlike Rank or lower, provided the caster's successful spell roll equals or exceeds the opposing effect.

Reality Anchor

School/Mystery: Abjuration/Resistance.
Components: Verbal.
Spell Level: 15+.
Challenge: 8d6.
Casting Time: 7 segments.
Range: Contact.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.

Description: The caster declares the Subject fixed in its own reality. For the duration, the Subject gains **Reality-Anchored** (Subject cannot be transformed, banished, summoned, teleported unwillingly, erased, phased out, or altered in essential nature except by effects that explicitly bypass this condition).

This spell does not prevent ordinary harm, ordinary movement, mundane grappling, weapon attacks, poison, disease, or purely physical restraint. It protects the Subject's essential place, form, and reality-state against powerful hostile magic.

1 Level of Duration Empower: The spell becomes Spell Level 16, Challenge 8d6+1. Duration becomes 1 minute.

2 Levels of Duration Empower: The spell becomes Spell Level 17, Challenge 9d6. Duration becomes 10 minutes.

4 Levels of Duration Empower: The spell becomes Spell Level 19, Challenge 10d6. Duration becomes 1 hour.

Sovereign Self

School/Mystery: Abjuration/Resistance.
Components: Verbal.
Spell Level: 17+.
Challenge: 9d6.
Casting Time: 8 segments.
Range: Contact.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.

Description: The caster asserts the Subject's spiritual and mental sovereignty. For the duration, the Subject gains **Sovereign Self** (Subject cannot be charmed, dominated, compelled, frightened, possessed, mind-read, or spiritually displaced except by effects that explicitly bypass this condition).

This spell protects will, selfhood, identity, spiritual location, and personal agency. It does not prevent ordinary persuasion, deception, intimidation, pain, exhaustion, or physical restraint.

2 Levels of Empower: The spell becomes Spell Level 19, Challenge 10d6. The protection applies even against Godlike mental or spiritual effects if the caster's successful spell roll equals or exceeds the opposing effect.

Inviolable

School/Mystery: Abjuration/Resistance.
Components: Verbal.
Spell Level: 19+.
Challenge: 10d6.
Casting Time: 9 segments.
Range: Contact.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.

Description: The caster places the Subject beneath a supreme ward of protection. For the duration, the Subject

gains **Inviolable** (the Subject cannot be meaningfully harmed except by equal or greater power).

While **Inviolable** lasts, the Subject cannot be meaningfully harmed by physical damage, energy damage, hostile magic, possession, corruption, forced transformation, magical displacement, or imposed conditions below Godlike Rank. The spell does not make the Subject omnipotent, does not heal existing injuries, does not remove existing conditions, and does not prevent the spell from ending normally.

1 Level of Empower: The spell becomes Spell Level 20, Challenge 10d6+1. Godlike effects must equal or exceed the caster's successful spell roll to harm, corrupt, possess, transform, displace, or impose conditions on the Subject.

CONJURATION

ASTRAL

Astral Shard

School/Mystery: Conjuration/Astral.
Components: Verbal, Somatic.
Spell Level: 2+.
Challenge: 1d6+1.
Casting Time: 1 segment.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Missile.
Duration: Instant / Immediate.
Resistance: None; requires a successful to-hit roll.

Description: The caster draws a sliver of silver astral matter into the world and sends it toward one Subject. On a successful hit, the shard strikes the Subject and deals **1d6–1 Cold damage, minimum 1**. The shard is not pure energy; it is a brief fragment of conjured astral substance, cold, glassy, and faintly weightless. Because this spell is delivered as a missile, it is subject to Shield Use, Deflection, cover, and any other rule that can negate, block, or turn aside a missile attack.

Empower: Empowering this spell first improves its astral disruption.

One Level of Empower: makes the spell **Level 3, Challenge 2d6**; a Subject damaged by the shard becomes **Distracted** until the end of the Combat Round, suffering **(-1 to Spot, +1 to Initiative**.).

Three Levels of Empower: makes the spell **Level 5, Challenge 3d6**; a Subject damaged by the shard becomes **Disoriented** instead of Distracted until the end of this Combat Round. Losing postponed combat actions, suffering –1 to Athletic Skill rolls, and cannot gain bonuses from flanking, formation, or coordinated movement.

Damage Empower: After the chosen astral disruption level is set, each additional Level of Empower Spell Crafting increases the spell's Cold damage by **+1d6–1, minimum 1**, and increases the spell's final Spell Level by +1.

Astral Globe

School/Mystery: Conjuration/Astral.
Components: Verbal, Somatic.
Spell Level: 4+.
Challenge: 2d6+1.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Globe.
Duration: Instant / Immediate.
Resistance: None; requires a successful to-hit roll.

Description: The caster forms a compact globe of silver-white astral matter and sends it crashing toward one Subject. On a successful hit, the globe strikes the Subject and deals **2d6–2 Cold damage, minimum 2**. The globe is not an explosion or sphere of energy; it is a dense conjured mass from the Astral Plane, cold, luminous, and unnaturally heavy at the moment of impact. Because this spell is delivered as a Globe, it cannot be negated by Deflection or turned aside as a missile. It may still be avoided by cover, blocked by a solid barrier, or reduced by relevant Protection, Resistance, Immunity, or other rules that apply to Cold damage or conjured matter.

Empower: Empowering this spell first improves its astral pressure.
One Level of Empower: makes the spell **Level 5, Challenge 3d6**; a Subject damaged by the globe becomes **Hindered** until the end of the Combat Round, reducing movement by 1.
Three Levels of Empower: makes the spell **Level 7, Challenge 4d6**; a Subject damaged by the globe becomes **Chilled** instead of Hindered until the end of the Combat Round, suffering –2 to Dexterity Skill rolls and halving movement.
Damage Empower: After the chosen astral pressure level is set, each additional Level of Empower Spell Crafting

increases the spell's Cold damage by **+1d6–1, minimum 1**, and increases the spell's final Spell Level by +1.

Summon Astral Servant

School/Mystery: Conjuration/Astral.
Components: Verbal, Somatic.
Spell Level: 5+.
Challenge: 3d6.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Summoned Form.
Duration: Concentration, up to 1 minute.
Resistance: None.

Description: The caster opens a narrow silver interval to the Astral Plane and calls forth one Astral servant of **Moderate** Rank or lower. The servant appears in an unoccupied space within range, formed from cold astral substance, pale light, and faint star-frost. It acts according to the normal summoning rules and remains for the duration, until destroyed, until dismissed by the caster, or until the caster's Concentration ends.

The Astral servant is not a permanent creature and cannot be compelled to remain after the spell ends. If reduced to 0 Hit Points, it dissolves into silver frost and returns to the Astral Plane. It cannot summon other creatures, open planar gates, create permanent objects, or use powers beyond the limits of the creature entry selected by the spell.

At its base level, this spell may summon an **Astral Mote** or another Astral creature of **Moderate** Rank or lower approved by the GM.

Empower: Every 2 Levels of Empower Spell Crafting increases the maximum Astral creature Rank summoned by one Rank.

Empowerment Effectiveness

Added level	*Challenge*	*Creature Rank Summoned*	*Astral Servant Available*
2	4d6	**Major** or lower	Astral Seeker
4	5d6	**Greater** or lower	Astral Hound
6	6d6	**Grand** or lower	Astral Hunter
8	7d6	**Epic** or lower	Astral Sentinel
10	8d6	**Otherworldly** or lower	Astral Executor
12	9d6	**Mythic** or lower	Astral Leviathan

This spell cannot summon Godlike Astral entities.

Starfrost Ground

School/Mystery: Conjuration/Astral.
Components: Verbal, Somatic.
Spell Level: 5+.
Challenge: 3d6.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Square.
Duration: 1 minute.
Resistance: Dodge.

Description: The caster draws a patch of silver-white astral frost into the world, coating the ground in cold, glassy, faintly weightless matter. A Subject that enters the affected area, begins its movement there, or is forced through it must resist against the caster's successful spell roll. On a failed resistance, the Subject becomes **Hindered** for the duration, reducing movement by 1.

Subjects in the area of effect takes **1d6–1 Cold damage, minimum 1 per segment**.

The Starfrost is conjured matter, not pure energy, and may be avoided by flight, levitation, or other means that prevent contact with the affected ground.

Empower: Empowering this spell first improves the astral terrain condition.
One Level of Empower: makes the spell Level 6, Challenge 3d6+1; a Subject that fails resistance becomes **Slowed** instead of Hindered until the end of the Combat Round, (half its movement, +2 to initiative).
Three Levels of Empower: makes the spell Level 8, Challenge 4d6+1; a Subject that fails resistance becomes **Chilled** instead of Slowed until the end of the Combat Round, suffering –2 to Dexterity Skill rolls and halving movement (rounded down).

Damage Empower: After the chosen astral terrain condition

is set, each additional Level of Empower Spell Crafting increases the spell's Cold damage by **+1d6–1, minimum 1**, and increases the spell's final Spell Level by +1.

Astral Snare

School/Mystery: Conjuration/Astral.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: 3d6+1.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: 1 minute.
Resistance: None; requires a successful to-hit roll.

Description: The caster throws a thin silver tether of astral matter around one Subject, binding the Subject's body, on a successful hit, the Subject becomes **Rooted** for the duration and cannot move from its current square by ordinary movement. The Subject may still attack, defend, cast spells, speak, use held items, and may attempt to break or escape the snare via an **Athletics** Challenge.

The snare is conjured astral matter, not pure force, and may be cut, broken, dispelled, or avoided by effects that prevent binding, anchoring, or astral contact.

Empower: Empowering this spell first improves the astral binding.
One Level of Empower: makes the spell Level 7, Challenge 4d6; the Subject becomes **Restrained** instead of Rooted for the duration, the Subject cannot move, suffers –2 to physical actions, and attacks against it gain +1.. The Subject may still speak, defend itself, cast spells if its casting requirements are still possible, and may attempt to break or escape the snare via an **Athletics** Challenge.
Three Levels of Empower: makes the spell Level 9, Challenge 5d6; the Subject becomes **Anchored** as well as Restrained for the duration, and cannot teleport, phase, be summoned, be banished, or be forcibly displaced by magical movement while the snare remains in effect. No Escape is Possible.

Damage Empower: After the chosen astral binding level is set, each additional Level of Empower Spell Crafting causes the snare to inflict **+1d6–1 Cold damage, minimum 1**, per segment while the Subject remains bound by the snare and increases the spell's final Spell Level by +1.

Astral Step

School/Mystery: Conjuration/Astral.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: 3d6+1.
Casting Time: 3 segments.
Range: Personal or Contact.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: None; willing Subject only.

Description: The caster folds the Subject briefly through a cold astral interval and returns it to the world at an unoccupied space within Short Range, 4–10 hexes / 12–30 feet, that the caster can perceive. The Subject arrives silver-lit and rimed with faint star-cold, but unharmed. Astral Step cannot place the Subject inside a solid object, occupied space, sealed chamber, warded boundary, or space the caster cannot perceive. If the destination is blocked, the spell fails harmlessly.

Empower: Empowering this spell first improves its astral displacement.
One Level of Empower: makes the spell Level 7, Challenge 4d6; the Subject may pass through a narrow opening, broken line of sight, bars, arrow slit, curtain, smoke, mist, or similar partial obstruction, provided the caster can still clearly identify a safe destination.
Three Levels of Empower: makes the spell Level 9, Challenge 5d6; the Subject may step through a thin ordinary barrier, such as a door, wooden wall, shutter, portcullis, or similar mundane obstruction, provided the caster knows or can perceive that the destination beyond it is safe and unoccupied. This does not bypass magical seals, Abjuration wards, or effects that prevent teleportation, phasing, or astral movement unless the Astral Step overcomes them.

Distance Empower: After the chosen astral displacement level is set, each additional Level of Empower Spell Crafting increases the destination distance by one Range category and increases the spell's final Spell Level by +1.

Astral Disk

School/Mystery: Conjuration/Astral.
Components: Verbal, Somatic.
Spell Level: 7+.
Challenge: 4d6.

Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Object.
Duration: 10 minutes.
Resistance: None.

Description: The caster conjures a flat disk of pale astral matter, broad enough to carry gear, support a fallen ally, bridge a narrow gap, or serve as a slow floating platform. The disk appears as a silver-white plane of faintly translucent substance, cold at the edges and almost weightless in movement. At its base level, the disk can carry up to **250 lb** and manage up to **25 Item Slots** of bulk. Both limits apply: if either the weight limit or the slot limit is exceeded, the disk becomes unstable and cannot move until the excess burden is removed.

The disk may carry packs, sacks, chests, loose equipment, treasure, tools, mundane supplies, or one willing, unconscious, helpless, or fallen Subject whose total body weight and carried gear do not exceed the disk's limits. It may be fixed in place when created or commanded to follow the caster at a cautious pace. The disk cannot charge, sprint, attack, ram, crush, carry unwilling active creatures, or act as a weapon unless a specialised version of the spell is created.

The disk is a carrying surface, not a shield, wall, barricade, or cover object. It cannot be angled, interposed, carried in front of a Subject, or positioned to block attacks, line of sight, line of effect, breath weapons, spells, missiles, or melee strikes. If used as a bridge or platform, it supports weight but does not provide cover to creatures standing on, behind, or beneath it.

The disk has no Armour or Protection and has **5 Hit Points**. Hit Points are reduced to 0, the disk collapses and vanishes. Any load it was carrying immediately falls.

Empower: Empowering this spell first improves the disk's carrying strength, useful surface, and stability.
One Level of Empower: makes the spell Level 8, Challenge 4d6+1; the disk can carry up to **400 lb** and manage up to **40 Item Slots**. It can support one heavily equipped Normal Subject, two lightly equipped Small Subjects, or a substantial load of adventuring gear.
Three Levels of Empower: makes the spell Level 10, Challenge 5d6+1; the disk can carry up to **750 lb** and manage up to **75 Item Slots**. It can serve as a larger astral platform, stretcher, load-sled, or temporary bridge for several Subjects crossing one at a time.
Five Levels of Empower: makes the spell Level 12, Challenge 6d6+1; the disk can carry up to **1,200 lb** and manage up to **120 Item Slots**. It can be shaped into a more useful astral platform, such as a short bridge, lift, stretcher, floating work surface, or temporary span, provided it remains a simple object and does not become a vehicle, fortress, trap, or weapon.

Wall of Starfrost

School/Mystery: Conjuration/Astral.
Components: Verbal, Somatic.
Spell Level: 9+.
Challenge: 5d6.
Casting Time: 4 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Medium Wall, 6×1 Hex line (3'×20' wall).
Duration: 1 minute.
Resistance: None

Description: The caster conjures a wall of silver-white starfrost, cold astral matter drawn into the world as a hard, glassy barrier. The wall must be placed on open ground, across a doorway, along a corridor, over a bridge, across a stair, or along another clear line of passage within range. It cannot be created inside a creature or object, and it cannot be moved once conjured.

The wall blocks ordinary movement and may provide cover while intact, but it is conjured matter, not an absolute Abjuration ward. Each 3-foot section has **15 Hit Points** and **P4 S3 B1 Armour**. If a section is reduced to 0 Hit Points, that section breaks and no longer blocks passage. Fire will do double damage, and it is immune to Cold.

A Subject in contact range with the wall or is forced onto the wall takes **2d6–2 Cold damage, minimum 2, per segment of contact**. A Subject that successfully forces through the wall still takes the damage for the segment of contact unless another rule prevents it. A Subject that fails its resistance is stopped at the wall and cannot pass through that segment.

Empower: Empowering this spell first improves the wall's astral cold and binding pressure.
One Level of Empower: makes the spell Level 10, Challenge 5d6+1; a Subject damaged by the wall becomes **Hindered** until the end of the Combat Round, reducing movement by 1.
Three Levels of Empower: makes the spell Level 12, Challenge 6d6+1; a Subject damaged by the wall becomes **Chilled** instead of Hindered until the end of the Combat

Round, suffering –2 to Dexterity Skill rolls and halving movement.

Damage Empower: After the chosen astral pressure level is set, each additional Level of Empower Spell Crafting increases the wall's Cold damage by **+1d6–1, minimum 1, per segment of contact**, and increases the spell's final Spell Level by +1.

Astral Door

School/Mystery: Conjuration/Astral.
Components: Verbal, Somatic.
Spell Level: 10+.
Challenge: 5d6+1.
Casting Time: 5 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Portal.
Duration: 1 Combat Round.
Resistance: None

Description: The caster opens a brief silver doorway through the Astral Plane. The doorway appears at a visible point within range and connects to another visible, unoccupied point within Long Range. A willing Subject may pass through the doorway as part of movement, emerging at the destination point without crossing the intervening space. The doorway is cold, luminous, and edged with faint star-frost, but does not itself deal damage.

Astral Door cannot place a Subject inside a solid object, occupied space, sealed chamber, warded boundary, or place the caster cannot perceive. It cannot pass through Abjuration seals, anti-teleportation effects, planar anchors, or similar wards unless the spell overcomes that effect. If the destination is blocked before the Subject passes through, the passage fails harmlessly.

Empower: Empowering this spell first improves its astral passage.
One Level of Empower: makes the spell Level 11, Challenge 6d6; the doorway may connect to a destination the caster has seen clearly within the last minute, even if it is no longer in direct sight, provided no sealed or warded boundary lies between the two points.
Three Levels of Empower: makes the spell Level 13, Challenge 7d6; the doorway may pass through ordinary walls, doors, floors, ceilings, bars, portcullises, or similar mundane barriers, provided the caster knows or can clearly judge that the destination is safe and unoccupied.
Five Levels of Empower: makes the spell Level 15, Challenge 8d6; the doorway may cross an Astral boundary, sealed threshold, or magical ward if the caster's successful spell roll equals or exceeds the opposing effect.

Distance Empower: After the chosen astral passage level is set, each additional Level of Empower Spell Crafting increases the maximum destination distance by one Range category and increases the spell's final Spell Level by +1.

Astral Gate

School/Mystery: Conjuration/Astral.
Components: Verbal, Somatic.
Spell Level: 15+.
Challenge: 8d6.
Casting Time: 7 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Portal.
Duration: Concentration, up to 1 minute.
Resistance: None for willing Subjects; Resilience for an unwilling Subject forced through the gate.

Description: The caster opens a silver-white gate into the Astral Plane at a visible point within range. The gate appears as a vertical doorway of cold star-lit emptiness, large enough for one Normal-sized Subject to pass through at a time. A willing Subject may move through the gate as part of its movement and enter the Astral Plane. The gate remains fixed where it is created and cannot be moved once opened.

The gate cannot be created inside a creature, object, wall, sealed chamber, occupied space, or warded boundary. It cannot cut, crush, divide, trap, or damage creatures by opening or closing.

Astral Gate does not summon a creature by itself, compel a creature to pass through, or guarantee safety on the far side. Abjuration wards, planar seals, anchors, divine prohibitions, and effects that prevent teleportation, planar travel, summoning, banishment, or astral movement may block the gate unless this spell overcomes them.

Empower: Empowering this spell first improves the gate's planar reach.
Two Levels of Empower: makes the spell Level 17, Challenge 9d6; the gate may open from the Astral Plane back to a known place on the Material Plane, provided the caster has personally seen the destination or has a strong sympathetic link to it.

Four Levels of Empower: makes the spell Level 19, Challenge 10d6; the gate may open from the Material Plane through the Astral Plane to another known plane or to a known stable planar threshold. The caster must know the destination by true name, sigil, prior travel, divine map, fixed portal, or other strong planar connection.
Five Levels of Empower: makes the spell Level 20, Challenge 10d6+1; the gate may challenge Godlike planar seals, divine thresholds, or mythic barriers, but only if the caster's successful spell roll equals or exceeds the opposing effect.

Astral Prison

School/Mystery: Conjuration/Astral.
Components: Verbal, Somatic.
Spell Level: 15+.
Challenge: 8d6.
Casting Time: 7 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: Concentration, up to 1 minute.
Resistance: Resilience.

Description: The caster folds a cold silver prison of astral matter around one Subject, suspending it in a narrow 2-dimensional space between the Material World and the Astral Plane. On a failed Resilience Challenge against the caster's successful spell roll, the Subject is enclosed in the Astral Prison for the duration.

While imprisoned, the Subject cannot move from its space, cannot make physical attacks beyond the prison, cannot be physically reached from outside, and cannot pass ordinary objects, weapons, limbs, or carried items through the prison wall. The Subject may still see and hear the Material World dimly, though all sound is distant and all shapes appear pale, stretched, and star-lit. The Subject may speak, think, attempt purely internal magic if its casting requirements are possible.

The prison is conjured astral substance, not pure force. It prevents ordinary movement, forced movement, teleportation, phasing, summoning, banishment, and planar displacement of **Otherworldly** Rank or lower while it remains in effect. It may be attacked, broken, dispelled, or overcome by suitable anti-binding, anti-conjuration, or planar magic. If the prison is broken or dispelled, the Subject immediately returns fully to the Material World in its current space, or the nearest open space if that space is occupied or unsafe.

The prison has **40 Hit Points** and **4P 4S 1B Armour**. If reduced to 0 Hit Points, it shatters into silver frost and the spell ends. A creature trapped inside the prison is protected from ordinary outside physical harm while the prison remains intact.

Empower: Empowering this spell first improves the prison's planar severity.

Two Levels of Empower: makes the spell Level 17, Challenge 9d6; the prison prevents movement, forced movement, teleportation, phasing, summoning, banishment, and planar displacement of **Mythic** Rank or lower. The prison increases to **60 Hit Points and 5P 5S 2B Armour**.

Four Levels of Empower: makes the spell Level 19, Challenge 10d6; the prison becomes a deep astral confinement. The Subject cannot affect the Material World by ordinary physical action, ordinary speech, gaze effects, breath, aura, or bodily presence while imprisoned, unless the effect is Godlike or specifically crosses planar boundaries. The prison increases to **80 Hit Points and 6P 6S 3B Armour**.

Five Levels of Empower: makes the spell Level 20, Challenge 10d6+1; the prison may contest Godlike movement, planar escape, summoning, banishment, phasing, or displacement effects, but only if the caster's successful spell roll equals or exceeds the opposing effect.

Damage Empower: After the chosen imprisoned empowerment level is set, each additional Level of Empower Spell Crafting causes the prison to inflict **+1d6–1 Cold damage, minimum 1**, per segment while the Subject remains imprisoned, and increases the spell's final Spell Level by +1.

ETHEREAL

Spectral Hands

School/Mystery: Conjuration/Ethereal.
Components: Verbal, Somatic.
Spell Level: 2+.
Challenge: 1d6+1.
Casting Time: 1 segment.
Range: Medium, 11–20 hexes / 33–60 feet.
Shape: Object.
Duration: Concentration, up to 1 minute.
Resistance: None.

Description: The caster conjures a pair of pale, translucent hands of ethereal substance at a point within range. The hands move as extensions of the caster's own hands. They may float, point, gesture, touch, tap, pull a light cord, lift or move a small object, open an unlocked latch, disturb dust, carry a light item, or perform another simple hand task that requires modest force. The hands can pass through narrow gaps, bars, cracks, keyholes, curtains, smoke, mist, and similar partial obstructions, but cannot pass through a sealed magical barriers, an Abjuration ward, or a solid surface.

The hands can manipulate up to **15 lb** and **one item of up to 3 Item Slots**. They can carry weapons, tools, keys, bottles, scrolls, light containers, or similar objects, but cannot attack with a weapon nor use a weapon, restrain creatures, provide cover, block attacks, or act as a shield. They may touch Material, Ethereal, Phased, ghostly, spirit-like, or incorporeal Subjects as though they were present but cannot harm nor grapple them.

Because the hands act through the caster's own intent and movement, the caster must maintain Concentration and must be able to perceive the task clearly enough to direct them. If the caster cannot see, hear, sense, or otherwise understand what the hands are doing, they cannot perform work through the spell.

Empower: Empowering this spell improves the hands' precision and ability to perform delicate Skill-based tasks.

One Level of Empower: makes the spell Level 3, Challenge 2d6; the hands may attempt one-handed or simple two-handed Trickery tasks using the caster's Trickery Skill at **–2**.
Two Levels of Empower: makes the spell Level 4, Challenge 2d6+1; the hands may attempt Trickery tasks at **–1**.
Three Levels of Empower: makes the spell Level 5, Challenge 3d6; the hands may attempt Trickery tasks with **no penalty**.
Four Levels of Empower: makes the spell Level 6, Challenge 3d6+1; the hands may attempt Trickery tasks at **+1**.
Five Levels of Empower: makes the spell Level 7, Challenge 4d6; the hands may attempt Trickery tasks at **+2**. This is the maximum bonus granted by this spell.

The hands cannot perform tasks requiring heavy force, full body weight, independent judgment, complex unseen work, or tools too heavy for them to manipulate.

Veil Sight

School/Mystery: Conjuration/Ethereal.
Components: Verbal, Somatic.
Spell Level: 4+.
Challenge: 2d6+1.
Casting Time: 2 segments.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Wisdom on an unwilling Subject.

Description: The caster draws the Subject's sight partly across the Ethereal veil. For the duration, the Subject can perceive Ethereal, Phased, incorporeal, and noncorporeal creatures and objects within ordinary line of sight. Such creatures appear as pale, translucent outlines or blurred silhouettes laid over the Material World. They are **Revealed** to the Subject and cannot remain hidden from that Subject merely because they are Ethereal, Phased, incorporeal, or noncorporeal.

Veil Sight does not allow the Subject to touch, strike, seize, or physically interact with Ethereal or noncorporeal creatures

It does not reveal ordinary hidden creatures, mundane stealth or illusionary invisibility.

Empower: Empowering this spell first improves how clearly the Subject perceives the Ethereal overlap.
One Level of Empower: makes the spell Level 5, Challenge 3d6; Ethereal, Phased, ghostly, spirit-like, incorporeal, and noncorporeal creatures perceived by the Subject are **Exposed** to that Subject for the duration, unable to benefit from Ethereal concealment, ghostly blur, phasing distortion, incorporeal obscurity, or veil-based invisibility of Spell Level 5 or lower.
Three Levels of Empower: makes the spell Level 7, Challenge 4d6; such creatures are also **Unmasked** to the Subject for the duration, losing false spectral appearance, or assumed incorporeal form of Spell Level 7 or lower.

Ethereal Grasp

School/Mystery: Conjuration/Ethereal.
Components: Verbal, Somatic.
Spell Level: 4+.
Challenge: 2d6+1.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.

Duration: 1 minute.
Resistance: None; requires a successful to-hit roll.

Description: The caster conjures a pale ethereal hand, claw, cord, or veil-grip around one Subject within range. On a successful hit, the grasp catches at the Subject's limbs, equipment, shadow, or ghostly outline, and the Subject becomes **Hindered** for the duration, reducing movement by 1. The grasp may affect Material, Ethereal, incorporeal, or noncorporeal Subjects as though they were present.

The grasp is conjured ethereal substance, not pure force. It may be cut, torn, dispelled, or escaped with an Athletics Challenge against the caster's successful spell roll. It cannot be used to lift the Subject, carry the Subject, crush the Subject, drag the Subject through walls, or force the Subject into the Ethereal Plane unless another spell or Empowered effect specifically allows it.

Empower: Empowering this spell first improves the strength of the ethereal grasp.
Three Levels of Empower: makes the spell Level 7, Challenge 4d6; the Subject becomes **Restrained** instead of Hindered for the duration. A Restrained Subject cannot move, suffers –2 to physical actions, and attacks against it gain +1. The Subject may still speak, defend itself, cast spells if its casting requirements are possible, and may attempt to break or escape the grasp with an Athletics Challenge. The grasp inflicts **+1d6–1 damage, minimum 1**, of bludgeoning or Slashing damage.

Damage Empower: After the chosen ethereal grasp level is set, each additional Level of Empower Spell Crafting causes the grasp to inflict **+1d6–1 damage, minimum 1**, per segment while the Subject remains held, and increases the spell's final Spell Level by +1. The damage type is chosen when the spell is cast: Slashing, or Bludgeoning, depending on whether the grasp manifests as claws, Talons, or crushing hands.

Spectral Weapon

School/Mystery: Conjuration/Ethereal.
Components: Verbal, Somatic.
Spell Level: 4+.
Challenge: 2d6+1.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Object / Weapon.
Duration: Concentration, up to 1 minute.
Resistance: None; requires a successful to-hit roll.

Description: The caster conjures a free-floating weapon of pale ethereal substance within range. The weapon may appear as any standard weapon, such as a dagger, sword, axe, mace, spear, flail, or similar armament, but it is always lightweight, spectral, and governed by the spell rather than the equipment table. It always uses the caster's **Small Weapon Use** to hit, regardless of its apparent form.

The weapon may move up to 1 square per segment while the caster maintains Concentration. When the weapon is first conjured, the caster may direct it against one target within range. Once directed, the weapon continues to pursue and attack that target once per Combat Round while the spell remains active and the target remains within range. The caster must spend **1 segment** to redirect the weapon to a new target, recalling it, or ordering it to reposition in a way that is not part of pursuing its current target.

On a successful hit, the weapon deals **1d6–1 damage, minimum 1**, of the physical type chosen when the weapon is formed: Piercing, Slashing, or Bludgeoning. If the weapon's current target leaves the spell's range, becomes unreachable, is defeated, or can no longer be perceived or pursued by the weapon, the weapon hovers in place or returns to the caster until redirected.

The weapon can strike Material, Ethereal, or incorporeal Subjects as though they were present. It may not be used by the caster defensively, nor can they use Perks with it. It cannot be wielded by another creature. If the spell ends, the weapon dissolves into pale vapour and vanishes.

Empower: Empowering this spell first improves the weapon's independence.
Two Levels of Empower: makes the spell Level 6, Challenge 3d6+1; the weapon no longer requires Concentration. It remains for 1 minute, but the caster must still spend **1 segment each Combat Round** to redirect the weapon to a new target.

Speed Empower: After the weapon's independence is set, each additional Level of Empower Spell Crafting may increase the weapon's movement by **+1 hex per segment** and increases the spell's final Spell Level by +1.

Damage Empower: After the weapon's independence and speed are set, each additional Level of Empower Spell

Crafting increases the weapon's damage by **+1d6–1, minimum 1**, and increases the spell's final Spell Level by +1.

Veil Flicker

School/Mystery: Conjuration/Ethereal.
Components: Verbal, Somatic.
Spell Level: 4+.
Challenge: 2d6+1.
Casting Time: 2 segments.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: None on a willing Subject; Wisdom on an unwilling Subject.

Description: The caster draws the Subject briefly into the Ethereal overlap, causing its outline to blur, thin, and shift out of perfect alignment with the Material World. For the duration, the Subject becomes **Veiled**. While veiled, the first physical attack made against the Subject suffers –2 to its attack roll, as the Subject's body is not quite where it appears to be. This does not make the Subject invisible, and it does not allow the Subject to pass through objects, creatures, walls, doors, or other material barriers.

Veil Flicker protects by partial ethereal displacement rather than armour or force. It does not block area effects, attacks that do not require a hit roll, effects that can strike Ethereal or Phased creatures normally.

Empower: Empowering this spell first improves the Subject's ethereal displacement.
One Level of Empower: makes the spell Level 5, Challenge 3d6; the Subject becomes **Elusive** instead of Veiled for the duration. While Elusive, the first physical attack or targeted hostile spell made against the Subject suffers –3 to its attack roll or effect roll.
Three Levels of Empower: makes the spell Level 7, Challenge 4d6; the Subject becomes **Partly Phased** instead of Elusive for the duration. While Partly Phased, the Subject may ignore the first successful physical attack made against it unless that attack is magical or Ethereal.

Duration Empower: After the chosen ethereal displacement level is set, each additional Level of Empower Spell Crafting may increase the duration by one step appropriate to the spell's duration table and increases the spell's final Spell Level by +1.

Summon Ethereal Servant

School/Mystery: Conjuration/Ethereal.
Components: Verbal, Somatic.
Spell Level: 5+.
Challenge: 3d6.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Summoned Form.
Duration: Concentration, up to 1 minute.
Resistance: None.

Description: The caster opens a pale seam into the Ethereal Plane and calls forth one Ethereal servant of **Moderate** Rank or lower. The servant appears in an unoccupied space within range, formed from ghostly veil-substance, translucent flesh, dim light, and drifting vapour. It acts according to the normal summoning rules and remains for the duration, until destroyed, until dismissed by the caster, or until the caster's Concentration ends.

The Ethereal servant is not a permanent creature and cannot be compelled to remain after the spell ends. If reduced to 0 Hit Points, it dissolves into pale mist and returns to the Ethereal Plane. It cannot summon other creatures, open planar gates, create permanent objects, or use powers beyond the limits of the creature entry selected by the spell.

At its base level, this spell may summon a **Veil Spark**.

Empower: Every 2 Levels of Empower Spell Crafting increases the maximum Ethereal creature Rank summoned by one Rank.

Empowerment Effectiveness

Added level	***Challenge***	***Creature Rank Summoned***	***Ethereal Servant Available***
2	4d6	**Major** or lower	Ghostling
4	5d6	**Greater** or lower	Phase Hound
6	6d6	**Grand** or lower	Veil Stalker
8	7d6	**Epic** or lower	Ghost Brute
10	8d6	**Otherworldly** or lower	Phase Reaver
12	9d6	**Mythic** or lower	Veil Horror

This spell cannot summon Godlike Ethereal entities.

Veil Walk

School/Mystery: Conjuration/Ethereal.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: 3d6+1.
Casting Time: 3 segments.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: None; willing Subject only.

Description: The caster draws the Subject partly into the Ethereal Plane, placing it beside the Material World rather than wholly within it. For the duration, the Subject becomes **Phased**. The Material World appears blurred, dim, colour-drained, and muffled to the Subject. The Subject may move through ordinary walls, doors, bars, furniture, rubble, creatures, and other mundane material obstructions, but cannot physically touch, strike, seize, open, carry, damage, or otherwise interact with material creatures or objects while Phased.

The Subject's worn and carried equipment phases with it, provided that equipment is already on the Subject when the spell is cast and remains within the Subject's normal carrying limits. Phased equipment cannot be used to affect the Material World. The Subject cannot make ordinary physical attacks against material creatures, cannot open material doors, cannot pick up material objects, and cannot trigger physical mechanisms except by emerging from the spell.

The Subject cannot willingly end its movement inside solid matter. If the spell ends while the Subject is inside a solid object, wall, floor, creature, or occupied space, the Subject is forced to the nearest open space and takes **1d6 Bludgeoning damage per square moved**, as the Material World rejects the overlap. Abjuration wards and Ethereal barriers, and creatures or objects that exist in the Ethereal Plane may block, perceive, attack or affect the Subject normally.

Empower: Empowering this spell increases how long the Subject may remain within the Ethereal overlap.
One Level of Empower: makes the spell Level 7, Challenge 4d6; the duration becomes **1 minute**.
Two Levels of Empower: makes the spell Level 8, Challenge 4d6+1; the duration becomes **10 minutes**.
Four Levels of Empower: makes the spell Level 10, Challenge 5d6+1; the duration becomes **1 hour**.
Six Levels of Empower: makes the spell Level 12, Challenge 6d6+1; the duration becomes **1 day**.

While the spell lasts, the Subject may travel as far as its movement and the duration allow and if the caster is the subject may end the spell at any time in its duration. This does not allow the Subject to cross Abjuration wards, sealed thresholds, anti-phasing effects, Ethereal barriers, consecrated boundaries, or other effects that specifically prevent Ethereal movement unless the spell overcomes them. The Subject still cannot physically interact with material creatures or objects until the spell ends or another effect forces it to emerge.

Ethereal Gate

School/Mystery: Conjuration/Ethereal.
Components: Verbal, Somatic.
Spell Level: 19+.
Challenge: 10d6.
Casting Time: 9 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Portal.
Duration: Concentration, up to 1 minute.
Resistance: None for willing Subjects; Resilience for an unwilling Subject forced through the gate.

Description: The caster opens a true gate between the Material World and the Ethereal Plane. The gate appears as a tall, pale, wavering doorway of mist, translucent light, and blurred edges, large enough for one Normal-sized Subject to pass through at a time. When the spell is cast, the caster chooses whether the gate opens from the Material World into the Ethereal Plane, from the Ethereal Plane back into the Material World, or between two points where the Material and Ethereal overlap.

A willing Subject may pass through the gate as part of its movement. A Subject entering the Ethereal Plane through the gate becomes fully present in the Ethereal Plane and no longer physically interacts with the Material World unless another effect allows it. The Material World appears blurred, distant, muffled, and colour-drained from the Ethereal side. A Subject returning to the Material World through the gate must emerge into an open, safe, unoccupied space.

The gate cannot be opened inside a creature, object, wall, sealed chamber, occupied space, or warded boundary. It

cannot cut, crush, divide, trap, or damage creatures by opening or closing. It does not compel creatures to pass through, does not summon creatures by itself, and does not guarantee safety on the far side. If an unwilling Subject is shoved, dragged, carried, or forced through the gate, it may attempt a Resilience Challenge against the caster's successful spell roll. On a success, it is stopped at the threshold and does not pass through.

Abjuration wards, sealed thresholds, consecrated barriers, anti-phasing effects, Ethereal barriers, planar locks, divine prohibitions, and effects that prevent teleportation, phasing, planar travel, summoning, banishment, or Ethereal movement may block the gate unless this spell overcomes them. The gate is a passage, not a weapon, prison, shield, or source of cover.

Challenge Calculation: Ethereal Gate is a Godlike planar passage effect, base Spell Level 19; Short Range +0 as part of the gate effect; Portal Shape +0; Concentration up to 1 minute +0 for a maintained Godlike gate; final Spell Level 19.

Casting Time Calculation: Spell Level 19 ÷ 2, rounded down = 9 segments.

Empower: Empowering this spell strengthens the gate against supreme planar opposition.
One Level of Empower: makes the spell Level 20, Challenge 10d6+1; the gate may challenge Godlike planar seals, divine thresholds, anti-phasing effects, Ethereal barriers, or mythic wards, but only if the caster's successful spell roll equals or exceeds the opposing effect. At this level, the caster may also allow one Large Subject to pass through the gate, or allow two Normal-sized Subjects to pass through in the same segment, provided the passage remains safe and unobstructed.

FEYWILD

Fey Spark

School/Mystery: Conjuration/Feywild.
Components: Verbal, Somatic.
Spell Level: 2+.
Challenge: 1d6+1.
Casting Time: 1 segment.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Globe.
Duration: 1 Combat Round.
Resistance: Wisdom.
Description: The caster conjures a tiny mote of Feywild light and sends it dancing before one Subject. The spark glimmers with impossible colour, darting like a firefly. On a failed Wisdom Challenge against the caster's successful spell roll, the Subject becomes **Distracted** until the end of the Combat Round, suffering **(-1 to Spot, +1 to Initiative**.). Fey Spark is not an enchantment placed directly into the mind; it is a conjured glamour-mote that steals attention through movement, colour, scent, sound, and fey strangeness.

The spark gives off faint light but is too small and unstable to illuminate a room properly, serve as a signal over long distance, ignite objects, block vision, or provide cover. It cannot deal damage unless separately Empowered by a specific damaging effect. A Subject that cannot perceive the spark by sight, sound, scent, or magical sense is not affected.

Empower: Empowering this spell first improves the fey glamour's hold over attention.
One Level of Empower: makes the spell Level 3, Challenge 2d6; the Subject becomes **Allured** (Subject is drawn toward the source, is reluctant to leave it, and suffers a -1 penalty to resist Convince challenges or control spell effects from it).instead of Distracted until the end of the Combat Round.
Three Levels of Empower: makes the spell Level 5, Challenge 3d6; the Subject becomes **Confused** instead of Allured until the end of the Combat Round, as the spark fractures its sense of direction, priority, and immediate intent.

Duration Empower: After the chosen fey glamour level is set, each additional Level of Empower Spell Crafting may increase the duration by one practical step, and increases the spell's final Spell Level by +1. This spell should remain a distraction and misdirection spell; it does not become full domination, command, or mind control.

Call Fey Companion

School/Mystery: Conjuration/Feywild.
Components: Verbal, Somatic.
Spell Level: 2+.
Challenge: 1d6+1.
Casting Time: 1 segment.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Summoned Form.
Duration: Concentration, up to 1 minute.
Resistance: None.
Description: The caster opens a brief green-gold passage to

the Feywild and calls forth one Fey companion of Lesser Rank or lower. The companion appears in an unoccupied space within range, formed from leaves, curling roots, flower-light, drifting pollen, faint music, and living Feywild glamour. It acts according to the normal summoning rules and remains for the duration, until destroyed, until dismissed by the caster, or until the caster's Concentration ends.

The Fey companion is not a permanent creature and cannot be compelled to remain after the spell ends. If reduced to 0 Hit Points, it dissolves into petals, motes of light, thorn-dust, soft moss, or fading laughter and returns to the Feywild. It cannot summon other creatures, open planar gates, create permanent objects, swear lasting service, reveal secret Feywild court lore, or use powers beyond the limits of the creature entry selected by the spell.

At its base level, this spell may summon a **Fey Spark**

Empower: Every 2 Levels of Empower Spell Crafting increases the maximum Feywild creature Rank summoned by one Rank. If the new Rank has no listed Feywild creature, the spell does not unlock a new standard companion at that Rank, though the GM may approve an equivalent creature.

Empowerment Effectiveness

Added level	***Challenge***	***Creature Rank Summoned***	***Fey Companion Available***
2	2d6	**Minor** or lower	Pixie Trickster
4	4d6	**Moderate** or lower	Fey Beast
6	6d6	**Major** or lower	-
8	5d6	**Greater** or lower	Glamour Stalker
10	6d6	**Grand** or lower	Fey Guardian
12	7d6	**Epic** or lower	Wild Hunt Rider
14	8d6	**Otherworldly** or lower	-
16	9d6	**Mythic** or lower	Archfey Avatar

This spell cannot summon Godlike Feywild entities.

Briar-Wreathed Weapon

School/Mystery: Conjuration/Feywild.
Components: Verbal, Somatic.
Spell Level: 3+.
Challenge: 2d6.
Casting Time: 1 segment.
Range: Personal or Contact.
Shape: Object / Weapon.
Duration: 1 minute.
Resistance: None on a willing weapon-bearer; Dodge if cast onto an unwilling held weapon.

Description: The caster calls Feywild briars, hooked thorns, sharp green spines, and tiny barbed blossoms around one weapon held by the caster or a willing Subject. The weapon may be a blade, spear, axe, mace, staff, club, arrow, bolt, or similar ordinary weapon, but the spell does not change the weapon's normal use, reach, required Skill, or original damage type. The conjured briars coil around the striking surface and lash outward when the weapon lands.

For the duration, the first successful hit made with the weapon each Combat Round deals an additional **1d6–1 Slashing or Piercing damage, minimum 1**, chosen when the spell is cast. This is conjured Feywild matter, not a permanent weapon enchantment. The briars vanish when the spell ends, if the weapon is destroyed, or if the weapon leaves the bearer's possession for more than 1 Combat Round.

The spell cannot make a weapon larger, increase reach, provide cover, bind a target, parry automatically, or create a separate attacking creature. If cast on ammunition, the spell affects one arrow, bolt, dart, thrown knife, or similar missile and ends after that missile hits or misses.

Empower: Empowering this spell first makes the Feywild briars more cruel and harder to remove from the wound. **Three Levels of Empower:** makes the spell Level 6, Challenge 3d6+1; a Subject damaged by the briars becomes **Bleeding**. While Bleeding, the Subject takes **1 Slashing damage at the end of each Combat Round** until the wound is treated or magically healed. A Subject can suffer only one Bleeding effect from this spell at a time.

Damage Empower: After the bleeding effect is set, each additional Level of Empower Spell Crafting increases the added Slashing or Piercing damage by **+1d6–1, minimum 1**, and increases the spell's final Spell Level by +1.

Green Court Whisper

School/Mystery: Conjuration/Feywild.
Components: Verbal, Somatic.
Spell Level: 4+.
Challenge: **2d6+1**.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: Short, 1 minute.
Resistance: Wisdom.
Spell Limitation: Only affects animals, beasts, plant creatures, awakened plants, vine-creatures, tree spirits, or similar natural living creatures.

Description: The caster conjures the scent and drifting pollen of the Green Court Bloom, a Feywild flower said to grow around the roots of trees where animals, dryads, sprites, and old forest spirits gather without fear. The pollen does not force obedience. Instead, it awakens old instincts of shelter, kinship, food, shade, nesting, flowering, seasonal trust, and recognition of the living green.

On a failed Wisdom Challenge against the caster's successful spell roll, the target becomes **Allured** (Subject is drawn toward the source, is reluctant to leave it, and suffers a -1 penalty to resist Convince challenges or control spell effects from it) for the duration.

A mundane animal may approach, cease immediate hostility, sniff, listen, follow a simple gesture, accept food, or hesitate before attacking. A plant creature may still itself, lower branches, loosen vines, open a passage through foliage, or regard the caster as part of the living green for the spell's duration. The GM should judge the exact behaviour according to the creature's nature, intelligence, hunger, fear, loyalty, and current danger.

Empower: Empowering this spell deepens the Green Court's sympathy from attraction into true fey favour. The empowered condition replaces **Allured** rather than stacking with it.

2 Levels of Empower: The spell becomes Level 6, Challenge **3d6+1**. On a failed resistance, the target becomes **Charmed** instead of **Allured** for the duration. While **Charmed**, the target will not attack the caster and gains +2 to peaceful interaction with the caster. The **Charmed** effect ends if the caster or the caster's allies perform a hostile action against the target.

Briar Patch

School/Mystery: Conjuration/Feywild.
Components: Verbal, Somatic.
Spell Level: 5+.
Challenge: 3d6.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Square.
Duration: 1 minute.
Resistance: Dodge.

Description: The caster summons a patch of twisting Feywild briars, thorned vines, hooked roots, and sharp green growth across the ground. A Subject that enters the affected area, begins movement there, or is forced through it must attempt a Dodge Challenge against the caster's successful spell roll. On a failed resistance, the Subject becomes **Hindered** for the duration, reducing movement by 1.

Subjects in the area of effect take **1d6–1 Slashing damage, minimum 1, per segment** while they remain in contact with the briars. This damage is caused by conjured living thorns rather than pure force or energy, and may be avoided by flight, levitation, or other means that prevent contact with the affected ground. The briars are conjured matter and may be cut, burned, trampled, dispelled, or destroyed as the GM allows.

Empower: Empowering this spell first improves the grip of the Feywild briars.
One Level of Empower: makes the spell Level 6, Challenge 3d6+1; a Subject that fails resistance becomes **Rooted** instead of Hindered for the duration and cannot move from its current square by ordinary movement.
Three Levels of Empower: makes the spell Level 8, Challenge 4d6+1; a Subject that fails resistance becomes **Restrained** instead of Rooted for the duration. The Subject cannot move, suffers –2 to physical actions, and attacks against it gain +1. The Subject may still speak, defend itself, cast spells if its casting requirements are possible, and may attempt to break or escape the briars with an Athletics Challenge.

Damage Empower: After the chosen briar condition is set, each additional Level of Empower Spell Crafting increases the Slashing damage by **+1d6–1, minimum 1, per segment**, and increases the spell's final Spell Level by +1.

Sheltering Grove

School/Mystery: Conjuration/Feywild.
Components: Verbal, Somatic.
Spell Level: 5+.
Challenge: 3d6.
Casting Time: 10 minutes.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Medium Square.
Duration: One rest, up to 8 hours.
Resistance: None.

Description: The caster draws a small piece of the Feywild into the world, causing soft moss, low branches, broad leaves, curling roots, gentle flowers, dry bedding, and a faint green-gold stillness to rise from the ground. The grove does not create a building or a fortress, but it turns an otherwise poor sleeping place into a proper campsite. For the duration, up to **four normal-sized Subjects** may rest in the grove and count as **camping rather than rough sleeping**.

The grove provides dry ground, modest shelter from wind and ordinary rain, soft bedding, and a natural sense of enclosure. It does not provide food, healing, fire, armour, a barricade, or protection from enemies. It does not block attacks, provide combat cover, prevent discovery, or stop creatures from entering the area. It also does not protect against severe weather, flood, supernatural cold, choking smoke, poisonous air, hostile terrain, or magical corruption.

The grove is conjured natural matter with a Feywild character. It may appear as a ring of young trees, a mossy hollow, a flowered bower, a root-walled nook, a fern-covered shelter, underground it may appear as a small mushroom forest. or another gentle natural form appropriate to the surroundings. It cannot be created in mid-air, underwater, inside solid stone, inside a creature, or in a place where ordinary plant like matter could not meaningfully rest.

Empower: Empowering this spell first improves the comfort and protection of the grove.
Three Levels of Empower: makes the spell Level 8, Challenge 4d6+1; the grove becomes a **Hidden Grove**. Ordinary rain, wind, cold, heat, insects, damp, and poor ground do not impact on those resting inside. The grove also muffles ordinary camp noise and dims ordinary camp light from outside view, though it does not make the camp invisible or prevent tracking by magic, scent, or careful Search.
Five Levels of Empower: makes the spell Level 10, Challenge 5d6+1; the grove becomes a **Fey Sanctuary**. Subjects resting inside gain +1d6 to Recovery Challenges.

Capacity Empower: After the chosen grove quality is set, each additional Level of Empower Spell Crafting increases the grove's capacity by **four normal-sized Subjects** or an equivalent amount of camp bulk, and increases the spell's final Spell Level by +1.

Briar Spray

School/Mystery: Conjuration/Feywild.
Components: Verbal, Somatic.
Spell Level: 5+.
Challenge: 3d6.
Casting Time: 2 segments.
Range: Personal, centred on the caster.
Shape: Small Sphere, 3-square diameter.
Duration: Instant / Immediate.
Resistance: Dodge.

Description: The caster sweeps outward and conjures a sudden burst of Feywild thorns, briars, hooked seeds, and sharp green splinters around themself. Each Subject caught in the sphere must attempt a Dodge Challenge against the caster's successful spell roll. On a failed resistance, the Subject takes **1d6–1 Slashing damage, minimum 1**. The thorns are conjured matter, not pure force or energy, and may be reduced by armour, shields, cover, Protection, Resistance, or other rules that apply to physical Slashing damage.

Empower: Empowering this spell first makes the Feywild thorns crueler and harder to remove from the wound.
Three Levels of Empower: makes the spell Level 8, Challenge 4d6+1; a Subject damaged by the thorns becomes **Bleeding**. While Bleeding, the Subject takes **1 Slashing damage at the end of each Combat Round** until the wound is treated, magically healed, or the Subject succeeds on a Resilience Challenge against the caster's successful spell roll. A Subject can suffer only one Bleeding effect from this spell at a time.

Five Levels of Empower: makes the spell Level 10, Challenge 5d6+1; the thorns become venomous Feywild barbs. A Subject damaged by the thorns must make a Resilience Challenge against the caster's successful spell roll or become **Poisoned – Greater**. While Poisoned – Greater, the Subject must make a Resilience Challenge at the end of each Combat Round. On a failed Challenge, the Subject takes **1d6+1**

Poison damage, suffers **–2 to Physical Skill rolls**, has movement halved, and cannot sprint, charge, or make sustained strenuous movement until the poison ends. On a successful Challenge, the Subject suffers no poison damage that Combat Round. Two successful Resilience Challenges end the poison; a Critical Success ends it immediately.

Damage Empower: After the chosen briar effect is set, each additional Level of Empower Spell Crafting increases the Slashing damage by **+1d6–1, minimum 1**, and increases the spell's final Spell Level by +1.

Fairy Ring

School/Mystery: Conjuration/Feywild.
Components: Verbal, Somatic.
Spell Level: 5+.
Challenge: **3d6**.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Square, 3×3 Hex grid (10'x10').
Duration: Short, 1 minute.
Resistance: Wisdom.

Description: The caster conjures a small Feywild ring of mushrooms, flowers, curling grass, soft lights, drifting pollen, and faint music. The area becomes strangely inviting, more vivid than the world around it, and difficult for the mind to ignore. A Subject that enters the affected area, begins movement there, or is forced through it must attempt a Wisdom Challenge against the caster's successful spell roll.

On a failed resistance, the **Subject** becomes **Allured (**Subject is drawn toward the source, is reluctant to leave it, and suffers a -1 penalty to resist Convince challenges or control spell effects from it.) for the duration while it remains in the **Fairy Ring** and resists leaving the ring unless directly attacked, physically dragged, or faced with obvious immediate danger.

The **Fairy Ring** is conjured Feywild matter and glamour. Its influence is strongest through sight, sound, scent, and magical sensation: the glow of the mushrooms, the rhythm of the faint music, the sweetness of the pollen, and the old pull of fey hospitality. Affected **Subjects** will still attack enemies in range and defend themselves and act normally if threatened, but their attention keeps returning to the conjured glamour.

Empower: Empowering this spell deepens the Feywild glamour from fascination into fey guest-law and supernatural reluctance to violence. The empowered condition replaces **Allured** rather than stacking with it.

2 Levels of Empower: The spell becomes Level 7, Challenge **4d6**. On a failed resistance, the **Subject** becomes **Pacified** instead of **Allured** for the duration while it remains in or adjacent to the **Fairy Ring**. While **Pacified**, the **Subject** cannot make hostile attacks or cast harmful spells unless first harmed.

Duration Empower: After the chosen glamour effect is set, the spell's duration may be increased by applying the normal Duration Transformation rules. Moving the spell from **Short** to **Medium** increases the duration from 1 minute to 10 minutes and applies the appropriate Conjuration duration cost.

Verdant Wall

School/Mystery: Conjuration/Feywild.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Medium, 11–20 hexes / 33–60 feet.
Shape: Small Wall, 3 Hex length (10' wall).
Duration: Short, 1 minute.
Resistance: None.

Description: The caster conjures a short wall of living Feywild growth at a point within range. Thick roots, green boughs, flowering vines, mossy timber, thornless creepers, and woven plant-fibre rise from the ground or from an existing natural surface, forming a temporary barrier of living vegetation. The wall is solid enough to block movement, obstruct line of sight, and provide cover, but it does not lash out, entangle, poison, bleed, or deal damage.

When the spell is cast, the caster decides whether the wall is smooth and obstructive, or whether it includes hand and footholds, If the caster includes such features, creatures may climb, cross, or traverse the wall as though it had abundant handholds. If a Challenge is required because of combat, haste, burden, or danger, the creature gains +3 to the relevant Athletics Challenge while using the provided grips.

The wall has **20 Hit Points** per 1-hex section. It has **Protection P4 / S1 / B6.** And takes double damage from **Fire**. If a section is reduced to 0 Hit Points, that section collapses.

The wall must be anchored to plausible terrain, such as earth, stone, wood, roots, a wall-face, a ledge, or another solid surface. It cannot float unsupported in open air, form a sealed building, create a bridge longer than its listed shape, crush creatures into confined spaces, or appear inside a creature's body. When the duration ends, the wall withers into harmless moss, petals, root-dust, and soft green light.

Empower: Empowering this spell increases the size and strength of the conjured wall.

2 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. The wall becomes a Medium Wall, 6 Hex length (20' wall). Each 1-hex section has **25 HP per section; Protection P5 / S1 / B**

4 Levels of Empower: The spell becomes Level 10, Challenge **5d6+1**. The wall becomes a Large Wall, 12 Hex length (40' wall). Each 1-hex section has **30 HP per section; Protection P6 / S2 / B8**

6 Levels of Empower: The spell becomes Level 12, Challenge **6d6+1**. The wall becomes a Huge Wall, 24 Hex length (80' wall). Each 1-hex section has **40 HP per section; Protection P8 / S2 / B10**

Duration Empower: After the chosen wall size is set, the spell's duration may be increased by applying the normal Duration Transformation rules. Moving the spell from **Short** to **Medium** increases the duration from 1 minute to 10 minutes and applies the appropriate Conjuration duration cost.

Duration Empower: After choosing the wall size, the caster may increase the duration from **Short, 1 minute** to **Medium, 10 minutes** by adding +2 Spell Levels.

Midsummer Pollen

School/Mystery: Conjuration/Feywild.
Components: Verbal, Somatic.
Spell Level: 8+.
Challenge: **4d6+1**.
Casting Time: Focused Casting, 8 segments.
Range: Medium, 11–20 hexes / 33–60 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Short, 1 minute.
Resistance: Resilience.

Description: The caster slowly opens a scented seam to the Feywild and calls forth golden pollen from the Midsummer Lotus, a rare flower said to bloom only in warm twilight beneath the green courts of the plane. The pollen gathers at a point within range and then unfurls in a small, drifting burst, moving with dreamlike slowness rather than violent force. It hangs in the air like dust caught in summer light, carrying the scent of honey, cut grass, heavy blossoms, and distant music.

Each living subject caught in the burst must attempt a Resilience Challenge against the caster's successful spell roll. On a failed resistance, the subject becomes **Drowsy** for the duration. While **Drowsy**, the subject suffers –2 to Initiative and Spot Challenges. If the subject takes no hostile or strenuous action before the end of its next turn, it falls **Asleep**.

The pollen is conjured Feywild substance rather than ordinary plant matter. Its influence is physical and soporific, carried by breath, skin, scent, and magical lethargy. Undead, constructs, creatures that do not sleep, and creatures that do not breathe or absorb the pollen are unaffected unless the GM rules that their nature makes them vulnerable to Feywild dream-pollen.

Empower: Empowering this spell deepens the pollen's soporific force. Each empowered version replaces the lower condition rather than stacking with it.

2 Levels of Empower: The spell becomes Level 10, Challenge **5d6+1**. On a failed resistance, the subject becomes **Asleep** instead of **Drowsy**. While **Asleep**, the subject is unconscious to surroundings, falls **Prone**, drops held items, and cannot act until awakened or harmed. Moderate noise will awaken the subject.

4 Levels of Empower: The spell becomes Level 12, Challenge **6d6+1**. On a failed resistance, the subject becomes **Slumbered** instead of **Asleep**. While **Slumbered**, the subject is unconscious to surroundings, falls **Prone**, drops held items, and cannot act until awakened or harmed. No noise will awaken the subject; violent action or damage is required to wake it.

Wild Hunt Horn

School/Mystery: Conjuration/Feywild.
Components: Verbal, Somatic.
Spell Level: 8+.
Challenge: 4d6+1.
Casting Time: 4 segments.
Range: Caster-origin.
Shape: Large Cone, 12x12 Hex cone (40' Long 40' Wide Cone).
Duration: 1 Minute.
Resistance: Wisdom.

Description: The caster thrusts one hand, a branch, an antler, a thorn-token, or an empty fist forward as though sounding an unseen horn. A vast sonic call of the Feywild erupts from the caster in a great cone, carrying the baying of hounds, the thunder of hooves, the crack of moonlit branches, and the terrible certainty that the **Subject** has been named as prey by the Wild Hunt.

Each **Subject** caught in the cone must attempt a Wisdom Challenge against the caster's successful spell roll. On a failed resistance, the **Subject** becomes **Frightened** until the end of its next Combat Round. While **Frightened**, the **Subject** suffers –2 to all rolls while the caster remains present and cannot willingly move closer to the caster.

This spell is a Feywild sonic glamour, not ordinary thunder or force damage. It does not deal Hit Point damage at its base level, does not physically push creatures back, and does not cause **Deafened** unless separately modified by an approved spell effect. Its force is terror, pursuit, and predatory fey presence carried as sound. A creature that cannot hear the horn is unaffected unless the GM rules that the Feywild call reaches the creature through magical instinct, spirit-sense, dream-sense, or another appropriate supernatural perception.

A **Frightened Subject** may still defend itself, retreat, take cover, cast spells, attack at range, protect an ally, or move laterally, provided it does not willingly move closer to the caster. The spell does not dominate the **Subject**, does not dictate its exact movement path, and does not compel it to attack another creature.

Empower: Empowering this spell strengthens the fear condition inflicted by the horn. Each empowered version replaces the lower condition rather than stacking with it.

2 Levels of Empower: The spell becomes Level 10, Challenge **5d6+1**. On a failed resistance, the **Subject** becomes **Cowered** instead of **Frightened** until the end of its next Combat Round. While **Cowered**, the **Subject** suffers –2 to all rolls while the source is present, cannot willingly move closer to the source, cannot Sprint or Charge, and must succeed on a Wisdom Challenge against the spell's effect before making an attack or hostile action against the source.

4 Levels of Empower: The spell becomes Level 12, Challenge **6d6+1**. On a failed resistance, the Subject becomes **Routed** instead of **Frightened** until the end of its next Combat Round. While **Routed**, the Subject is overwhelmed by supernatural fear; while the source is present, it cannot willingly move closer, cannot make hostile actions against the source, and must use its first available movement to move away from the source by the safest obvious route unless cornered, restrained, or directly attacked.

Midsummer Maze

School/Mystery: Conjuration/Feywild.
Components: Verbal, Somatic.
Spell Level: 8+.
Challenge: **4d6+1**.
Casting Time: 4 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: Short, 1 minute.
Resistance: Wisdom.

Description: The caster conjures a private Feywild maze around one **Subject's** senses. To outside observers, the **Subject** remains where it is, staggering, turning, lunging, hesitating, or wandering erratically through the real battlefield. To the **Subject**, however, the world has become the Midsummer Maze: a shifting place of flowering hedges, impossible paths, laughing lights, false clearings, bright-winged watchers, distant music, and sudden glimpses of creatures that may not truly be there.

On a failed Wisdom Challenge against the caster's successful spell roll, the **Subject** becomes **Confused** for the duration. While **Confused** by this spell, the **Subject** cannot take its normal action sequence. At the start of each of its Combat Rounds, roll **1d6** and apply the result below.

1d6	***Confused Action***
1	The **Subject** stands lost in the maze, listening to music, voices, or laughter that is not truly present. It takes no action or movement this Turn.

2	The **Subject** wanders after a false path. It uses its movement to move in a random legal direction, avoiding obvious immediate hazards if possible.
3	The **Subject** believes it sees a way out. It moves toward a random visible space, doorway, gap, edge of cover, or open route chosen by the GM, treating that place as the apparent exit from the maze.
4	The **Subject** believes it sees a creature inside the maze. It attacks the nearest creature it can reach or target, chosen from among visible creatures if more than one is equally near.
5	The **Subject** believes something is hunting it through the maze. It moves away from the nearest visible creature or obvious threat, using the safest obvious route available.
6	The **Subject** briefly sees through the glamour and may act normally this Turn, though it remains **Confused** until the spell ends or is resisted by another rule.

A **Confused Subject** cannot take reactions while affected by this spell. If a rolled result cannot be performed, the GM should choose the nearest plausible equivalent: wasted movement, hesitation, striking at empty air, speaking to something unseen, circling back on itself, or defending against an imagined threat.

The spell does not create a physical hedge, wall, or obstacle. The maze is a conjured Feywild glamour wrapped around the **Subject's** perception, pathfinding, and immediate judgement. Other creatures do not see the full maze, though they may notice faint pollen, drifting lights, flower shadows, soft music, or flickering fey shapes around the affected **Subject**.

Empower: Empowering this spell strengthens the depth of the maze and the difficulty of acting clearly within it.

2 Levels of Empower: The spell becomes Level 10, Challenge **5d6+1**. The **Subject** becomes deeply **Confused**. When rolling on the **Confused Action** table, results of 6 are treated as 5 unless the **Subject** succeeds on a Wisdom Challenge against the caster's successful spell roll at the start of that Turn.

4 Levels of Empower: The spell becomes Level 12, Challenge **6d6+1**. The **Subject** becomes trapped in the heart of the Midsummer Maze. When rolling on the **Confused Action** table, results of 5 or 6 are treated as 4 unless the **Subject** succeeds on a Wisdom Challenge against the caster's successful spell roll at the start of that Turn.

Glamour Hedge

School/Mystery: Conjuration/Feywild.
Components: Verbal, Somatic.
Spell Level: 9+.
Challenge: 5d6.
Casting Time: 4 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Medium Wall, 6×1 Hex line (3'×20' wall).
Duration: 1 minute.
Resistance: Athletics to force through it; Wisdom to ignore its glamour.

Description: The caster conjures a dense Feywild hedge of thorned branches, flowering briars, curling roots, bright leaves, false openings, and flickering glamour. The hedge must be placed on open ground, across a doorway, along a corridor, across a path, over a bridge, or along another clear line of passage within range. It is conjured living matter and fey illusion woven together, not an Abjuration ward; it blocks and misleads rather than simply declaring passage impossible.

The hedge blocks ordinary movement while intact. A Subject that attempts to force through, climb, cut through, pass through, or is forced into the hedge must resist against the caster's successful spell roll. On a failed resistance, the Subject is stopped at the hedge, takes **2d6–2 Slashing damage, minimum 2**, and becomes **Hindered** until the end of the Combat Round, reducing movement by 1. On a successful Athletics Challenge to force through, the Subject may pass through one section of the hedge but still takes the Slashing damage for that segment of contact.

The glamour woven through the hedge creates false gaps, inviting paths, and misleading openings. A Subject attempting to find the true passage through, around, or past the hedge may be required to make a Wisdom Challenge against the caster's successful spell roll. On a failed Wisdom Challenge, the Subject mistakes a false opening for a real one, loses that movement attempt.

Each 1 Hex (3 foot) section of the hedge has **20 Hit Points and 10P 3S 10B Armour**. If a section is reduced to 0 Hit Points, that section is cut or broken open and no longer blocks passage. Fire, axes, heavy blades, crushing tools,

hostile plant magic, or suitable destructive spells may damage the hedge normally at the GM's discretion.

Empower: Empowering this spell first deepens the hedge's fey misdirection and binding growth.
One Level of Empower: makes the spell Level 10, Challenge 5d6+1; a Subject stopped by the hedge becomes **Rooted** instead of Hindered until the end of the Combat Round and cannot move from its current square by ordinary movement.
Three Levels of Empower: makes the spell Level 12, Challenge 6d6+1; a Subject stopped by the hedge becomes **Restrained** instead of Rooted until the end of the Combat Round. The Subject cannot move, suffers –2 to physical actions, and attacks against it gain +1. The Subject may still speak, defend itself, cast spells if its casting requirements are possible, and may attempt to break or escape the hedge with an Athletics Challenge.

Damage Empower: After the chosen hedge condition is set, each additional Level of Empower Spell Crafting increases the hedge's Slashing damage by **+1d6–1, minimum 1**, and increases the spell's final Spell Level by +1.

Durability Empower: After the chosen hedge condition is set, each additional Level of Empower Spell Crafting may instead increase each 1-square section by **+10 Hit Points** and **+1S Armour**, and increases the spell's final Spell Level by +1.

MAGMA

Magma Claws

School/Mystery: Conjuration/Magma.
Components: Verbal, Somatic.
Spell Level: 1+.
Challenge: **1d6**.
Casting Time: 1 segment.
Range: Contact.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: None; an unwilling target must first be touched.

Description: The caster curls one hand into a claw and conjures three short talons of red-black magma, ember-glass, and cooling volcanic crust around the fingers. The claws glow with inner heat and shed faint sparks, but they are too small and brief-lived to function as a weapon beyond the spell's touch.

The spell lasts until the end of the current Combat Round, or until the caster delivers one successful touch, whichever comes first. Against an unwilling creature, the caster must make a successful close-contact attack, normally using Small Weapon Use. On a successful touch, the target suffers **1d6–1 Fire damage**, minimum 1.

The claws may also be dragged across an unattended object or surface within reach. They can scorch wood, burn marks into leather, ignite exposed tinder, melt wax, cut through thin cord by burning it, or leave clawed brands across parchment, cloth, or similar material. They are not strong enough to tear armour, melt weapons, carve stone, or burn through heavy barriers.

Damage Empower: Each additional Level of Empower Spell Crafting increases the damage by **+1d6–1**, **minimum 1**, and increases the spell's final Spell Level by **+1**.

Magma Mantle

School/Mystery: Conjuration/Magma.
Components: Verbal, Somatic.
Spell Level: 2+.
Challenge: **1d6+1**.
Casting Time: 1 segment.
Range: Contact.
Shape: Single Target.
Duration: Short, 1 minute.
Resistance: None.
Description: The caster lays a hand on themself or a willing subject and conjures a mantle of cooling basalt, black volcanic glass, ember-crust, and dull red magma seams across the subject's body. The mantle forms as a temporary outer shell rather than a magical ward, absorbing blows through hardened Magma Plane substance.

For the duration, the subject gains **Protection P2 / S3 / B1**. This protection is strongest against cutting blows, moderately effective against piercing force, and weakest against heavy bludgeoning impacts that crack the cooling crust. If the subject is already wearing armour, use the better Protection value for each damage type; the mantle does not simply stack on top of worn armour.

The mantle is hot and visibly unnatural, but at its base level it does not deal Fire damage to adjacent creatures or attackers. It may scorch cloth, dry grass, wax, parchment, or other fragile combustible material in prolonged direct contact at the GM's discretion.

2 Levels of Empower: The spell becomes Level 4, Challenge **2d6+1**. The mantle becomes a **Heated Magma Mantle**. A creature that strikes the subject with an unarmed attack, natural weapon, bite, claw, grapple, or other direct bodily contact suffers **1d6–1 Fire damage**, minimum 1. A creature merely standing adjacent to the subject is not damaged.

4 Levels of Empower: The spell becomes Level 6, Challenge **3d6+1**. The mantle becomes a **Molten Magma Mantle**. The Fire damage from direct bodily contact increases to **2d6–2 Fire damage**, minimum 2 and will affect all within contact range.

Protection Empower: Each additional Level of Empower Spell Crafting may increase all Protection values by +1, and increases the spell's Spell Level by +1.

Cinder Spit

School/Mystery: Conjuration/Magma.
Components: Verbal, Somatic.
Spell Level: 3+.
Challenge: **2d6**.
Casting Time: 1 segment.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Globe.
Duration: Instant / Immediate.
Resistance: None; requires a successful to-hit roll.

Description: The caster forms a small globe of molten grit, black glass, and red-orange magma, then hurls it toward one target at close range. On a successful casting roll, the caster makes a delivery roll using Aimed Weapon Use. On a successful hit, the globe strikes the target and deals **1d6–1 Fire damage**, minimum 1.

The globe is a dense fragment of conjured Magma Plane substance rather than pure flame. It may be blocked by cover, stopped by a solid barrier, reduced by relevant magical protection, or resisted by Fire resistance. If the globe strikes highly combustible material such as dry cloth, oil, parchment, straw, or old timber, the GM may rule that the object smoulders or catches fire.

Empower: Empowering this spell either increases the force of the molten cinder or causes it to burst on impact.

1 Level of Empower: The spell becomes Level 4, Challenge **2d6+1**. The primary target's damage increases to **2d6–2 Fire damage**, minimum 2.

2 Levels of Empower: The spell becomes Level 5, Challenge **3d6**. The globe bursts on impact. The primary target takes **1d6–1 Fire damage**, minimum 1, and each creature in the hexes immediately adjacent to the target takes 1 Fire damage from molten splash.

3 Levels of Empower: The spell becomes Level 6, Challenge **3d6+1**. The molten splash becomes heavier and more dangerous. The primary target takes **1d6–1 Fire damage**, minimum 1, and each creature in the hexes immediately adjacent to the target takes **1d6–2 Fire damage**, minimum 1.

Damage Empower: After the chosen splash effect is set, each additional Level of Empower Spell Crafting increases the primary target's damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Magma Vein

School/Mystery: Conjuration/Magma.
Components: Verbal, Somatic.
Spell Level: 4+.
Challenge: 2d6+1.
Casting Time: 2 segments.
Range: Caster-origin.
Shape: Small Beam, 3 Hex length (10' beam).
Duration: Instant / Immediate.
Resistance: Dodge.

Description: The caster rakes one hand forward and tears a narrow vein of molten pressure through the ground. A red fissure flashes open in a straight line from the caster, venting heat, sparks, black grit, and liquid stone before cooling almost immediately into cracked volcanic crust.

Each subject caught in the beam must attempt a Dodge Challenge against the caster's successful spell roll. On a failed resistance, the subject suffers **2d6–2 Fire damage**, minimum 2. On a successful resistance, the subject avoids the worst of the eruption and suffers no damage.

The spell must travel along a surface capable of cracking, heating, or briefly channelling molten force, such as stone, packed earth, worked floor, clay, sand, or similar ground. It may fail or behave differently across water, open air, deep mud, magically protected surfaces, or terrain the GM judges unable to carry the fissure. The spell does not leave a persistent lava pool, does not create a wall, and does not remain hazardous after its immediate eruption unless the GM rules that ordinary combustible material has caught fire.

Empower: Empowering this spell may increase the heat of the eruption, extend the vein, or cause the molten fissure to leave subjects **Burning**.

Damage Empower: Each additional Level of Empower Spell Crafting increases the damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Damage Empowerment

Added level	*Damage*
1	**3d6–3 Fire damage**, minimum 3
2	**4d6–4 Fire damage**, minimum 4
3	**5d6–5 Fire damage**, minimum 5

Size Empower: The caster may extend the fissure by increasing the Beam shape. Increasing the spell from Small Beam, 3 Hex length (10' beam), to Medium Beam, 6 Hex length (20' beam), adds +2 Spell Levels. Increasing it to Large Beam, 12 Hex length (40' beam), adds +4 Spell Levels. Increasing it to Huge Beam, 24 Hex length (80' beam), adds +6 Spell Levels.

Size Empowerment

Added level	*Beam Size*
2	Medium Beam, 6 Hex length (20' beam)
4	Large Beam, 12 Hex length (40' beam)
6	Huge Beam, 24 Hex length (80' beam)

2 Levels of Empower: The spell gains the **Burning** effect. A subject that fails resistance and suffers damage from the vein also becomes **Burning**. While **Burning**, the subject takes 1 Fire damage each 10 seconds until the condition is removed. This adds +2 Spell Levels.

Molten Grasp

School/Mystery: Conjuration/Magma.
Components: Verbal, Somatic.
Spell Level: 4+.
Challenge: 2d6+1.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Ranged Touch.
Duration: Short, 1 minute.
Resistance: None; requires a successful to-hit roll.
Description: The caster draws cooling magma into one hand and casts it outward as a red-black strand of molten stone, volcanic glass, and hardening crust. The strand lashes toward one subject within range and attempts to seize the subject's feet, legs, claws, boots, wheels, or lower body.

On a successful casting roll, the caster must make a delivery roll using Small Weapon Use. On a successful hit, the subject becomes **Hindered** (movement is reduced by 1) for the duration. The effect represents dragging heat, cooling stone, brittle crust, and molten grit interfering with movement rather than a full restraint.

The grasp must be able to cling to the subject or to a nearby surface. It is most reliable against creatures standing on stone, earth, worked floor, packed ground, clay, sand, or existing rock. It may fail or behave differently against a subject flying, levitating, swimming, standing in deep mud, suspended in open air, or protected by a ward against planar manifestation.

2 Levels of Empower: The spell becomes Level 6, Challenge **3d6+1**. On a successful hit, the subject becomes **Weighted** (movement is reduced to 1 hex; the subject cannot Sprint, Charge, fly, or jump) instead of **Hindered**. The magma thickens around the subject's lower body and hardens into heavier crust.

Damage Empower: Each additional Level of Empower Spell Crafting causes the grasp to burn as well as impede. A subject hit by the spell suffers +**1d6–1** Fire damage, minimum 1, and the spell's final Spell Level increases by +1.

Lava Burst

School/Mystery: Conjuration/Magma.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Instant / Immediate.
Resistance: Dodge.

Description: The caster clenches one hand and tears open a sudden pressure pocket from the Magma Plane at a point within range. Molten stone erupts outward in a compact

burst of red-orange lava, black grit, volcanic glass, sparks, and furnace heat.

Each subject caught in the burst must attempt a Dodge Challenge against the caster's successful spell roll. On a failed resistance, the subject suffers **2d6–2 Fire damage**, minimum 2. On a successful resistance, the subject avoids the worst of the eruption and suffers no damage.

The burst may ignite dry, exposed, or highly combustible material at the GM's discretion. The spell is an immediate eruption and does not leave behind a persistent lava field unless ordinary terrain, fuel, or circumstance makes lingering fire reasonable.

3 Levels of Empower: The spell gains the **Dazzled** effect. A subject that fails resistance and suffers damage from the burst also becomes **Dazzled** (–2 to Spot, Search, Aimed Weapon Use, and other sight-dependent rolls) until the end of the Combat Round. This adds +3 Spell Levels.

Damage Empower: Each additional Level of Empower Spell Crafting increases the burst's damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Size Empower: The caster may enlarge the eruption by increasing the Sphere shape. Increasing the spell from Small Sphere, 3 Hex diameter (10' sphere), to Medium Sphere, 6 Hex diameter (20' sphere), adds +2 Spell Levels. Increasing it to Large Sphere, 12 Hex diameter (40' sphere), adds +4 Spell Levels. Increasing it to Huge Sphere, 24 Hex diameter (80' sphere), adds +6 Spell Levels.

Searing Ground

School/Mystery: Conjuration/Magma.
Components: Verbal, Somatic.
Spell Level: 7+.
Challenge: **4d6**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Square, 3x3 Hex grid (10'x10').
Duration: Short, 1 minute.
Resistance: Dodge.

Description: The caster presses one hand downward or rakes their fingers through the air, opening hairline cracks to the Magma Plane beneath the chosen area. The ground blackens, glows red through its seams, and exhales waves of dry furnace heat. Stone sweats molten orange, soil hardens into hot crust, and every step across the area threatens to burn through boot, hoof, claw, or flesh.

A subject that enters the area, begins movement there, or is forced through it must attempt a Dodge Challenge against the caster's successful spell roll. On a failed resistance, the subject suffers **2d6–2 Fire damage**, minimum 2. A subject that remains in the area suffers this damage once per segment while it continues to stand, crawl, lie, or move through the affected ground. Flight, levitation, climbing above the surface, or another means of avoiding contact with the ground prevents this damage.

The affected ground is visibly dangerous. A creature may choose not to enter it if it has the opportunity to avoid the area. The spell does not create a deep lava pool, does not swallow creatures, and does not block line of sight. It turns the surface into a searing Magma Plane hazard.

Empower: Empowering this spell increases the danger of the molten ground. Each empowered condition applies only to a subject that fails its resistance against the spell.

1 Level of Empower: The spell becomes Level 8, Challenge **4d6+1**. A subject damaged by the spell also becomes **Burning**. While **Burning**, the subject takes 1 Fire damage each 10 seconds until the condition is removed.

3 Levels of Empower: The spell becomes Level 10, Challenge **5d6+1**. A subject damaged by the spell also becomes **Seared**. While **Seared**, the subject cannot benefit from mundane or innate recovery or regeneration.

Damage Empower: Each additional Level of Empower Spell Crafting increases the damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Obsidian Bulwark

School/Mystery: Conjuration/Magma.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Wall, 3 Hex length (10' wall).
Duration: Short, 1 minute.
Resistance: None.

Description: The caster drags one hand across the air and calls up a low bulwark of black volcanic glass, basalt crust,

and dull red seams of cooling magma. The wall rises from a solid surface within range, hardening almost immediately into a jagged defensive barrier. Its surface is sharp, dark, and glassy, with faint internal heat visible through cracks in the stone.

The wall blocks movement and line of sight through its occupied hexes and may provide cover as the GM judges appropriate. It does not move, lash out, burn creatures at its base level, or trap creatures that are not physically enclosed by terrain. A creature may attack the wall, climb it, move around it, or break a section by reducing that section to 0 Hit Points.

The wall has **25 Hit Points** per 1-hex (3 foot) section and **Protection P6 / S5 / B2**. It is highly resistant to arrows, thrusting weapons, blades, claws, and cutting tools, but is more vulnerable to hammers, mauls, picks, falling stone, and other heavy Bludgeoning impacts. Damage is applied to the section struck. If a section is reduced to 0 Hit Points, that section collapses into brittle black shards, cooling stone, and fading red dust.

The wall must be anchored to a solid surface such as earth, stone, worked floor, packed ground, or existing rock. It cannot float unsupported in open air, form a sealed building, appear inside a creature, or crush creatures by being created through their occupied spaces.

Empower: Empowering this spell may either harden the bulwark or cause it to retain dangerous Magma Plane heat. Each Empower option increases the final Spell Level by the amount listed.

2 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. The bulwark becomes a **Heated Obsidian Bulwark**. Any creature that enters a hex directly adjacent to the wall, begins movement in a hex directly adjacent to the wall, or is forced through a hex directly adjacent to the wall suffers **1d6–1 Fire damage**, minimum 1. This damage occurs once per segment while the creature remains in a hex adjacent to the wall.

4 Levels of Empower: The spell becomes Level 10, Challenge **5d6+1**. The bulwark becomes a **Molten Obsidian Bulwark**. Its adjacent-hex heat damage increases to **2d6–2 Fire damage**, minimum 2, once per segment while the creature remains in a hex adjacent to the wall.

The wall cannot be damage enhanced beyond 2d6-2.

Summon Magma Servant

School/Mystery: Conjuration/Magma.
Components: Verbal, Somatic.
Spell Level: 5+.
Challenge: **3d6**.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Summoned Form.
Duration: Concentration, up to 1 minute.
Resistance: None.

Description: The caster tears open a brief red-black fissure to the Magma Plane and calls forth one Magma servant of **Moderate** Rank or lower. The servant appears in an unoccupied space within range, formed from obsidian crust, molten stone, furnace light, and slow volcanic pressure. It acts according to the normal summoning rules and remains for the duration, until destroyed, until dismissed by the caster, or until the caster's Concentration ends.

The Magma servant is not a permanent creature and cannot be compelled to remain after the spell ends. If reduced to 0 Hit Points, it collapses into cooling slag, cracked obsidian, and fading red heat before returning to the Magma Plane. It cannot summon other creatures, open planar gates, create permanent lava flows, or use powers beyond the limits of the creature entry selected by the spell.

At its base level, this spell may summon a Small Magma Elemental or another Magma creature of **Moderate** Rank or lower approved by the GM. The V5 Demi-Elemental summoning table begins at **Moderate: 3d6** with a Small Elemental, then scales through Medium, Large, Huge, and Giant Elementals as the spell is empowered.

Empower: Every 2 Levels of Empower Spell Crafting increases the maximum Magma creature Rank summoned by one Rank.

Empowerment Effectiveness

Added level	*Challenge*	*Creature Rank Summoned*	*Magma Servant Available*
2	**4d6**	**Major** or lower	Medium Magma Elemental

4	**5d6**	**Greater** or lower	Large Magma Elemental
6	**6d6**	**Grand** or lower	Huge Magma Elemental
8	**7d6**	**Epic** or lower	Giant Magma Elemental

This spell cannot summon **Otherworldly**, **Mythic**, or **Godlike** Magma entities.

Lava Flow

School/Mystery: Conjuration/Magma.
Components: Verbal, Somatic.
Spell Level: 7+.
Challenge: **4d6**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Wall, 3 Hex length (10' wall).
Duration: Short, 1 minute.
Resistance: Dodge.

Description: The caster opens a glowing seam to the Magma Plane and pours a slow stream of molten stone across the ground. The flow appears as a crawling band of red-orange lava, blackening crust, hissing sparks, and liquid rock. It occupies the spell's wall-shaped area, creating a dangerous strip of molten terrain rather than an upright barrier.

A subject that enters the flow, begins movement there, or is forced through it must attempt a Dodge Challenge against the caster's successful spell roll. On a failed resistance, the subject suffers **2d6–2 Fire damage**, minimum 2. A subject that remains in the flow suffers this damage once per segment while it continues to stand, crawl, lie, or move through the affected hexes.

The flow is visibly dangerous and gives off fierce heat and light. Flight, levitation, climbing over the flow, standing on a bridge or raised surface, or any other means of avoiding contact with the ground prevents the damage. The spell does not create a deep lava river, does not swallow creatures, and does not move creatures by itself. It creates a persistent strip of molten ground that blocks safe passage and pressures enemies to move around it.

At the caster's choice when the spell is cast, the flow may be either still or creeping. A still flow remains in its original hexes for the duration. A creeping flow moves 1 hex directly away from the caster at the end of each Combat Round, provided the terrain can reasonably carry molten material. When it creeps, each section leaves cooling black crust behind in the space it vacated; that cooled crust is no longer part of the spell and deals no damage unless the GM rules that the area remains hazardous for ordinary reasons.

Empower: Empowering this spell may increase the flow's damage, enlarge its shape, or add the glare of molten light. These Empower options are chosen separately and their Spell Level increases are added to the spell's final Spell Level.

Damage Empower: Each additional Level of Empower Spell Crafting increases the flow's damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Size Empower: The caster may enlarge the flow by increasing the wall shape. Increasing the flow from Small Wall, 3 Hex length (10' wall), to Medium Wall, 6 Hex length (20' wall), adds +2 Spell Levels. Increasing it to Large Wall, 12 Hex length (40' wall), adds +4 Spell Levels. Increasing it to Huge Wall, 24 Hex length (80' wall), adds +6 Spell Levels.

3 Levels of Empower: The spell gains the **Dazzled** effect. A subject that fails resistance and suffers damage from the flow also becomes **Dazzled** until the end of its next Combat Round. This adds +3 Spell Levels.

Damage Empowerment

Added level	*Damage*
1	**3d6–3 Fire damage**, minimum 3
2	**4d6–4 Fire damage**, minimum 4
3	**5d6–5 Fire damage**, minimum 5

Size Empowerment

Added level	*Flow Size*
2	Medium Wall, 6 Hex length (20' wall)
4	Large Wall, 12 Hex length (40' wall)
6	Huge Wall, 24 Hex length (80' wall)

OOZE

Slime Touch

School/Mystery: Conjuration/Ooze.
Components: Verbal, Somatic.
Spell Level: 1+.
Challenge: **1d6**.
Casting Time: 1 segment.
Range: Contact.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: None; touch attack.
Description: The caster coats one hand in cold, translucent slime drawn from the Ooze Plane. On a successful attack, the slime clings, hisses, and briefly eats into the target, dealing **1d6–1 Acid damage**, minimum 1.

Acid damage only needs exceed half an item's Durability, for the item to lose 1 Protection against all physical damage types until repaired.

The slime may also be applied to an object or surface. It can etch soft metal, pit stone, weaken thin leather, foul a small mechanism, and scar wood.

1 Level of Empower: The spell becomes Level 2, Challenge **1d6+1**. On a successful touch, the subject also becomes **Hindered** (movement is reduced by 1) until the end of the Combat Round.

3 Levels of Empower: The spell becomes Level 4, Challenge **2d6+1**. On a successful touch, the subject becomes **Restrained** (Subject cannot move, suffers –2 to physical actions, and attacks against it gain +1.) instead of **Hindered** until the end of the Combat Round.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Acid damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Glob of Slime

School/Mystery: Conjuration/Ooze.
Components: Verbal, Somatic.
Spell Level: 3+.
Challenge: 2d6.
Casting Time: 1 segment.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Globe.
Duration: Instant / Immediate.
Resistance: None; requires a successful to-hit roll.
Description: The caster gathers a wobbling glob of cold planar slime and hurls it at a target within range. On a successful hit, the glob bursts across the target, clinging to armour, skin, clothing, fur, scales, or gear, and deals **1d6–1 Acid damage**, minimum 1.

Acid damage only needs exceed half an item's Durability, for the item to lose 1 Protection against all physical damage types until repaired.

1 Level of Empower: The spell becomes Level 4, Challenge **2d6+1**. On a successful hit, the subject also becomes **Hindered** (movement is reduced by 1) until the end of the Combat Round.

3 Levels of Empower: The spell becomes Level 6, Challenge **3d6+1**. On a successful hit, the subject becomes **Restrained** (Subject cannot move, suffers –2 to physical actions, and attacks against it gain +1.) instead of **Hindered** until the end of the Combat Round.

Splash Empower: The glob bursts wider on impact. Add +2 Spell Levels. The primary target takes the normal **Acid** damage, and each creature in the hexes immediately adjacent to the target takes 1 **Acid** damage from splashing slime.

Damage Empower: Each additional Level of Empower Spell Crafting increases the **Acid** damage dealt to the primary target by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Corrosive Spray

School/Mystery: Conjuration/Ooze.
Components: Verbal, Somatic.
Spell Level: 4+.
Challenge: **2d6+1**.
Casting Time: 2 segments.
Range: Caster-origin.
Shape: Small Cone, 3 Hex length (10' cone).
Duration: Instant / Immediate.
Resistance: Dodge.
Description: The caster sweeps one hand outward and sprays a fan of oily planar ooze from the Ooze Plane. The substance is slick, translucent, and slow-running, like sour green-black oil mixed with acid slime. It coats armour, shields, weapons, clothing, exposed skin, stone, wood, leather, and mechanisms before hissing and eating into whatever it touches.

Each subject caught in the cone must attempt a Dodge Challenge against the caster's successful spell roll. On a failed

resistance, the subject suffers **2d6–2 Acid damage**, minimum 2. On a successful resistance, the subject avoids the main spray and suffers no damage.

The spray naturally corrodes exposed objects and equipment. If the **Acid** damage exceeds half an item's Durability, that item loses 1 Protection against all physical damage types until repaired. Apply this to armour, shields, weapons, tools, locks, mechanisms, doors, containers, or other objects directly struck by the spray, as judged by the GM.

The spray is oily rather than watery. It may cling to surfaces, run into hinges, seep under armour edges, foul handles, pit metal, scar wood, soften leather, and leave a sour residue. It does not create a lasting pool or terrain hazard unless the GM rules that enough slime collects on a surface to matter briefly.

2 Levels of Empower: The spell becomes Level 6, Challenge **3d6+1**. The spray becomes especially corrosive to equipment. If the **Acid** damage exceeds half an item's Durability, the item loses 2 Protection against all physical damage types until repaired, rather than 1.

Damage Empower: Each additional Level of Empower Spell Crafting increases the **Acid** damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Size Empower: The caster may enlarge the spray by increasing the Cone shape. Increasing the spell from Small Cone, 3 Hex length (10' cone), to Medium Cone, 6 Hex length (20' cone), adds +2 Spell Levels. Increasing it to Large Cone, 12 Hex length (40' cone), adds +4 Spell Levels. Increasing it to Huge Cone, 24 Hex length (80' cone), adds +6 Spell Levels.

Ooze Seal

School/Mystery: Conjuration/Ooze.
Components: Verbal, Somatic.
Spell Level: 4+.
Challenge: **2d6+1**.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: Short, 1 minute.
Resistance: None.
Description: The caster conjures a thick mass of pale grey planar ooze and presses it into a gap, seam, hinge, crack, vent, keyhole, pipe, drain, broken vessel, leaking hull, loose stone, or similar opening within range. The ooze swells, settles, and clings tightly, forming a temporary seal that blocks ordinary water, smoke, gas, loose dust, crawling insects, small vermin, weak drafts, dripping acid, and similar passage through the sealed opening.

The spell may seal an opening up to roughly 1 hex (3 feet) wide, provided the ooze has edges, surfaces, or material to cling to. It may stop a leaking boat plank, plug a door crack against gas, seal a chest, clog a trap nozzle, block a drain, patch a waterskin or jar, or hold a loose stone temporarily in place. The seal is soft, adhesive, and resilient rather than hard; it may be cut, scraped, burned, dissolved, pulled free, or broken by force.

The seal has **10 Hit Points** and **Protection P1 / S0 / B3**. It is especially resistant to blunt pressure, swelling against impact and compression, but is vulnerable to cutting tools and scraping blades. If reduced to 0 Hit Points, the seal collapses into foul residue and the opening is no longer blocked.

A creature may attempt to force through, pull away, or tear open the seal with an Athletics Challenge against the caster's successful spell roll

The seal does not lock a door by itself unless placed where it can physically gum up the gap, hinge, latch, keyhole, or threshold. It does not create a permanent repair, does not restore structural strength, and does not hold back extreme pressure such as a flood, collapsing wall, large creature, or forceful magical effect unless the GM judges the pressure is within the seal's scale.

2 Levels of Empower: The spell becomes Level 6, Challenge **3d6+1**. The seal becomes broader and stronger, covering an opening up to 3 hexes wide or sealing several adjacent cracks within the same small surface. The seal has **20 Hit Points** and **Protection P2 / S1 / B5**.

4 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. The seal becomes a thick mass of heavy planar sludge suitable for sealing a gate gap, broad fissure, sewer mouth, cracked wall section, or damaged hull breach up to 6 hexes wide. The seal has **35 Hit Points** and **Protection P3 / S1 / B7**.

Duration Empower: The caster may increase **Ooze Seal** from Short, 1 minute, to Medium, 10 minutes, by adding +2 Spell Levels. The base spell becomes Level 6, Challenge **3d6+1**, with a Casting Time of 3 segments before any other Empowerment is applied.

Summon Ooze Servant

School/Mystery: Conjuration/Ooze.
Components: Verbal, Somatic.
Spell Level: 5+.
Challenge: **3d6**.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Summoned Form.
Duration: Concentration, up to 1 minute.
Resistance: None.
Description: The caster opens a slick grey-green seam to the Ooze Plane and calls forth one Ooze servant of **Moderate** Rank or lower. The servant appears in an unoccupied space within range, formed from translucent slime, clinging filth, acidic fluid, and slow planar hunger. It acts according to the normal summoning rules and remains for the duration, until destroyed, until dismissed by the caster, or until the caster's Concentration ends.

The Ooze servant is not a permanent creature and cannot be compelled to remain after the spell ends. If reduced to 0 Hit Points, it collapses into sour slime, fading vapour, and dissolving planar residue before returning to the Ooze Plane. It cannot summon other creatures, open planar gates, create permanent acid pools, or use powers beyond the limits of the creature entry selected by the spell.

At its base level, this spell may summon a Small Ooze Elemental

Empower: Every 2 Levels of Empower Spell Crafting increases the maximum Ooze creature Rank summoned by one Rank.

Empowerment Effectiveness

Added level	*Challenge*	*Creature Rank Summoned*	*Ooze Servant Available*
2	**4d6**	**Major** or lower	Medium Ooze Elemental
4	**5d6**	**Greater** or lower	Large Ooze Elemental
6	**6d6**	**Grand** or lower	Huge Ooze Elemental
8	**7d6**	**Epic** or lower	Giant Ooze Elemental

This spell cannot summon **Otherworldly**, **Mythic**, or **Godlike** Ooze entities.

Clinging Mire

School/Mystery: Conjuration/Ooze.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Square, 3x3 Hex grid (10'x10').
Duration: Short, 1 minute.
Resistance: Athletics.
Description: The caster spreads one hand low and conjures a patch of cold, translucent planar slime across the ground. The mire bubbles, clings, stretches into strands, and pulls at boots, claws, wheels, legs, and dragging limbs.

A subject that enters the area, begins movement there, or is forced through it must attempt a Athletics Challenge against the caster's successful spell roll. On a failed resistance, the subject becomes **Hindered** (movement is reduced by 1) while it remains in the mire and until the end of the Combat Round after leaving it.

The mire is visible and may be avoided if a creature has a clear path around it. Flight, levitation, climbing above the surface, or another means of avoiding contact with the ground prevents the effect.

3 Levels of Empower: The spell becomes Level 9, Challenge **5d6**. On a failed resistance, the subject becomes **Restrained** (Subject cannot move, suffers –2 to physical actions, and attacks against it gain +1.) instead of **Hindered** while it remains in the mire and until the end of the Combat Round after leaving it.

Damage Empower: Each additional Level of Empower Spell Crafting makes the mire corrosive. A subject that fails resistance suffers +**1d6–1 Acid** damage, minimum 1, each segment it remains in contact with the mire, and the spell's final Spell Level increases by +1.

Size Empower: The caster may enlarge the mire by increasing the Square shape. Increasing the spell from Small Square, 3x3 Hex grid (10'x10'), to Medium Square, 6x6 Hex grid (20'x20'), adds +2 Spell Levels. Increasing it to Large Square, 12x12 Hex grid (40'x40'), adds +4 Spell Levels.

Increasing it to Huge Square, 24x24 Hex grid (80'x80'), adds +6 Spell Levels.

Creeping Ooze

School/Mystery: Conjuration/Ooze.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: Short, 1 minute.
Resistance: Resilience.

Description: The caster draws forth a foul thread of grey-green planar ooze and sends it crawling across one subject within range. The slime seeps into armour joints, open wounds, fur, scales, cloth, exposed skin, or breathing passages, leaving a sickly residue that weakens the body and reduces its natural resistance.

The subject must attempt a Resilience Challenge against the caster's successful spell roll. On a failed resistance, the subject becomes **Tainted** (–2 to Resilience and Recovery rolls against poison, disease, corruption, and similar bodily afflictions) for the duration.

The ooze is not corrosive but it leaves a foul smell, clammy residue, and visible stains.

2 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. On a failed resistance, the subject is also affected by a **Lesser Poison**. On each failed Resilience Challenge against the poison, the subject suffers 1 Poison damage per Combat Round (10 seconds) and suffers –1 to Athletics and other strenuous physical rolls until the poison ends.

4 Levels of Empower: The spell becomes Level 10, Challenge **5d6+1**. The poison increases to a **Minor Poison Step**. On each failed Resilience Challenge against the poison, the subject suffers **1d6–2** Poison damage, minimum 1, and suffers –1 to all Physical Skill rolls until the poison ends.

6 Levels of Empower: The spell becomes Level 12, Challenge **6d6+1**. The poison increases to a **Moderate Poison Step**. On each failed Resilience Challenge against the poison, the subject suffers **1d6–1** Poison damage, minimum 1, suffers –2 to Physical Skill rolls, and movement is reduced by 1 until the poison ends.

Acid Pool

School/Mystery: Conjuration/Ooze.
Components: Verbal, Somatic.
Spell Level: 7+.
Challenge: **4d6**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Square, 3x3 Hex grid (10'x10').
Duration: Short, 1 minute.
Resistance: Athletics.
Description: The caster opens a portal to the Ooze Plane and spills a shallow pool of translucent acid-slime across the chosen ground. The pool bubbles, smokes faintly, and clings to whatever passes through it, eating into boots, claws, wheels, armour edges, loose gear, and exposed flesh.

A subject that enters the area, begins movement there, or is forced through it must attempt an Athletics Challenge against the caster's successful spell roll. On a failed resistance, the subject suffers **2d6–2** Acid damage, minimum 2. A subject that remains in the pool suffers this damage once per segment while it continues to stand, crawl, lie, or move through the affected area.

The Acid will not damage equipment unless it comes in contact directly with the pool.

The pool is visibly hazardous and may be avoided if a creature has a clear path around it. Flight, levitation, climbing above the surface, or another means of avoiding contact with the ground prevents the damage.

1 Level of Empower: The spell becomes Level 8, Challenge **4d6+1**. A subject that fails resistance and suffers Acid damage from the pool also becomes **Hindered** (movement is reduced by 1) until the end of the Combat Round after leaving the pool.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Acid damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Size Empower: The caster may enlarge the pool by increasing the square shape. Increasing the spell from Small Square, 3x3 Hex grid (10'x10'), to Medium Square, 6x6 Hex grid (20'x20'), adds +2 Spell Levels. Increasing it to Large Square, 12x12 Hex grid (40'x40'), adds +4 Spell Levels. Increasing it to Huge Square, 24x24 Hex grid (80'x80'), adds +6 Spell Levels.

Engulfing Sludge

School/Mystery: Conjuration/Ooze.
Components: Verbal, Somatic.
Spell Level: 8+.
Challenge: **4d6+1**.
Casting Time: 4 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: Short, 1 minute.
Resistance: Athletics.
Description: The caster opens a thick fold to the Ooze Plane and pours a mass of cold, grey-green sludge over one subject within range. The sludge climbs, drags, and folds around the subject's legs, arms, armour, mouth, and gear, seeking to pull the body down into a clinging, suffocating mass.

The subject must attempt an Athletics Challenge against the caster's successful spell roll. On a failed resistance, the subject becomes **Restrained** (Subject cannot move, suffers –2 to physical actions, and attacks against it gain +1.) for the duration. The sludge remains wrapped around the subject until the spell ends, the subject breaks free by succeeding on an Athletics Challenge against the caster's spell roll, or the sludge is removed by an appropriate effect.

The sludge is adhesive rather than instantly corrosive at its base level. It leaves foul residue, weighs down clothing and armour, and makes movement difficult, but it does not deal **Acid** damage unless **Damage Empower** is applied.

2 Levels of Empower: The spell becomes Level 10, Challenge **5d6+1**. On a failed resistance, the subject also becomes **Smothered** (Subject cannot shout or project the voice. Cannot talk above a whisper. and at the end of each **10 minutes** takes **1 HP damage**.) while **Restrained** by the spell.

4 Levels of Empower: The spell becomes Level 12, Challenge **6d6+1**. On a failed resistance, the subject becomes **Weighted** (movement is reduced to 1 square, it cannot charge, sprint, fly, or jump, and it suffers –2 to DEX based rolls) instead of **Restrained**. If the spell also has the **2 Levels of Empower** effect, the subject is also **Smothered** (Subject cannot shout or project the voice. Cannot talk above a whisper. and at the end of each **10 minutes** takes **1 HP damage**).

Damage Empower: Each additional Level of Empower Spell Crafting makes the sludge corrosive. A subject that fails resistance suffers +**1d6–1 Acid** damage, minimum 1, and the spell's final Spell Level increases by +1. If the **Acid** damage exceeds half an item's Durability, the item loses 1 Protection against all physical damage types until repaired.

Ice

Frost Touch

School/Mystery: Conjuration/Ice.
Components: Verbal, Somatic.
Spell Level: 1+.
Challenge: **1d6**.
Casting Time: 1 segment.
Range: Contact.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: None; touch attack.
Description: The caster coats one hand in pale rime and draws killing cold from the Ice Plane. On a successful touch, frost flashes across the target and deals **1d6–1 Cold damage**, minimum 1.

The frost may also be applied to an object or surface. It can frost metal, stiffen leather, chill a small vessel, freeze a thin skin of water, numb a lock or hinge, or leave a white handprint of planar cold.

2 Levels of Empower: The spell becomes Level 3, Challenge **2d6**. On a successful touch, the subject also becomes **Chilled** (–2 to DEX based Skill rolls and movement is halved) until the end of the Combat Round.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Cold damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Ice Shard

School/Mystery: Conjuration/Ice.
Components: Verbal, Somatic.
Spell Level: 3+.
Challenge: **2d6**.
Casting Time: 1 segment.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Globe.
Duration: Instant / Immediate.
Resistance: None; requires a successful to-hit roll.
Description: The caster forms a jagged shard of blue-white ice and hurls it at a target within range. On a successful hit, the shard strikes the target and deals **1d6–1 Cold damage**, minimum 1.

The shard is conjured Ice Plane matter rather than ordinary frozen water. It may chip wood, crack brittle glass, frost metal, or leave a patch of hard rime across whatever it strikes.

2 Levels of Empower: The spell becomes Level 5, Challenge **3d6**. On a successful hit, the subject also becomes **Chilled** (–2 to DEX based Skill rolls and movement is halved) until the end of the Combat Round.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Cold damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Rime Slick

School/Mystery: Conjuration/Ice.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Square, 3x3 Hex grid (10'x10').
Duration: Short, 1 minute.
Resistance: Athletics.
Description: The caster spreads one hand across the air and conjures a slick glaze of Ice Plane rime across the chosen ground. The area becomes glassy, treacherous, and faintly misted with frost.

A subject that enters the area, begins movement there, or is forced through it must attempt an Athletics Challenge against the caster's successful spell roll. On a failed resistance, the subject becomes **Prone** (melee attacks against the subject gain +1, it suffers –2 to physical actions, and ranged attacks against it suffer –2; standing requires movement).

The slick is visible and may be avoided if a creature has a clear path around it. Flight, levitation, climbing above the surface, or another means of avoiding contact with the ground prevents the effect.

2 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. On a failed resistance, the subject also becomes **Chilled** (–2 to DEX based Skill rolls and movement is halved) until the end of the Combat Round after leaving the slick.

Size Empower: The caster may enlarge the slick by increasing the Square shape. Increasing the spell from Small Square, 3x3 Hex grid (10'x10'), to Medium Square, 6x6 Hex grid (20'x20'), adds +2 Spell Levels. Increasing it to Large Square, 12x12 Hex grid (40'x40'), adds +4 Spell Levels. Increasing it to Huge Square, 24x24 Hex grid (80'x80'), adds +6 Spell Levels.

Freezing Ground

School/Mystery: Conjuration/Ice.
Components: Verbal, Somatic.
Spell Level: 7+.
Challenge: **4d6**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Square, 3x3 Hex grid (10'x10').
Duration: Short, 1 minute.
Resistance: Athletics.
Description: The caster opens a pale seam to the Ice Plane beneath the chosen area. White frost crawls over the ground, stones crack with cold, and the air above the surface turns sharp and misted.

A subject that enters the area, begins movement there, or is forced through it must attempt an Athletics Challenge against the caster's successful spell roll. On a failed resistance, the subject suffers **2d6–2 Cold damage**, minimum 2. A subject that remains in the area suffers this damage once per segment while it continues to stand, crawl, lie, or move through the affected ground.

Flight, levitation, climbing above the surface, or another means of avoiding contact with the ground prevents the damage.

2 Levels of Empower: The spell becomes Level 9, Challenge **5d6**. A subject that fails resistance and suffers Cold damage from the ground also becomes **Chilled** (–2 to DEX based Skill rolls and movement is halved) until the end of the Combat Round after leaving the area.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Cold damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

4 Levels of Empower: The spell becomes Level 11, Challenge **6d6**. A subject that fails resistance and suffers **Cold** damage from the ground also becomes **Slowed** (movement is halved, Initiative suffers +2, and it cannot benefit from Sprint effects) until the end of the Combat Round after leaving the area.

Size Empower: The caster may enlarge the frozen ground by increasing the Square shape. Increasing the spell from Small Square, 3x3 Hex grid (10'x10'), to Medium Square, 6x6 Hex

grid (20'x20'), adds +2 Spell Levels. Increasing it to Large Square, 12x12 Hex grid (40'x40'), adds +4 Spell Levels. Increasing it to Huge Square, 24x24 Hex grid (80'x80'), adds +6 Spell Levels.

Frost Snare

School/Mystery: Conjuration/Ice.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: Short, 1 minute.
Resistance: Athletics.
Description: The caster snaps one hand shut and conjures rings of hard blue-white frost around one subject within range. Ice grips ankles, claws, wheels, boots, or lower limbs, locking the subject to the surface beneath it.

The subject must attempt an Athletics Challenge against the caster's successful spell roll. On a failed resistance, the subject becomes **Restrained** (Subject cannot move, suffers –2 to physical actions, and attacks against it gain +1.) for the duration. The subject may attempt to break free with an Athletics Challenge against the caster's successful spell roll.

2 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. On a failed resistance, the subject becomes **Frozen** (cannot physically move, including speech) instead of **Restrained** for the duration.

Damage Empower: Each additional Level of Empower Spell Crafting causes the snare to bite with killing cold. A subject that fails resistance suffers +**1d6–1 Cold damage**, minimum 1, and the spell's final Spell Level increases by +1.

Ice Wall

School/Mystery: Conjuration/Ice.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Wall, 3 Hex length (10' wall).
Duration: Short, 1 minute.
Resistance: None.
Description: The caster draws a sharp line through the air and conjures a wall of dense blue-white ice at a point within range. The wall rises from a solid surface, glittering with trapped frost, opaque rime, and hard planar cold.

The wall blocks movement and line of sight through its occupied hexes and may provide cover as the GM judges appropriate. A creature may attack the wall, climb it, move around it, or break a section by reducing that section to 0 Hit Points.

The wall has **20 Hit Points** per 1-hex section and **Protection P2 / S2 / B4**. It is more resistant to blunt pressure than ordinary ice but remains vulnerable to sustained cutting, breaking, fire, and heavy tools.

2 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. The wall becomes a **Bitter Ice Wall**. A creature that enters a hex directly adjacent to the wall, begins movement in a hex directly adjacent to the wall, or is forced through a hex directly adjacent to the wall suffers **1d6–1 Cold damage**, minimum 1, once per segment while it remains adjacent to the wall.

Durability Empower: Each additional Level of Empower Spell Crafting may increase each 1-hex section by +10 Hit Points and +1 Protection to one physical damage type, and increases the spell's final Spell Level by +1.

Size Empower: The caster may enlarge the wall by increasing the Wall shape. Increasing the spell from Small Wall, 3 Hex length (10' wall), to Medium Wall, 6 Hex length (20' wall), adds +2 Spell Levels. Increasing it to Large Wall, 12 Hex length (40' wall), adds +4 Spell Levels. Increasing it to Huge Wall, 24 Hex length (80' wall), adds +6 Spell Levels.

Winter Burst

School/Mystery: Conjuration/Ice.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Instant / Immediate.
Resistance: Dodge.
Description: The caster clenches one hand and releases a sudden burst of Ice Plane cold at a point within range. Shards of frost, freezing air, and hard white rime explode outward in a compact sphere.

Each subject caught in the burst must attempt a Dodge Challenge against the caster's successful spell roll. On a failed resistance, the subject suffers **2d6–2 Cold damage**, minimum 2. On a successful resistance, the subject avoids the worst of the burst and suffers no damage.

2 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. A subject that fails resistance and suffers Cold damage from the burst also becomes **Chilled** (–2 to DEX based Skill rolls and movement is halved) until the end of the Combat Round.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Cold damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Size Empower: The caster may enlarge the burst by increasing the Sphere shape. Increasing the spell from Small Sphere, 3 Hex diameter (10' sphere), to Medium Sphere, 6 Hex diameter (20' sphere), adds +2 Spell Levels. Increasing it to Large Sphere, 12 Hex diameter (40' sphere), adds +4 Spell Levels. Increasing it to Huge Sphere, 24 Hex diameter (80' sphere), adds +6 Spell Levels.

Grounding Frost

School/Mystery: Conjuration/Ice.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: Short, 1 minute.
Resistance: Athletics.
Description: The caster calls forth a crown of heavy frost beneath and around one subject within range. The frost drags at feet, wings, limbs, and momentum, pulling the subject down toward the frozen surface as though the Ice Plane itself were refusing upward motion.

The subject must attempt an Athletics Challenge against the caster's successful spell roll. On a failed resistance, the subject becomes **Grounded** (cannot fly or leap and suffers –2 to resist shove, knockdown, or forced movement) for the duration.

If the subject is flying, leaping, climbing, or otherwise suspended above the ground, it descends slowly and will not take falling damage.

2 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. On a failed resistance, the subject becomes **Weighted** (movement is reduced to 1 square, it cannot charge, sprint, fly, or jump, and it suffers –2 to DEX based rolls) instead of **Grounded** for the duration.

Damage Empower: Each additional Level of Empower Spell Crafting adds painful constricting frost. A subject that fails resistance suffers +**1d6–1 Cold damage**, minimum 1, and the spell's final Spell Level increases by +1.

Crushing Rime

School/Mystery: Conjuration/Ice.
Components: Verbal, Somatic.
Spell Level: 8+.
Challenge: **4d6+1**.
Casting Time: 4 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: Short, 1 minute.
Resistance: Athletics.
Description: The caster conjures a heavy crust of dense white rime and blue-black ice over one subject within range. The ice gathers in thick plates across limbs, armour, joints, wings, and carried gear, making every movement slow, heavy, and punishing.

The subject must attempt an Athletics Challenge against the caster's successful spell roll. On a failed resistance, the subject becomes **Weighted** (movement is reduced to 1 square, it cannot charge, sprint, fly, or jump, and it suffers –2 to DEX based rolls) for the duration.

The rime is heavy rather than adhesive. It does not fully imprison the subject, but it drags down movement, burdens limbs, and makes agile action difficult.

Damage Empower: Each additional Level of Empower Spell Crafting causes the rime to bite into the subject. A subject that fails resistance suffers +**1d6–1 Cold damage**, minimum 1, and the spell's final Spell Level increases by +1.

Summon Ice Servant

School/Mystery: Conjuration/Ice.
Components: Verbal, Somatic.
Spell Level: 5+.
Challenge: **3d6**.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.

Shape: Summoned Form.
Duration: Concentration, up to 1 minute.
Resistance: None.
Description: The caster opens a pale blue-white seam to the Ice Plane and calls forth one Ice servant of **Moderate** Rank or lower. The servant appears in an unoccupied space within range, formed from hard frost, living rime, brittle ice, and numbing planar cold. It acts according to the normal summoning rules and remains for the duration, until destroyed, until dismissed by the caster, or until the caster's Concentration ends.

The Ice servant is not a permanent creature and cannot be compelled to remain after the spell ends. If reduced to 0 Hit Points, it shatters into frost, pale vapour, and fading shards before returning to the Ice Plane. It cannot summon other creatures, open planar gates, create permanent ice fields, or use powers beyond the limits of the creature entry selected by the spell.

At its base level, this spell may summon a Small Ice Elemental or another Ice creature of **Moderate** Rank or lower approved by the GM. The Demi-Elemental summoning table begins at **Moderate** with a Small Elemental, then scales through Medium, Large, Huge, and Giant Elementals.

Empower: Every 2 Levels of Empower Spell Crafting increases the maximum Ice creature Rank summoned by one Rank.

Empowerment Effectiveness

Added level	***Challenge***	***Creature Rank Summoned***	***Ice Servant Available***
2	**4d6**	**Major** or lower	Medium Ice Elemental
4	**5d6**	**Greater** or lower	Large Ice Elemental
6	**6d6**	**Grand** or lower	Huge Ice Elemental
8	**7d6**	**Epic** or lower	Giant Ice Elemental

This spell cannot summon **Otherworldly**, **Mythic**, or **Godlike** Ice entities.

SMOKE

Smoke Wisp

School/Mystery: Conjuration/Smoke.
Components: Verbal, Somatic.
Spell Level: 1+.
Challenge: **1d6**.
Casting Time: Focused Casting, 2 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Globe.
Duration: Concentration, up to 1 Combat Round.
Resistance: None; requires a successful to-hit roll.
Description: The caster slowly gathers a small knot of grey planar smoke and sends it curling toward one target within range. On a successful hit, the wisp bursts around the target's head, eyes, hands, and immediate space, filling the air with irritating vapour, drifting soot, and flickering ember-haze.

The subject becomes **Distracted (-1 to Spot, +1 to Initiative**.) while the caster maintains Concentration, up to the end of the Combat Round. The smoke does not deal damage, does not fill an area, and does not create full concealment. It is a targeted disruption, enough to foul attention, breathing, sightlines, and timing for a brief moment.

Because the spell requires Concentration, the caster may move only at Cautious Movement, may not attack, cast another spell, or perform another action while maintaining the spell. If the caster suffers damage, they must make a Resilience Challenge against the damage suffered or the spell ends. If the caster gains the **Wounded** condition, the spell ends immediately.

2 Levels of Empower: The spell becomes Level 3, Challenge **2d6**. On a successful hit, the subject becomes **Disoriented** (cannot postpone combat actions, suffers –1 to Athletic Skill rolls, and cannot gain bonuses from flanking, formation, or coordinated movement) instead of **Distracted** while the caster maintains Concentration, up to the end of the Combat Round.

Smoke Coil

School/Mystery: Conjuration/Smoke.
Components: Verbal, Somatic.
Spell Level: 2+.
Challenge: **1d6+1**.
Casting Time: 1 segment.

Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: Resilience.
Description: The caster drags one hand upward and tears smoke from the Smoke Plane in a violent wreath around the body. The smoke coils over the caster's shoulders, face, and arms.

The subject must attempt a Resilience Challenge against the caster's successful spell roll. On a failed resistance, the subject becomes **Distracted (-1 to Spot, +1 to Initiative**.) until the end of the Combat Round. The distraction comes from smoke in the eyes, cinders in the throat.

2 Levels of Empower: The spell becomes Level 4, Challenge **2d6+1**. A subject that fails resistance becomes **Disoriented** (cannot postpone combat actions, suffers –1 to Athletics Skill rolls, and cannot gain bonuses from flanking, formation, or coordinated movement) instead of **Distracted** until the end of the Combat Round.

4 Levels of Empower: The spell becomes Level 6, Challenge **3d6+1**. A subject that fails resistance becomes **Smothered** (Subject cannot shout or project the voice. Cannot talk above a whisper. and at the end of each **10 minutes** takes **1 HP damage**.) instead of **Disoriented** until the end of the Combat Round.

Duration Empower: The caster may increase **Smoke Beast Visage** from 1 Combat Round to Short, 1 minute, by adding +1 Spell Level. The base spell becomes Level 3, Challenge **2d6**, with a Casting Time of 1 segment before any other Empowerment is applied.

Smoke Cloak

School/Mystery: Conjuration/Smoke.
Components: Verbal, Somatic.
Spell Level: 4+.
Challenge: **2d6+1**.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: Short, 1 minute.
Resistance: None; willing subject only.
Description: The caster conjures a close-fitting cloak of grey planar smoke around one willing subject within range. The smoke clings to the subject's outline, trailing from shoulders, limbs, weapons, clothing, and gear in soft coils of ash-coloured vapour. It does not make the subject invisible, but it blurs edges, masks small movements, and makes the subject harder to read clearly.

For the duration, the subject gains +2 to Sneak rolls where smoke, shadow, movement, or visual confusion could reasonably help. Spot and Search Challenges, Aimed Weapon Use, spell targeting, and other sight-dependent rolls made against the subject suffer –2 if the attacker or observer relies on ordinary sight.

The cloak does not hide noise, scent, tracks, heat, footprints, or obvious movement in bright open space. A subject who attacks, shouts, casts an obvious spell, sprints, or otherwise clearly reveals itself may still be noticed normally, the smoke will continue to impose the sight-based penalty where appropriate.

2 Levels of Empower: The spell becomes Level 6, Challenge **3d6+1**. The smoke thickens around the subject. The subject gains +**1d6** to Sneak rolls instead of +2, and sight-dependent rolls made against the subject suffer –**1d6** instead of –2.

Duration Empower: The caster may increase **Smoke Cloak** from Short, 1 minute, to Medium, 10 minutes, by adding +2 Spell Levels. The base spell becomes Level 6, Challenge **3d6+1**, with a Casting Time of 3 segments before any other Empowerment is applied.

Revealing Cloud

School/Mystery: Conjuration/Smoke.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Short, 1 minute.
Resistance: None.
Description: The caster conjures a low cloud of grey smoke, pale ash, and drifting soot at a point within range. The cloud does not hide those inside it. Instead, it clings to bodies, breath, footprints, disturbed air, invisible outlines, shifting cloth, moving limbs, and the edges of concealed forms.

All subjects in the cloud become **Revealed** (subject loses stealth and invisibility benefits) while they remain in the cloud and until the end of the Combat Round after leaving it. A hidden creature outlined by the cloud is no longer treated

as hidden. An invisible creature remains visually strange or incomplete, but the ash and smoke show enough of its outline, breath, movement, or displacement that it loses invisibility benefits for the duration.

The cloud also exposes recent movement within its area. The GM may allow the caster or nearby observers to notice footprints, dragged marks, disturbed dust, opened passages, or a creature's approximate route through the affected area where smoke and ash would reasonably cling or settle.

2 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. Affected subjects become **Exposed** (subject cannot benefit from concealment, disguise, stealth, or invisibility) instead of **Revealed** while they remain in the cloud and until the end of the Combat Round after leaving it.

Duration Empower: The caster may increase **Revealing Cloud** from Short, 1 minute, to Medium, 10 minutes, by adding +2 Spell Levels. The base spell becomes Level 8, Challenge **4d6+1**, with a Casting Time of 4 segments before any other Empowerment is applied.

Size Empower: The caster may enlarge the cloud by increasing the Sphere shape. Increasing the spell from Small Sphere, 3 Hex diameter (10' sphere), to Medium Sphere, 6 Hex diameter (20' sphere), adds +2 Spell Levels. Increasing it to Large Sphere, 12 Hex diameter (40' sphere), adds +4 Spell Levels. Increasing it to Huge Sphere, 24 Hex diameter (80' sphere), adds +6 Spell Levels.

Smoke Veil

School/Mystery: Conjuration/Smoke.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Short, 1 minute.
Resistance: None.
Description: The caster opens a dim seam to the Smoke Plane and releases a dense veil of grey-black vapour at a point within range. The smoke rolls outward in a low cloud of ash, cinder-haze, and stifling shadow, obscuring sightlines and masking movement within and through the affected area.

The cloud blocks clear sight through its area. Attacks, Spot Challenges, Search Challenges, Aimed Weapon Use, spell targeting, and other sight-dependent rolls made into, out of, or through the cloud suffer –2. A subject inside the cloud may attempt to hide if the GM judges that its actions, position, and noise make that possible. The cloud does not reveal hidden creatures, does not deal damage, and does not prevent movement.

The cloud may be dispersed by strong wind, a violent blast, but ordinary movement through the cloud does not remove it.

2 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. The smoke thickens into a blinding veil. A subject that enters the cloud, begins movement there, or is forced through it must attempt a Resilience Challenge against the caster's successful spell roll. On a failed resistance, the subject becomes **Blinded** (cannot see, suffers –4 to attack rolls, –4 to defence rolls, and automatically fails sight-based Challenges) until the end of the Combat Round after leaving the cloud.

Size Empower: The caster may enlarge the veil by increasing the Sphere shape. Increasing the spell from Small Sphere, 3 Hex diameter (10' sphere), to Medium Sphere, 6 Hex diameter (20' sphere), adds +2 Spell Levels. Increasing it to Large Sphere, 12 Hex diameter (40' sphere), adds +4 Spell Levels. Increasing it to Huge Sphere, 24 Hex diameter (80' sphere), adds +6 Spell Levels.

Grey Vapour

School/Mystery: Conjuration/Smoke.
Components: Verbal, Somatic.
Spell Level: 8+.
Challenge: **4d6+1**.
Casting Time: 4 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Short, 1 minute.
Resistance: Resilience.
Description: The caster exhales through one hand and opens a seam to the Smoke Plane. A dirty grey cloud of stinging vapour, soot, ash, and bitter cinder-smoke billows into the chosen area, filling the throat, eyes, lungs, and mouth of those caught within it.

A subject that enters the cloud, begins movement there, or is forced through it must attempt a Resilience Challenge

against the caster's successful spell roll. On a failed resistance, the subject becomes **Disoriented** (cannot postpone combat actions, suffers –1 to Athletics Skill rolls, and cannot gain bonuses from flanking, formation, or coordinated movement) while it remains in the cloud and until the end of the Combat Round after leaving it.

The vapour does not deal damage at its base level. It obscures speech, breath, timing, and coordination rather than burning the subject. Creatures that do not breathe, or that are immune to smoke, vapour, or suffocation effects, are unaffected unless the GM rules that the Smoke Plane substance can still interfere with their senses or movement.

2 Levels of Empower: The spell becomes Level 10, Challenge **5d6+1**. On a failed resistance, the subject becomes **Smothered** Subject cannot shout or project the voice. Cannot talk above a whisper. and at the end of each **10 minutes** takes **1 HP damage**.) instead of **Disoriented** while it remains in the cloud and until the end of the Combat Round after leaving it.

Size Empower: The caster may enlarge the vapour by increasing the Sphere shape. Increasing the spell from Small Sphere, 3 Hex diameter (10' sphere), to Medium Sphere, 6 Hex diameter (20' sphere), adds +2 Spell Levels. Increasing it to Large Sphere, 12 Hex diameter (40' sphere), adds +4 Spell Levels. Increasing it to Huge Sphere, 24 Hex diameter (80' sphere), adds +6 Spell Levels.

Cinder Cloud

School/Mystery: Conjuration/Smoke.
Components: Verbal, Somatic.
Spell Level: 7+.
Challenge: **4d6**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Short, 1 minute.
Resistance: Dodge.
Description: The caster tears open a hot, ember-lit seam to the Smoke Plane and releases a burning cloud of soot, ash, red cinders, and furnace haze at a point within range. The cloud rolls and flickers with dull orange light, stinging exposed skin, catching in the eyes, and scattering hot grit through the air.

A subject that enters the cloud, begins movement there, or is forced through it must attempt a Dodge Challenge against the caster's successful spell roll. On a failed resistance, the subject suffers **2d6–2 Fire damage**, minimum 2. A subject that remains in the cloud suffers this damage once per segment while it continues to stand, crawl, lie, or move through the affected area.

The cloud is visibly dangerous and gives off smoke, heat, and ember-light. It may ignite dry, exposed, or highly combustible material at the GM's discretion. It does not provide the same concealment as **Smoke Veil**, because the burning cinders and glow make movement inside it easier to notice.

3 Levels of Empower: The spell becomes Level 10, Challenge **5d6+1**. A subject that fails resistance and suffers Fire damage from the cloud also becomes **Dazzled** (–2 to Spot, Search, Aimed Weapon Use, and other sight-dependent rolls) until the end of the Combat Round after leaving the cloud.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Fire damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Size Empower: The caster may enlarge the cloud by increasing the Sphere shape. Increasing the spell from Small Sphere, 3 Hex diameter (10' sphere), to Medium Sphere, 6 Hex diameter (20' sphere), adds +2 Spell Levels. Increasing it to Large Sphere, 12 Hex diameter (40' sphere), adds +4 Spell Levels. Increasing it to Huge Sphere, 24 Hex diameter (80' sphere), adds +6 Spell Levels.

Summon Smoke Servant

School/Mystery: Conjuration/Smoke.
Components: Verbal, Somatic.
Spell Level: 5+.
Challenge: **3d6**.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Summoned Form.
Duration: Concentration, up to 1 minute.
Resistance: None.
Description: The caster opens a grey-black seam to the Smoke Plane and calls forth one Smoke servant of **Moderate** Rank or lower. The servant appears in an unoccupied space within range, formed from ash, soot, ember-haze, vapour, and shifting planar smoke. It acts according to the normal summoning rules and remains for the duration, until destroyed, until dismissed by the caster, or until the caster's Concentration ends.

The Smoke servant is not a permanent creature and cannot be compelled to remain after the spell ends. If reduced to 0 Hit Points, it unravels into ash, grey vapour, and fading cinders before returning to the Smoke Plane. It cannot summon other creatures, open planar gates, create permanent smoke fields, or use powers beyond the limits of the creature entry selected by the spell.

At its base level, this spell may summon a Small Smoke Elemental.

Empower: Every 2 Levels of Empower Spell Crafting increases the maximum Smoke creature Rank summoned by one Rank.

Empowerment Effectiveness

Added level	*Challenge*	*Creature Rank Summoned*	*Smoke Servant Available*
2	**4d6**	**Major** or lower	Medium Smoke Elemental
4	**5d6**	**Greater** or lower	Large Smoke Elemental
6	**6d6**	**Grand** or lower	Huge Smoke Elemental
8	**7d6**	**Epic** or lower	Giant Smoke Elemental

This spell cannot summon **Otherworldly**, **Mythic**, or **Godlike** Smoke entities.

Blackout

School/Mystery: Conjuration/Smoke.
Components: Verbal, Somatic.
Spell Level: 8+.
Challenge: **4d6+1**.
Casting Time: 4 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Medium Sphere, 6 Hex diameter (20' sphere).
Duration: Short, 1 minute.
Resistance: None.
Description: The caster opens a deep seam to the Smoke Plane and releases a heavy cloud of black vapour, ash, soot, and lightless cinder-fog at a point within range. The fog rolls outward in a dense mass, swallowing torchlight, muffling silhouettes, hiding movement, and breaking clear sight through the affected area.

The cloud blocks ordinary sight through its area. Attacks, Spot Challenges, Search Challenges, Aimed Weapon Use, spell targeting, and other sight-dependent rolls made into, out of, or through the cloud suffer **–1d6**. A subject wholly inside the cloud cannot see beyond adjacent hexes unless it has a sense that ignores smoke, darkness, or visual obstruction. A subject inside the cloud may attempt to hide if its actions, position, and noise make that possible.

The fog does not deal damage and does not reveal hidden creatures. It may be dispersed by strong wind or a violent blast

2 Levels of Empower: The spell becomes Level 10, Challenge **5d6+1**. The smoke becomes suffocating and disorienting. A subject that enters the cloud, begins movement there, or is forced through it must attempt a Resilience Challenge against the caster's successful spell roll. On a failed resistance, the subject becomes **Disoriented** (cannot postpone combat actions, suffers –1 to Athletics Skill rolls, and cannot gain bonuses from flanking, formation, or coordinated movement) while it remains in the cloud and until the end of the Combat Round after leaving it.

4 Levels of Empower: The spell becomes Level 12, Challenge **6d6+1**. The smoke becomes fully blinding. A subject that fails the Resilience Challenge becomes **Blinded** (cannot see, suffers –4 to attack rolls, –4 to defence rolls, and automatically fails sight-based Challenges) while it remains in the cloud and until the end of the Combat Round after leaving it.

Size Empower: The caster may enlarge the fog by increasing the Sphere shape. Increasing the spell from Medium Sphere, 6 Hex diameter (20' sphere), to Large Sphere, 12 Hex diameter (40' sphere), adds +2 Spell Levels. Increasing it to Huge Sphere, 24 Hex diameter (80' sphere), adds +4 Spell Levels.

RADIANCE

Radiant Touch

School/Mystery: Conjuration/Radiance.
Components: Verbal, Somatic.
Spell Level: 1+.
Challenge: **1d6**.
Casting Time: 1 segment.
Range: Contact.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: None; touch attack.
Description: The caster gathers a small flare of white-gold Radiance into one hand. On a successful touch against an

Undead creature, a creature of shadow, or another creature harmed by Positive Energy, the radiance sears the target and deals **1d6–1 Positive damage**, minimum 1.

Against an ordinary living creature, the spell does not deal damage unless that creature is specifically vulnerable to Positive Energy or Radiance. At the GM's discretion, the touch may instead briefly illuminate the subject, warm the skin, reveal grime or shadow-taint, or cause undead flesh, necromantic residue, or cursed matter on the subject to smoke faintly.

The radiance may also be applied to an object or surface. It can make a small object glow briefly, burn away a hand-sized patch of unnatural shadow, reveal fresh blood or dark residue, cause a holy symbol or polished surface to gleam, or leave a pale luminous handprint until the end of the Combat Round.

2 Levels of Empower: The spell becomes Level 3, Challenge **2d6**. On a successful touch, the target also becomes **Revealed** (loses stealth and invisibility benefits) until the end of the Combat Round.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Positive damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Radiant Weapon

School/Mystery: Conjuration/Radiance.
Components: Verbal, Somatic.
Spell Level: 1+.
Challenge: **1d6**.
Casting Time: 1 segment.
Range: Contact.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: None; willing weapon or unattended weapon only.
Description: The caster draws white-gold Radiance from the Positive Quasi-Elemental Plane and lays it across one touched weapon. The weapon glows with clean light, revealing a faint outline of its edge, point, head, or striking surface. The radiance does not change the weapon's ordinary damage type, but it causes the weapon to flare when it strikes undead, shadow-creatures, profane manifestations, or other creatures harmed by Positive Energy.

The successful hits made with the weapon before the spell ends deals +**1d6–1 Positive damage**, minimum 1.

The weapon also sheds dim white-gold light in 10' Diameter while the spell remains active.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Positive damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Duration Empower: The caster may increase **Radiant Weapon** from 1 Combat Round to Short, 1 minute, by adding +1 Spell Level. The base spell becomes Level 2, Challenge **1d6+1**, with a Casting Time of 1 segment before any other Empowerment is applied.

Revealing Gleam

School/Mystery: Conjuration/Radiance.
Components: Verbal, Somatic, Material; a polished crystal worth 100 gp.
Spell Level: 4+.
Challenge: **2d6+1**.
Casting Time: Focused Casting, 4 segments.
Range: Caster-origin.
Shape: Medium Beam, 6 Hex length (20' beam).
Duration: Concentration, up to 10 minutes.
Resistance: None.
Description: The caster raises the prepared crystal and slowly opens it to the Plane of Radiance. At the end of the Focused Casting, a beam of clean white-gold light shines outward from the caster in a straight line, illuminating the affected hexes with steady supernatural brightness.

Within the beam's shaped area, ordinary darkness and dim light are treated as clear light. The beam clearly reveals visible objects. Beyond the beam's shaped area, the spell sheds dim light out to 12 hexes / 40 feet from the caster in the same direction, enough to show outlines, movement, large objects, and obvious obstacles, but not enough for fine reading, detailed searching, or precise targeting without penalty.

The beam follows the caster's facing. While concentrating, the caster may redirect the beam by turning or gesturing on their own action, but it remains a beam rather than a full-area light source.

Because this spell requires Concentration, the caster may move only at Cautious Movement while maintaining it. They may not attack, cast another spell, or perform any other

action beyond maintaining the spell. If the caster suffers damage, they must make a Resilience Challenge against the damage suffered or the spell ends. If the caster gains the **Wounded** condition, the spell ends immediately.

2 Levels of Empower: The spell becomes Level 6, Challenge **3d6+1**. The beam becomes exposing Radiance. Subjects within the clear-light beam become **Revealed** (subject loses stealth and invisibility benefits) while they remain in the beam and until the end of the Combat Round after leaving it.

4 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. Subjects within the clear-light beam become **Exposed** (subject cannot benefit from concealment, disguise, stealth, or invisibility) instead of **Revealed** while they remain in the beam and until the end of the Combat Round after leaving it.

5 Levels of Empower: The spell becomes Level 9, Challenge **5d6**. Subjects within the clear-light beam also become **Dazzled** (–2 to Spot, Search, Aimed Weapon Use, and other sight-dependent rolls) until the end of the Combat Round after leaving the beam.

Size Empower: The caster may alter the clear-light beam by increasing the Beam shape. Increasing it to Large Beam, 12 Hex length (40' beam), adds +2 Spell Levels. Increasing it to Huge Beam, 24 Hex length (80' beam), adds +4 Spell Levels.

Guarding Radiance

School/Mystery: Conjuration/Radiance.
Components: Verbal, Somatic.
Spell Level: 2+.
Challenge: **1d6+1**.
Casting Time: 1 segment.
Range: Contact.
Shape: Single Target.
Duration: Short, 1 minute.
Resistance: None; willing subject only.
Description: The caster lays one hand on a willing subject and conjures a soft mantle of white-gold Radiance around them, forming a living glow of Positive force that pushes back deathly cold, shadow, necrotic force, undeath, and other Negative energies.

For the duration, the subject gains **Guarded – Negative** (reduces Negative damage taken by 2). This protection applies against Negative, necrotic, life-draining, undead, shadow, or similar anti-life damage, as judged by the GM. The glow sheds faint white-gold light around the subject but does not illuminate an area, reveal hidden creatures, or damage undead by itself. It is a protective mantle of Positive Radiance rather than a beam or attack.

4 Levels of Empower: The spell becomes Level 6, Challenge **3d6+1**. The subject gains **Warded – Negative** (reduces Negative damage taken by 6) instead of **Guarded – Negative** for the duration.

Duration Empower: The caster may increase **Guarding Radiance** from Short, 1 minute, to Medium, 10 minutes, by adding +2 Spell Levels. The base spell becomes Level 4, Challenge **2d6+1**, with a Casting Time of 2 segments before any other Empowerment is applied.

Radiant Lance

School/Mystery: Conjuration/Radiance.
Components: Verbal, Somatic.
Spell Level: 4+.
Challenge: **2d6+1**.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Ranged Touch.
Duration: Instant / Immediate.
Resistance: None; ranged touch attack.
Description: The caster draws white-gold Radiance into one hand and casts it outward as a narrow lance of Positive light. The lance burns cleanly through the air leaving a brief afterimage like sunlight reflected from polished silver.

On a successful ranged touch attack against an Undead creature, a creature of shadow, or another creature harmed by Positive Energy, the lance deals **2d6–2 Positive damage**, minimum 2. Against an ordinary living creature, the lance does not deal damage, instead healing them, unless that creature is specifically vulnerable to Positive Energy.

2 Levels of Empower: The spell becomes Level 6, Challenge **3d6+1**. On a successful ranged touch attack, the target also becomes **Marked** (attacks or targeted effects against the subject gain +1 to hit) until the end of the Combat Round.

4 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. On a successful ranged touch attack, the target also becomes **Dazzled** (–2 to Spot, Search, Aimed Weapon Use, and other sight-dependent rolls) until the end of the Combat Round.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Positive damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Summon Radiance Servant

School/Mystery: Conjuration/Radiance.
Components: Verbal, Somatic.
Spell Level: 5+.
Challenge: **3d6**.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Summoned Form.
Duration: Concentration, up to 1 minute.
Resistance: None.
Description: The caster opens a white-gold seam to the Plane of Radiance and calls forth one Radiance servant of **Moderate** Rank or lower. The servant appears in an unoccupied space within range, formed from living light, positive force, gleaming air, and bright planar fire. It acts according to the normal summoning rules and remains for the duration, until destroyed, until dismissed by the caster, or until the caster's Concentration ends.

The Radiance servant is not a permanent creature and cannot be compelled to remain after the spell ends. If reduced to 0 Hit Points, it dissolves into white-gold sparks, fading motes, and a brief wash of clean light before returning to the Plane of Radiance. It cannot summon other creatures, open planar gates, create permanent light, sanctify an area permanently, or use powers beyond the limits of the creature entry selected by the spell.

At its base level, this spell may summon a Small Radiance Elemental.

Empower: Every 2 Levels of Empower Spell Crafting increases the maximum Radiance creature Rank summoned by one Rank.

Empowerment Effectiveness

Added level	*Challenge*	*Creature Rank Summoned*	*Radiance Servant Available*
2	**4d6**	**Major** or lower	Medium Radiance Elemental
4	**5d6**	**Greater** or lower	Large Radiance Elemental
6	**6d6**	**Grand** or lower	Huge Radiance Elemental
8	**7d6**	**Epic** or lower	Giant Radiance Elemental

This spell cannot summon **Otherworldly**, **Mythic**, or **Godlike** Radiance entities.

Radiant Sanctuary

School/Mystery: Conjuration/Radiance.
Components: Verbal, Somatic, Material; powdered silver worth 10 gp, consumed when the spell is cast.
Spell Level: 5+.
Challenge: **3d6**.
Casting Time: Focused Casting, 4 segments.
Range: Personal, centred on the caster.
Shape: Medium Sphere, 6 Hex diameter (20' sphere).
Duration: up to 1 day.
Resistance: None.
Description: The caster opens a quiet white-gold seam to the Plane of Radiance and fills the area with soft luminous warmth, clean air, and drifting radiant sleeping clouds. These clouds hang low like pale mist, forming gentle bedding, warmth, and pale warming light. The area becomes calm, dry, faintly perfumed, and free of ordinary chill, damp, stale air, and minor discomfort.

For the duration, the affected area improves the quality of rest by one category. A **Rough** rest area counts as **Camping**. A **Camping** rest area counts as **Lodging**.

The spell does not hide the campsite, block hostile creatures, prevent ambush, heal damage by itself, or create a physical building. Rain, wind, smoke, insects, rough ground, and minor cold are softened within the sanctuary, but violent weather, flooding, fire, collapse, predators, enemies, or magical hazards still disturb rest normally.

The sanctuary sheds dim white-gold light throughout its area. The caster may choose for the light to be hooded and low, like covered lantern-glow beneath mist, or bright enough for ordinary campsite activity. The radiant sleeping clouds vanish harmlessly when the spell ends, leaving no bedding or permanent material behind.

2 Levels of Empower: The spell becomes Level 7, Challenge **4d6**. The sanctuary also grants resting subjects **Sanctified** (+2 to resist Negative energy effects, curses, and undeath effects, and undead suffer –2 to attacks against it) while they remain inside the area.

4 Levels of Empower: The spell becomes Level 9, Challenge **5d6**. The sanctuary also grants resting subjects **Guarded – Negative** (reduces Negative damage taken by 2) while they remain inside the area.

Blazing Revelation

School/Mystery: Conjuration/Radiance.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Instant / Immediate.
Resistance: Dodge.
Description: The caster opens a sudden white-gold rupture to the Plane of Radiance at a point within range. Light bursts outward in a sharp sphere of Positive brilliance.

Each subject caught in the burst must attempt a Dodge Challenge against the caster's successful spell roll. On a failed resistance, an Undead creature, or other creature harmed by Positive Energy suffers **2d6–2 Positive damage**, minimum 2. Ordinary living creatures are healed by the same amount unless specifically vulnerable to Positive Energy or Radiance.

. The light is immediate and does not remain as an ongoing illumination effect.

3 Levels of Empower: The spell becomes Level 9, Challenge **5d6**. A subject that fails resistance also becomes **Dazzled** (–2 to Spot, Search, Aimed Weapon Use, and other sight-dependent rolls) until the end of the Combat Round.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Positive damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Size Empower: The caster may enlarge the burst by increasing the Sphere shape. Increasing the spell from Small Sphere, 3 Hex diameter (10' sphere), to Medium Sphere, 6 Hex diameter (20' sphere), adds +2 Spell Levels. Increasing it to Large Sphere, 12 Hex diameter (40' sphere), adds +4 Spell Levels. Increasing it to Huge Sphere, 24 Hex diameter (80' sphere), adds +6 Spell Levels.

Sanctifying Light

School/Mystery: Conjuration/Radiance.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Contact.
Shape: Single Target.
Duration: Short, 1 minute.
Resistance: None; willing subject only.
Description: The caster lays one hand on a willing subject and calls a steady white-gold light from the Plane of Radiance. The light settles over the subject's brow, heart, hands, wounds, armour edges, holy symbols, and exposed skin, forming a quiet mantle of Positive force that resists deathly corruption and the malice of undeath.

For the duration, the subject becomes **Sanctified** (+2 to resist Negative energy effects, curses, and undeath effects, and undead suffer –2 to attacks against it).

The light is visible but controlled. It may give the subject a faint sacred glow, reveal necromantic residue on their body, or cause undead flesh and shadow-taint near them to smoke faintly at the GM's discretion, but it does not illuminate an area like **Revealing Gleam** and does not deal damage by itself.

2 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. The caster may sanctify up to three willing subjects in contact with the caster at the time of casting.

Duration Empower: The caster may increase **Sanctifying Light** from Short, 1 minute, to Medium, 10 minutes, by adding +2 Spell Levels. The base spell becomes Level 8, Challenge **4d6+1**, with a Casting Time of 4 segments before any other Empowerment is applied.

Radiant Mark

School/Mystery: Conjuration/Radiance.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.

Duration: Short, 1 minute.
Resistance: Non, Ranged touch attack
Description: The caster points at one subject within range and calls a thin brand of white-gold Radiance around it. The mark settles as a halo, outline, sigil, gleaming wound-light, or bright edge along the subject's body, making its position, motion, and openings easier to read.

The subject must be hit via Ranged Touch attack if so, the subject becomes **Marked** (attacks or targeted effects against the subject gain +1 to hit) for the duration.

The mark gives off enough light to identify the subject clearly, but it does not illuminate an area. It may reveal the subject's position in ordinary dimness, smoke-shadow, or visual clutter, but it does not automatically defeat stealth or invisibility unless empowered.

2 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. On a failed resistance, the subject becomes **Exposed** (subject cannot benefit from concealment, disguise, stealth, or invisibility) instead of **Marked** for the duration.

3 Levels of Empower: The spell becomes Level 9, Challenge **5d6**. On a failed resistance, the subject also becomes **Dazzled** (–2 to Spot, Search, Aimed Weapon Use, and other sight-dependent rolls) until the end of the Combat Round.

LIGHTNING

Static Touch

School/Mystery: Conjuration/Lightning.
Components: Verbal, Somatic.
Spell Level: 1+.
Challenge: **1d6**.
Casting Time: 1 segment.
Range: Contact.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: None; touch attack.
Description: The caster wreathes one hand in sharp blue-white sparks drawn from the Lightning Plane. On a successful touch, the charge snaps through the target and deals **1d6–1 Electrical damage**, minimum 1.

1 Level of Empower: The spell becomes Level 2, Challenge **1d6+1**. On a successful touch, the subject also becomes **Jarred** (–1 to Strength- and Dexterity-based Skill rolls) until the end of the Combat Round.

2 Levels of Empower: The spell becomes Level 3, Challenge **2d6**. On a successful touch, the subject becomes **Jolted** (suffers +3 to Initiative rolls, –1 to Strength- and Dexterity-based Skill rolls) instead of **Jarred** until the end of the Combat Round.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Electrical damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Jolt Spark

School/Mystery: Conjuration/Lightning.
Components: Verbal, Somatic.
Spell Level: 3+.
Challenge: **2d6**.
Casting Time: 1 segment.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Globe.
Duration: 1 Combat Round.
Resistance: None; Missile attack.
Description: The caster gathers a 1 wide sphere of snapping sparking electrical force and casts it toward one target within range. On a successful ranged touch attack, the spark bursts across the subject.

The subject becomes **Jarred** (–1 to Strength- and Dexterity-based Skill rolls) until the end of the Combat Round. The spark does not deal damage, but it disrupts nerves, affecting strength, grip, balance, and fine movement.

2 Levels of Empower: The spell becomes Level 5, Challenge **3d6**. On a successful ranged touch attack, the subject becomes **Jolted** (suffers +3 to Initiative rolls, –1 to Strength- and Dexterity-based Skill rolls) instead of **Jarred** until the end of the Combat Round.

4 Levels of Empower: The spell becomes Level 7, Challenge **4d6**. On a successful ranged touch attack, the subject becomes **Dazed** (suffers –3 to Initiative and may take either one action or one movement on its turn, not both) instead of **Jolted** until the end of the Combat Round.

Damage Empower: Each additional Level of Empower Spell Crafting adds +**1d6–1 Electrical damage**, minimum 1, to the spark and increases the spell's final Spell Level by +1.

Crackling Bolt

School/Mystery: Conjuration/Lightning.
Components: Verbal, Somatic.
Spell Level: 4+.
Challenge: **2d6+1**.
Casting Time: 2 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Ray.
Duration: Instant / Immediate.
Resistance: None; Missile attack.
Description: The caster thrusts one hand forward and releases a narrow bolt of blue-white lightning. On a successful ranged touch attack, the bolt strikes the target and deals **2d6–2 Electrical damage**, minimum 2.

1 Level of Empower: The spell becomes Level 5, Challenge **3d6**. On a successful ranged touch attack, the subject also becomes **Jarred** (–1 to Strength- and Dexterity-based Skill rolls) until the end of the Combat Round.

2 Levels of Empower: The spell becomes Level 6, Challenge **3d6+1**. On a successful ranged touch attack, the subject becomes **Jolted** (suffers +3 to Initiative rolls, –1 to Strength- and Dexterity-based Skill rolls) instead of **Jarred** until the end of the Combat Round.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Electrical damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Static Snare

School/Mystery: Conjuration/Lightning.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: Short, 1 minute.
Resistance: None; ranged touch attack.
Description: The caster casts a crackling net of fine lightning threads toward one subject within range. On a successful ranged touch attack, the threads cling to its target, snapping and jolting whenever the subject tries to move with coordination.

The subject becomes **Disoriented** (cannot postpone combat actions, suffers –1 to Athletic Skill rolls, and cannot gain bonuses from flanking, formation, or coordinated movement) for the duration.

2 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. On a successful ranged touch attack, the subject becomes **Staggered** (–3 to Physical Skills Rolls and movement is reduced to 1 square) instead of **Disoriented** for the duration.

4 Levels of Empower: The spell becomes Level 10, Challenge **5d6+1**. On a successful ranged touch attack, the subject becomes **Dazed** (suffers –3 to Initiative and may take either one action or one movement on its turn, not both) instead of **Staggered** for the duration.

Damage Empower: Each additional Level of Empower Spell Crafting causes the snare to bite with shock. A subject hit by the spell suffers +**1d6–1 Electrical damage**, minimum 1, and the spell's final Spell Level increases by +1.

Lightning Weapon

School/Mystery: Conjuration/Lightning.
Components: Verbal, Somatic.
Spell Level: 3+.
Challenge: **2d6**.
Casting Time: 1 segment.
Range: Contact.
Shape: Single Target.
Duration: Short, 1 minute.
Resistance: None; Weapon only.
Description: The caster draws charged electrical force from the Lightning Plane and lays it across one touched metal weapon. The weapon hums softly, throws tiny sparks from its metal surfaces.

successful hit made with the weapon before the spell ends deals +**1d6–1 Electrical damage**, minimum 1.

For weapons not primarily of metal construction such as arrows, bolts etc. The damage empowerment is limited to +**1d6–1 Electrical damage**, minimum 1.

1 Level of Empower: The spell becomes Level 3, Challenge **2d6**. A creature damaged by the charged weapon also becomes **Jarred** (–1 to Strength- and Dexterity-based Skill rolls) until the end of the Combat Round.

2 Levels of Empower: The spell becomes Level 4, Challenge **2d6+1**. A creature damaged by the charged weapon becomes **Jolted** (suffers +3 to Initiative rolls, –1 to Strength- and Dexterity-based Skill rolls) instead of **Jarred** until the end of the Combat Round.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Electrical damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Forked Lightning

School/Mystery: Conjuration/Lightning.
Components: Verbal, Somatic.
Spell Level: 4+.
Challenge: **2d6+1**.
Casting Time: 2 segments.
Range: Caster-origin.
Shape: Small Beam, 3 Hex length (10' beam).
Duration: Instant / Immediate.
Resistance: Dodge.
Description: The caster releases a branching surge of lightning in a straight line. The bolt forks and snaps through the affected hexes, filling them with violent blue-white current and the crack of storm-pressure.

Each subject caught in the beam must attempt a Dodge Challenge against the caster's successful spell roll. On a failed resistance, the subject suffers **2d6–2 Electrical damage**, minimum 2. On a successful resistance, the subject avoids the main surge and suffers no damage.

1 Level of Empower: The spell becomes Level 5, Challenge **3d6**. A subject that fails resistance and suffers Electrical damage also becomes **Jarred** (–1 to Strength- and Dexterity-based Skill rolls) until the end of the Combat Round.

2 Levels of Empower: The spell becomes Level 6, Challenge **3d6+1**. A subject that fails resistance and suffers Electrical damage becomes **Jolted** (suffers +3 to Initiative rolls, –1 to Strength- and Dexterity-based Skill rolls) instead of **Jarred** until the end of the Combat Round.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Electrical damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Size Empower: The caster may extend the beam by increasing the Beam shape. Increasing the spell from Small Beam, 3 Hex length (10' beam), to Medium Beam, 6 Hex length (20' beam), adds +2 Spell Levels. Increasing it to Large Beam, 12 Hex length (40' beam), adds +4 Spell Levels. Increasing it to Huge Beam, 24 Hex length (80' beam), adds +6 Spell Levels.

Quickening

School/Mystery: Conjuration/Lightning.
Components: Verbal, Somatic.
Spell Level: 3+.
Challenge: **2d6**.
Casting Time: 1 segment.
Range: Personal.
Shape: Single Target.
Duration: Short, 1 minute.
Resistance: None; self only.
Description: The caster draws controlled Lightning Plane charge through their own limbs, nerves, breath, and stance. The charge sharpens reflexes, quickens step, and makes the caster's body react supernaturally fast.

The caster becomes **Alert** (–1 to Initiative rolls) for the duration.

2 Levels of Empower: The spell becomes Level 5, Challenge **3d6**. The caster becomes **Hastened** (movement is doubled, gains -2 to Initiative, and +1 to movement-related rolls) instead of **Alert** for the duration.

Duration Empower: The caster may increase **Storm Quickening** from Short, 1 minute, to Medium, 10 minutes, by adding +2 Spell Levels. The base spell becomes Level 5, Challenge **3d6**, with a Casting Time of 2 segments before any other Empowerment is applied.

Staggering Surge

School/Mystery: Conjuration/Lightning.
Components: Verbal, Somatic.
Spell Level: 7+.
Challenge: **4d6**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: None; ranged touch attack.
Description: The caster throws a heavy surge of electrical force into one subject within range. On a successful ranged touch attack, the surge detonates through the subject's muscles, nerves, balance, and limbs, leaving them shaking and unable to move cleanly.

The subject becomes **Staggered** (–3 to Physical Skills Rolls and movement is reduced to 1 square) until the end of the Combat Round.

2 Levels of Empower: The spell becomes Level 9, Challenge **5d6**. On a successful ranged touch attack, the subject becomes **Dazed** (suffers –3 to Initiative and may take either one action or one movement on its turn, not both) instead of **Staggered** until the end of the Combat Round.

4 Levels of Empower: The spell becomes Level 11, Challenge **6d6**. On a successful ranged touch attack, the subject becomes **Stunned** (cannot act on this or its next turn) instead of **Dazed**.

Damage Empower: Each additional Level of Empower Spell Crafting adds +**1d6–1 Electrical damage**, minimum 1, to the surge and increases the spell's final Spell Level by +1.

Grounding Strike

School/Mystery: Conjuration/Lightning.
Components: Verbal, Somatic.
Spell Level: 7+.
Challenge: **4d6**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: None; ranged touch attack.
Description: The caster casts a downward-splitting bolt that strikes one subject and dumps its momentum into the ground beneath them. The bolt snaps through the subject's body and drags their balance violently downward.

On a successful ranged touch attack, the subject becomes **Prone** (melee attacks against the subject gain +1, it suffers –2 to physical actions, and ranged attacks against it suffer –2; standing requires 2 segments).

2 Levels of Empower: The spell becomes Level 9, Challenge **5d6**. On a successful ranged touch attack, the subject also becomes **Jolted** (suffers +3 to Initiative rolls, –1 to Strength- and Dexterity-based Skill rolls) until the end of the Combat Round.

4 Levels of Empower: The spell becomes Level 11, Challenge **6d6**. On a successful ranged touch attack, the subject also becomes **Stunned** (cannot act on this or its next turn).

Damage Empower: Each additional Level of Empower Spell Crafting adds +**1d6–1 Electrical damage**, minimum 1, and increases the spell's final Spell Level by +1.

Summon Lightning Servant

School/Mystery: Conjuration/Lightning.
Components: Verbal, Somatic.
Spell Level: 5+.
Challenge: **3d6**.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Summoned Form.
Duration: Concentration, up to 1 minute.
Resistance: None.
Description: The caster opens a blue-white seam to the Lightning Plane and calls forth one Lightning servant of **Moderate** Rank or lower. The servant appears in an unoccupied space within range, formed from branching electrical brilliance, charged air, storm-pressure, and violent motion. It acts according to the normal summoning rules and remains for the duration, until destroyed, until dismissed by the caster, or until the caster's Concentration ends.

The Lightning servant is not a permanent creature and cannot be compelled to remain after the spell ends. If reduced to 0 Hit Points, it breaks apart into sparks, and ozone before returning to the Lightning Plane. It cannot summon other creatures, open planar gates, create permanent storms, or use powers beyond the limits of the creature entry selected by the spell.

At its base level, this spell may summon a Small Lightning Elemental.

Empower: Empowering this spell increases the maximum Lightning creature Rank summoned.

Empowerment Effectiveness

Added level	***Challenge***	***Creature Rank Summoned***	***Lightning Servant Available***
2	**4d6**	**Major** or lower	Medium Lightning Elemental
4	**5d6**	**Greater** or lower	Large Lightning Elemental
8	**7d6**	**Epic** or lower	Huge Lightning Elemental
10	**8d6**	**Otherworldly** or lower	Giant Lightning Elemental

This spell cannot summon **Mythic** or **Godlike** Lightning entities.

MINERAL

Crystal Fists

School/Mystery: Conjuration/Mineral.
Components: Verbal, Somatic.
Spell Level: 1+.
Challenge: **1d6**.
Casting Time: 1 segment.
Range: Contact.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: None; touch attack.
Description: The caster sheathes one or both hands in hard facets of crystal, pale stone, and bright mineral growth drawn from the Mineral Plane. The fists become heavy, angular, and glittering, striking with the weight of conjured stone rather than ordinary flesh.

On a successful unarmed strike, the crystal impact deals **1d6–1 Bludgeoning damage**, minimum 1.

The crystal fists may also be used against an object or surface. They can crack brittle glass, chip plaster, bruise soft wood, break thin ceramic, leave a crystalline impact mark, or strike a small object with unnatural hardness. They are not large enough to tunnel through stone, break armour automatically, or function as mining tools.

1 Level of Empower: The spell becomes Level 4, Challenge **2d6+1**. When determining whether the shard damages an object or item with Durability, treat that object's Durability as 2 points lower. If the hit causes item damage, the object loses 1 Protection against all damage types until repaired.

2 Levels of Empower: The spell becomes Level 3, Challenge **2d6**. On a successful touch or unarmed strike, the subject also becomes **Bruised** (–1 to all Strength and Strength-based Skill rolls until treated) until the end of the encounter or until treated.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Bludgeoning damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Stone Swarm

School/Mystery: Conjuration/Mineral.
Components: Verbal, Somatic.
Spell Level: 3+.
Challenge: **2d6**.
Casting Time: 1 segment.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Globe.
Duration: Instant / Immediate.
Resistance: None; requires a successful to-hit roll using Aimed Weapon Use.
Description: The caster snaps one hand forward and conjures a spinning swarm of crystal, flint, quartz, and iron-veined stone from the Mineral Plane. The swarm streaks toward one target within range, striking with the hard weight of conjured mineral matter.

On a successful to-hit roll using Aimed Weapon Use, the shard **1d6–1 Bludgeoning damage**, minimum 1.

1 Level of Empower: The spell becomes Level 4, Challenge **2d6+1**. When determining whether the shard damages an object or item with Durability, treat that object's Durability as 2 points lower. If the hit causes item damage, the object loses 1 Protection against all damage types until repaired.

2 Levels of Empower: The spell becomes Level 5, Challenge **3d6**. On a successful hit against a creature, the subject also becomes **Bruised** (–1 to all Strength and Strength-based Skill rolls until treated) until the end of the encounter or until treated.

Damage Empower: Each additional Level of Empower Spell Crafting increases the shard's damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Crystal Snare

School/Mystery: Conjuration/Mineral.
Components: Verbal, Somatic.
Spell Level: 4+.
Challenge: **2d6+1**.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: Short, 1 minute.
Resistance: None; ranged touch attack.
Description: The caster flicks one hand toward a subject within range and conjures hard mineral growth around the subject's lower limbs. Thin veins of crystal, grit, calcite, and

iron-flecked stone crawl upward from the ground making movement awkward and heavy.

On a successful ranged touch attack, the subject becomes **Hindered** (movement is reduced by 1) for the duration. The snare does not fully imprison the subject at its base level. It represents catching crystal, sudden stone growth, mineral crust, and hard facets interfering with movement.

The snare must have something to cling to or grow from: ground, stone, packed earth, worked floor, and physical contact with the subject.

2 Levels of Empower: The spell becomes Level 6, Challenge **3d6+1**. On a successful ranged touch attack, the subject becomes **Restrained** (Subject cannot move, suffers –2 to physical actions, and attacks against it gain +1) instead of **Hindered** for the duration.

4 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. On a successful ranged touch attack, the subject becomes **Calcified** (body or outer surface hardens; movement is reduced to 1 hex and the subject suffers –2 to Dexterity-based rolls) instead of **Restrained** for the duration.

Damage Empower: Each additional Level of Empower Spell Crafting causes the mineral growth to bite, crush, or pierce as it forms. A subject hit by the spell suffers +**1d6–1** Bludgeoning or Piercing damage, minimum 1, chosen when the spell is cast, and the spell's final Spell Level increases by +1.

Summon Mineral Servant

School/Mystery: Conjuration/Mineral.
Components: Verbal, Somatic.
Spell Level: 5+.
Challenge: **3d6**.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Summoned Form.
Duration: Concentration, up to 1 minute.
Resistance: None.
Description: The caster opens a hard, glittering seam to the Mineral Plane and calls forth one Mineral servant of **Moderate** Rank or lower. The servant appears in an unoccupied space within range, formed from crystal, stone, ore, quartz, iron-vein, mineral dust, and dense planar mass. It acts according to the normal summoning rules and remains for the duration, until destroyed, until dismissed by the caster, or until the caster's Concentration ends.

The Mineral servant is not a permanent creature and cannot be compelled to remain after the spell ends. If reduced to 0 Hit Points, it collapses into broken facets, stone grit, dull ore, and fading crystal light before returning to the Mineral Plane. It cannot summon other creatures, open planar gates, create permanent mineral growths, petrify creatures, or use powers beyond the limits of the creature entry selected by the spell.

At its base level, this spell may summon a Small Mineral Elemental or another Mineral creature of **Moderate** Rank or lower approved by the GM.

Empower: Every 2 Levels of Empower Spell Crafting increases the maximum Mineral creature Rank summoned by one Rank.

Empowerment Effectiveness

Added level	***Challenge***	***Creature Rank Summoned***	***Mineral Servant Available***
2	**4d6**	**Major** or lower	Medium Mineral Elemental
4	**5d6**	**Greater** or lower	Large Mineral Elemental
6	**6d6**	**Grand** or lower	Huge Mineral Elemental
8	**7d6**	**Epic** or lower	Giant Mineral Elemental

This spell cannot summon **Otherworldly**, **Mythic**, or **Godlike** Mineral entities.

Mineral Skin

School/Mystery: Conjuration/Mineral.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Contact.
Shape: Single Target.
Duration: Short, 1 minute.
Resistance: None; willing subject or touched object only.

Description: The caster lays one hand on a willing subject or touched object and conjures a fitted skin of crystal dust, stone facets, mineral grain, and metallic flecks from the Mineral Plane. The mineral layer settles over armour, clothing, hide, bark, shield-surface, door, chest, barrier, or exposed body like a hard outer shell. It does not make the subject immobile; it reinforces the surface against impact, cutting, and penetration.

For the duration, the target becomes **Hardened P2 S2 B2** physical protection, suffers **–2 to Dexterity-based rolls**). If cast on armour, a shield, a door, a barrier, a container, or another item with Durability, increase that item's Durability by 100% and its Protection by +2 while the spell lasts. If cast on a willing living subject who is not relying on a single item of armour, the subject gains **Protection P2 / S2 / B2** from the mineral shell for the duration.

If the subject is already wearing armour, use the better Protection value for each damage type; the mineral shell does not simply stack on top of worn armour. The shell is visible and physical. It will glitter, crack, flake, ring under blows, and shed harmless mineral dust when struck.

2 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. The mineral shell becomes heavier and more complete. If cast on an item with Durability, the item gains +150% Durability and +3 Protection instead of **Hardened**. If cast on a willing living subject, the subject gains **Protection P3 / S3 / B3** for the duration.

4 Levels of Empower: The spell becomes Level 10, Challenge **5d6+1**. The mineral shell becomes a dense crystalline carapace. If cast on an item with Durability, the item gains +200% Durability and +4 Protection. If cast on a willing living subject, the subject gains **Protection P4 / S4 / B4** for the duration, but movement is reduced by 1 while the shell remains.

Duration Empower: The caster may increase **Mineral Skin** from Short, 1 minute, to Medium, 10 minutes, by adding +2 Spell Levels. The base spell becomes Level 8, Challenge **4d6+1**, with a Casting Time of 4 segments before any other Empowerment is applied.

Shard Burst

School/Mystery: Conjuration/Mineral.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Instant / Immediate.
Resistance: Dodge.
Description: The caster clenches one hand and fractures a pocket of Mineral Plane matter at a point within range. Crystal, flint, quartz, iron-grit, and hard stone fragments burst outward in a sharp sphere of glittering mineral force.

Each subject caught in the burst must attempt a Dodge Challenge against the caster's successful spell roll. On a failed resistance, the subject suffers **2d6–2 Piercing damage**, minimum 2. On a successful resistance, the subject avoids the worst of the fragments and suffers no damage.

The caster may instead shape the burst as blunt stone fragments when the spell is cast. If so, the spell deals **2d6–2 Bludgeoning damage**, minimum 2, rather than Piercing damage. The damage type chosen applies to the whole casting.

The burst may strike exposed objects, shields, weapons, armour, doors, locks, tools, mechanisms, glass, pottery, or brittle stone in the affected area. Item damage is resolved through the normal Durability rules.

1 Level of Empower: The spell becomes Level 7, Challenge **4d6**. When determining whether the burst damages an object or item with Durability, treat that object's Durability as 2 points lower. If the hit causes item damage, the object loses 1 Protection against all damage types until repaired.

2 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. A subject that fails resistance and suffers damage from the burst also becomes **Bruised** (–1 to all Strength and Strength-based Skill rolls until treated).

Damage Empower: Each additional Level of Empower Spell Crafting increases the burst's damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Size Empower: The caster may enlarge the burst by increasing the Sphere shape. Increasing the spell from Small Sphere, 3 Hex diameter (10' sphere), to Medium Sphere, 6 Hex diameter (20' sphere), adds +2 Spell Levels. Increasing it to Large Sphere, 12 Hex diameter (40' sphere), adds +4 Spell Levels. Increasing it to Huge Sphere, 24 Hex diameter (80' sphere), adds +6 Spell Levels.

Crystal Structure

School/Mystery: Conjuration/Mineral.
Components: Verbal, Somatic.
Spell Level: 4+.
Challenge: **2d6+1**.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Structure, up to 1 Hex.
Duration: Short, 1 minute.
Resistance: None.
Description: The caster draws mineral matter from the Mineral Plane and shapes it into a simple, non-moving crystal, stone, quartz, ore, or iron-veined structure within range. The structure may appear as a block, wedge, brace, step, handhold, short pillar, hook, ramp, crude seat, narrow platform, doorstop, support prop, anchor point, bridge-stone, counterweight, or similar basic form.

The structure is solid and physical, but crude. It may support weight, block a small gap, brace a door, provide footing, give a climber a handhold, hold a rope, wedge a wheel, support a damaged beam, or create a short mineral shape useful for ordinary travel, repair, or dungeon work. It cannot move, flex, hinge, attack, grapple, restrain, operate as a machine, form a complex tool, copy fine craftsmanship, or create a permanent object.

The structure must be a single continuous shape and must be anchored to a surface or rest on terrain that can bear it. It cannot appear inside a creature, crush a creature into a space, replace missing architecture on a permanent basis, or create unsupported architecture beyond the spell's scale. If used as cover or as an object that may be attacked, the structure has **20 Hit Points** and **Protection P4 / S4 / B4**.

2 Levels of Empower: The spell becomes Level 6, Challenge **3d6+1**. The caster may create a larger simple structure occupying up to 3 connected hexes. This may form a short stair, narrow bridge, longer brace, small barricade, row of handholds, or similar connected mineral shape. The structure has **25 Hit Points** per 1-hex section and **Protection P5 / S5 / B5**.

4 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. The caster may create a larger simple structure occupying up to 6 connected hexes. This may form a broader crossing, low platform, small buttress, reinforced doorway brace, short defensive rise, or connected climbing path. The structure has **30 Hit Points** per 1-hex section and **Protection P6 / S6 / B6**.

Duration Empower: The caster may increase **Crystal Structure** from Short, 1 minute, to Medium, 10 minutes, by adding +2 Spell Levels. The base spell becomes Level 6, Challenge **3d6+1**, with a Casting Time of 3 segments before any other Empowerment is applied.

Crystal Wall

School/Mystery: Conjuration/Mineral.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Wall, 3 Hex length (10' wall).
Duration: Short, 1 minute.
Resistance: None.
Description: The caster draws a hard line through the air and conjures a wall of crystal, stone, quartz, iron-vein, and angular mineral growth at a point within range. The wall rises from a solid surface, locking into the ground as a jagged barrier of pale facets, dark ore, and glittering stone.

The wall blocks movement and line of sight through its occupied hexes and may provide cover as the GM judges appropriate. A creature may attack the wall, climb it, move around it, or break a section by reducing that section to 0 Hit Points.

The wall has **30 Hit Points** per 1-hex (3 foot) section and **Protection P6 / S5 / B3**. It is highly resistant to arrows, thrusting weapons, blades, claws, and cutting tools, but more vulnerable to heavy hammers, picks, mauls, falling stone, and other strong Bludgeoning impacts. Damage is applied to the section struck. If a section is reduced to 0 Hit Points, that section collapses into broken crystal, stone fragments, and fading mineral dust.

The wall must be anchored to a solid surface such as earth, stone, worked floor, packed ground, or existing rock. It cannot float unsupported in open air, form a sealed building, appear inside a creature, or crush creatures by being created through their occupied spaces.

2 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. The wall becomes a Medium Wall, 6 Hex length (20' wall).

4 Levels of Empower: The spell becomes Level 10, Challenge **5d6+1**. The wall becomes a Large Wall, 12 Hex length (40' wall).

6 Levels of Empower: The spell becomes Level 12, Challenge **6d6+1**. The wall becomes a Huge Wall, 24 Hex length (80' wall).

3 Levels of Empower: The spell becomes Level 9, Challenge **5d6**. The wall becomes a **Shifting Crystal Wall**. Its surface animates with grinding facets, sliding quartz plates, and jutting mineral shards. A subject that enters a hex directly adjacent to the wall, begins movement in a hex directly adjacent to the wall, or is forced through a hex directly adjacent to the wall must attempt an Athletics Challenge against the caster's successful spell roll. On a failed resistance, the subject suffers **1d6–1 Piercing damage**, minimum 1. This damage occurs once per segment while the subject remains in a hex adjacent to the wall.

If the wall has also been enlarged by **Size Empower**, the shifting shards apply along the full empowered length of the wall. If **Damage Empower** is later applied to this effect, each additional Level of Empower Spell Crafting increases the shard damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Durability Empower: Each additional Level of Empower Spell Crafting may increase each 1-hex section by +10 Hit Points and increase one Protection value by +1, and increases the spell's final Spell Level by +1.

Crystal Bramble

School/Mystery: Conjuration/Mineral.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Square, 3x3 Hex grid (10'x10').
Duration: Short, 1 minute.
Resistance: Athletics.
Description: The caster spreads one hand low and conjures a field of jagged crystal growth across the chosen ground. Sharp quartz, flint, mineral spines, iron-veined shards, and splintered stone teeth thrust upward from the surface, creating a hazardous bed of cutting mineral points.

A subject that moves through the area, begins movement there, or is forced through it must attempt an Athletics Challenge against the caster's successful spell roll. On a failed resistance, the subject suffers **1d6–1 Piercing damage**, minimum 1, for each segment of movement spent crossing, struggling through, or being forced through the affected area.

A subject that remains still inside the area does not suffer damage from this spell unless it moves, is shoved, falls, crawls, stands from prone, or is otherwise forced against the crystals.

The bramble is visible and may be avoided if a creature has a clear path around it. Flight, levitation, climbing above the surface, or another means of avoiding contact with the ground prevents the damage. The crystals do not restrain creatures at base level, but they make hurried or careless passage dangerous.

2 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. A subject that fails resistance and suffers Piercing damage from the crystals also becomes **Hindered** (movement is reduced by 1) until the end of the Combat Round after leaving the area.

4 Levels of Empower: The spell becomes Level 10, Challenge **5d6+1**. The crystal bramble becomes animated. The jagged crystals grind, twist, grow, and snap at creatures inside the affected area. A subject in the area must attempt an Athletics Challenge against the caster's successful spell roll each segment, even if it does not move. On a failed resistance, the subject suffers the spell's Piercing damage as the moving crystal spines cut, press, and rake against it.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Piercing damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Size Empower: The caster may enlarge the bramble by increasing the Square shape. Increasing the spell from Small Square, 3x3 Hex grid (10'x10'), to Medium Square, 6x6 Hex grid (20'x20'), adds +2 Spell Levels. Increasing it to Large Square, 12x12 Hex grid (40'x40'), adds +4 Spell Levels. Increasing it to Huge Square, 24x24 Hex grid (80'x80'), adds +6 Spell Levels.

Grounding Crystal

School/Mystery: Conjuration/Mineral.
Components: Verbal, Somatic.

Spell Level: 8+.
Challenge: **4d6+1**.
Casting Time: 4 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: Short, 1 minute.
Resistance: None; ranged touch attack.
Description: The caster thrusts one hand downward and casts a hard mineral sigil toward one subject within range and up to 30' in the air. On a successful ranged touch attack, crystal roots, iron grit, and quartz form tendrils around the subject's lower body, dragging the subject's movement toward the ground.

The subject becomes **Grounded** (cannot fly or leap and suffers –2 to resist shove, knockdown, or forced movement) for the duration. If the subject is already flying, leaping, climbing, or otherwise above the ground, if in flight it descends without damage.

The subject may still move normally if it is already on the ground, but it cannot use ordinary flight, leaping movement, or similar upward movement while the spell remains in effect.

2 Levels of Empower: The spell becomes Level 10, Challenge **5d6+1**. On a successful ranged touch attack, the subject also becomes **Hindered** (movement is reduced by 1) for the duration.

4 Levels of Empower: The spell becomes Level 12, Challenge **6d6+1**. On a successful ranged touch attack, the subject becomes **Restrained** (Subject cannot move, suffers –2 to physical actions, and attacks against it gain +1.) instead of **Grounded** for the duration.

Damage Empower: Each additional Level of Empower Spell Crafting causes the crystal growth to bite, bruise, or crush as it forms. A subject hit by the spell suffers +**1d6–1** Bludgeoning damage, minimum 1, chosen when the spell is cast, and the spell's final Spell Level increases by +1.

Crystal Cocoon

School/Mystery: Conjuration/Mineral.
Components: Verbal, Somatic.
Spell Level: 13+.
Challenge: **7d6**.
Casting Time: 6 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: None; ranged touch attack.
Description: The caster drives one hand downward and casts a hard mineral seed toward one subject within range. On a successful ranged touch attack, crystal surges up from the ground, nearby stone, worked floor, rubble, or exposed mineral matter and folds around the subject in a violent upward bloom. Quartz ribs, stone plates, iron-veined roots, and hard crystalline growth encapsulate the subject from below, forming a temporary cocoon of conjured Mineral Plane matter.

The subject becomes **Buried** (movement 0; physical actions –2 until freed) until the end of the Combat Round or until it breaks free. The subject may attempt to break free with an Athletics Challenge against the caster's successful spell roll, provided it can still make the attempt. The cocoon traps the subject inside an enclosing shell of crystal, stone, and mineral growth.

The spell requires a surface or surrounding material that can plausibly accept burrowing mineral force, such as earth, stone, packed ground, worked floor, clay, sand, rubble, crystal, or existing rock

4 Levels of Empower: The spell becomes Level 17, Challenge **9d6**. The crystal cocoon overwhelms the subject completely, forcing mineral growth through the outer body, gear, limbs, and senses. On a successful ranged touch attack, the subject becomes **Petrified** (transformed into stone; cannot move, act, speak, or use ordinary senses until the condition ends) instead of **Buried** until the end of the Combat Round.

Duration Empower: The caster may increase **Crystal Cocoon** from 1 Combat Round to Short, 1 minute, by adding +1 Spell Level. The base spell becomes Level 14, Challenge **7d6+1**, with a Casting Time of 7 segments before any other Empowerment is applied.

Damage Empower: Each additional Level of Empower Spell Crafting causes the cocoon to crush, grind, or pierce as it forms. A subject hit by the spell suffers +**1d6–1** Bludgeoning or Piercing damage, minimum 1, chosen when the spell is cast, and the spell's final Spell Level increases by +1.

STEAM

Steam Touch

School/Mystery: Conjuration/Steam.
Components: Verbal, Somatic.
Spell Level: 1+.
Challenge: **1d6**.
Casting Time: 1 segment.
Range: Contact.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: None; touch attack.
Description: The caster wraps one hand in hissing white vapour drawn from the Steam Plane. On a successful touch, the vapour scalds the target and deals **1d6–1 Fire damage**, minimum 1.

1 Level of Empower: The spell becomes Level 2, Challenge **1d6+1**. On a successful touch, the subject also becomes **Distracted (-1 to Spot, +1 to Initiative**.) until the end of the Combat Round as steam stings the eyes, skin, and breathing passages.

3 Levels of Empower: The spell becomes Level 4, Challenge **2d6+1**. On a successful touch, the subject becomes **Scalded** (–2 to attack rolls) instead of **Distracted** until the end of the Combat Round.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Fire damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Scald Jet

School/Mystery: Conjuration/Steam.
Components: Verbal, Somatic.
Spell Level: 3+.
Challenge: **2d6**.
Casting Time: 1 segment.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Ray.
Duration: Instant / Immediate.
Resistance: None; requires a successful to-hit roll using Aimed Weapon Use.
Description: The caster thrusts one hand forward and releases a narrow jet of white-hot steam. On a successful to-hit roll using Aimed Weapon Use, the jet strikes the target and deals **1d6–1 Fire damage**, minimum 1.

The jet is pressurised vapour rather than flame. It may fog glass, soak cloth, sting exposed skin, make metal painfully hot, and briefly fill the air with white vapour around the point of impact.

1 Level of Empower: The spell becomes Level 4, Challenge **2d6+1**. On a successful hit, the subject also becomes **Distracted (-1 to Spot, +1 to Initiative**.) until the end of the Combat Round.

3 Levels of Empower: The spell becomes Level 6, Challenge **3d6+1**. On a successful hit, the subject becomes **Scalded** (–2 to attack rolls) instead of **Distracted** until the end of the Combat Round.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Fire damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Steam Veil

School/Mystery: Conjuration/Steam.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Short, 1 minute.
Resistance: None.
Description: The caster opens a warm seam to the Steam Plane and releases a thick veil of white mist at a point within range. The vapour rolls through the area, fogging sightlines, softening outlines, and covering movement with wet haze.

The cloud obscures sight through its area. Attacks, Spot Challenges, Search Challenges, Aimed Weapon Use, spell targeting, and other sight-dependent rolls made into, out of, or through the cloud suffer –2. A subject inside the cloud may attempt to hide if the GM judges that its actions, position, and noise make that possible.

The veil is warm and damp rather than choking at its base level. It does not deal damage, does not inflict **Blinded**, and does not prevent movement. Strong wind, magical air movement, violent pressure, or another suitable effect may disperse it at the GM's discretion.

2 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. The vapour thickens and stings the eyes. A subject that enters the cloud, begins movement there, or is forced through it must attempt a Resilience Challenge against the caster's successful spell roll. On a failed resistance, the subject becomes **Blinded** (cannot see, suffers –4 to attack rolls, –4 to defence rolls, and automatically fails sight-based

Challenges) until the end of the Combat Round after leaving the cloud.

Size Empower: The caster may enlarge the veil by increasing the Sphere shape. Increasing the spell from Small Sphere, 3 Hex diameter (10' sphere), to Medium Sphere, 6 Hex diameter (20' sphere), adds +2 Spell Levels. Increasing it to Large Sphere, 12 Hex diameter (40' sphere), adds +4 Spell Levels. Increasing it to Huge Sphere, 24 Hex diameter (80' sphere), adds +6 Spell Levels.

Scalding Cloud

School/Mystery: Conjuration/Steam.
Components: Verbal, Somatic.
Spell Level: 7+.
Challenge: **4d6**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Short, 1 minute.
Resistance: Resilience.
Description: The caster opens a boiling seam to the Steam Plane and fills the chosen area with white-hot vapour. The cloud hisses, beads on armour, fogs glass, drenches cloth, and scalds exposed flesh with wet heat.

A subject that enters the cloud, begins movement there, or is forced through it must attempt a Resilience Challenge against the caster's successful spell roll. On a failed resistance, the subject suffers **2d6–2 Fire damage**, minimum 2. A subject that remains in the cloud suffers this damage once per segment while it continues to stand, crawl, lie, or move through the affected area.

The cloud is visibly dangerous. It may fog sight and make the air difficult to read, but it does not provide the same concealment as **Steam Veil**, because its turbulent heat and movement make figures within it easier to notice.

3 Levels of Empower: The spell becomes Level 10, Challenge **5d6+1**. A subject that fails resistance and suffers Fire damage from the cloud also becomes **Scalded** (–2 to attack rolls) until the end of the Combat Round after leaving the cloud.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Fire damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Size Empower: The caster may enlarge the cloud by increasing the Sphere shape. Increasing the spell from Small Sphere, 3 Hex diameter (10' sphere), to Medium Sphere, 6 Hex diameter (20' sphere), adds +2 Spell Levels. Increasing it to Large Sphere, 12 Hex diameter (40' sphere), adds +4 Spell Levels. Increasing it to Huge Sphere, 24 Hex diameter (80' sphere), adds +6 Spell Levels.

Pressure Burst

School/Mystery: Conjuration/Steam.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Instant / Immediate.
Resistance: Dodge.
Description: The caster clenches one hand and releases a sudden pocket of pressurised steam at a point within range. The vapour detonates outward with a sharp hiss, white heat, wet force, and a bursting wave of pressure.

Each subject caught in the burst must attempt a Dodge Challenge against the caster's successful spell roll. On a failed resistance, the subject suffers **2d6–2 Fire damage**, minimum 2. On a successful resistance, the subject avoids the worst of the burst and suffers no damage.

The burst may fling loose ash, dust, papers, mist, droplets, or small unattended objects, but it does not shove creatures unless the GM allows that as a narrative consequence of the scene.

2 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. A subject that fails resistance and suffers Fire damage from the burst also becomes **Distracted (-1 to Spot, +1 to Initiative**.) until the end of the Combat Round.

4 Levels of Empower: The spell becomes Level 10, Challenge **5d6+1**. A subject that fails resistance and suffers Fire damage from the burst also becomes **Scalded** (–2 to attack rolls) until the end of the Combat Round.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Fire damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Size Empower: The caster may enlarge the burst by increasing the Sphere shape. Increasing the spell from Small Sphere, 3 Hex diameter (10' sphere), to Medium Sphere, 6 Hex diameter (20' sphere), adds +2 Spell Levels. Increasing it

to Large Sphere, 12 Hex diameter (40' sphere), adds +4 Spell Levels. Increasing it to Huge Sphere, 24 Hex diameter (80' sphere), adds +6 Spell Levels.

Boiling Shroud

School/Mystery: Conjuration/Steam.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Contact.
Shape: Single Target.
Duration: Short, 1 minute.
Resistance: None; willing subject only.
Description: The caster lays one hand on a willing subject and wraps them in a close shroud of white steam, rolling vapour, and wet heat. The shroud clings to the subject's outline, venting in short hisses whenever another creature comes too close.

For the duration, attacks, Spot Challenges, Search Challenges, Aimed Weapon Use, spell targeting, and other sight-dependent rolls made against the subject suffer –1 due to shifting vapour and heat distortion.

The shroud is not dense enough to hide the subject completely. It does not damage adjacent creatures at its base level and does not block the subject's own sight.

2 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. The shroud becomes scalding. A creature that strikes the subject with an unarmed attack, natural weapon, bite, claw, grapple, or other direct bodily contact suffers **1d6–1 Fire damage**, minimum 1.

4 Levels of Empower: The spell becomes Level 10, Challenge **5d6+1**. The shroud becomes a **Boiling Shroud**. A creature damaged by direct bodily contact with the shroud also becomes **Scalded** (–2 to attack rolls) until the end of the Combat Round.

Damage Empower: Each additional Level of Empower Spell Crafting increases the contact Fire damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Burning Vapour

School/Mystery: Conjuration/Steam.
Components: Verbal, Somatic.
Spell Level: 8+.
Challenge: **4d6+1**.
Casting Time: 4 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Short, 1 minute.
Resistance: Resilience.
Description: The caster tears open a fierce boiling seam to the Steam Plane and releases a dense cloud of blistering vapour. The cloud clings low and hot, wrapping subjects in wet heat that burns through clothing, breath, and exposed skin.

A subject that enters the cloud, begins movement there, or is forced through it must attempt a Resilience Challenge against the caster's successful spell roll. On a failed resistance, the subject becomes **Burning** (takes 1 Fire damage each 10 seconds until removed) while it remains in the cloud and until the end of the Combat Round after leaving it.

The vapour is dangerous but not flame. It can scald flesh, heat metal, dampen cloth, and blister exposed skin, but it does not automatically ignite objects unless the GM judges that the material and scene make ignition plausible.

2 Levels of Empower: The spell becomes Level 10, Challenge **5d6+1**. A subject that fails resistance also becomes **Scalded** (–2 to attack rolls) while **Burning** from this spell.

Damage Empower: Each additional Level of Empower Spell Crafting makes the vapour directly damaging as well as burning. A subject that fails resistance suffers +**1d6–1 Fire damage**, minimum 1, each segment it remains in contact with the vapour, and the spell's final Spell Level increases by +1.

Size Empower: The caster may enlarge the vapour by increasing the Sphere shape. Increasing the spell from Small Sphere, 3 Hex diameter (10' sphere), to Medium Sphere, 6 Hex diameter (20' sphere), adds +2 Spell Levels. Increasing it to Large Sphere, 12 Hex diameter (40' sphere), adds +4 Spell Levels. Increasing it to Huge Sphere, 24 Hex diameter (80' sphere), adds +6 Spell Levels.

Summon Steam Servant

School/Mystery: Conjuration/Steam.
Components: Verbal, Somatic.
Spell Level: 5+.
Challenge: **3d6**.
Casting Time: 2 segments.

Range: Short, 4–10 hexes / 12–30 feet.
Shape: Summoned Form.
Duration: Concentration, up to 1 minute.
Resistance: None.
Description: The caster opens a white, hissing seam to the Steam Plane and calls forth one Steam servant of **Moderate** Rank or lower. The servant appears in an unoccupied space within range, formed from boiling vapour, wet heat, pressure, white mist, and shimmering scalding air. It acts according to the normal summoning rules and remains for the duration, until destroyed, until dismissed by the caster, or until the caster's Concentration ends.

The Steam servant is not a permanent creature and cannot be compelled to remain after the spell ends. If reduced to 0 Hit Points, it collapses into hot vapour, droplets, and fading pressure before returning to the Steam Plane. It cannot summon other creatures, open planar gates, create permanent boiling fields, or use powers beyond the limits of the creature entry selected by the spell.

At its base level, this spell may summon a Small Steam Elemental or another Steam creature of **Moderate** Rank or lower approved by the GM.

Empower: Every 2 Levels of Empower Spell Crafting increases the maximum Steam creature Rank summoned by one Rank.

Empowerment Effectiveness

Added level	***Challenge***	***Creature Rank Summoned***	***Steam Servant Available***
2	**4d6**	**Major** or lower	Medium Steam Elemental
4	**5d6**	**Greater** or lower	Large Steam Elemental
6	**6d6**	**Grand** or lower	Huge Steam Elemental
8	**7d6**	**Epic** or lower	Giant Steam Elemental

This spell cannot summon **Otherworldly**, **Mythic**, or **Godlike** Steam entities.

ASH

Ash Touch

School/Mystery: Conjuration/Ash.
Components: Verbal, Somatic.
Spell Level: 1+.
Challenge: **1d6**.
Casting Time: 1 segment.
Range: Contact.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: None; touch attack.
Description: The caster coats one hand in grey ash, dead cinder, and the last heat of spent fire drawn from the Ash Plane. On a successful touch, the ash smears across the target and deals **1d6–1 Fire damage**, minimum 1.

2 Levels of Empower: The spell becomes Level 3, Challenge **2d6**. On a successful touch, the subject also becomes **Fatigued** (subject suffers –2 to all Physical Skill rolls and –1 to Mental Skill rolls) until the end of the Combat Round.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Fire damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Ashen Cinder

School/Mystery: Conjuration/Ash.
Components: Verbal, Somatic.
Spell Level: 3+.
Challenge: **2d6**.
Casting Time: 1 segment.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Globe.
Duration: Instant / Immediate.
Resistance: None; requires a successful to-hit roll using Aimed Weapon Use.
Description: The caster gathers a dead coal of ash-hot grit and hurls it at one target within range. On a successful to-hit roll using Aimed Weapon Use, the cinder bursts against the target in a puff of grey heat and ember-dust, dealing **1d6–1 Fire damage**, minimum 1.

The cinder is not bright flame. It is spent heat, soot, and negative residue, more like a dying coal than a living ember. It may blacken cloth, scar wood, smear ash across armour, or leave a foul grey mark where it strikes.

2 Levels of Empower: The spell becomes Level 5, Challenge **3d6**. On a successful hit, the subject also becomes **Fatigued** (subject suffers –2 to all Physical Skill rolls and –1 to Mental Skill rolls) until the end of the Combat Round.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Fire damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Ashen Weakness

School/Mystery: Conjuration/Ash.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: Short, 1 minute.
Resistance: None; ranged touch attack.
Description: The caster casts a grey ribbon of spent fire and ruinous ash toward one subject within range. On a successful ranged touch attack, the ash sinks into the subject's limbs, muscles, grip, and stance, leaving the body heavy with the memory of exhausted flame.

The subject becomes **Weakened** (subject's STR and all STR based Skill rolls are reduced by –2) for the duration.

The ash does not burn at its base level. It leaves grey residue on the subject's skin, clothing, armour joints, or hands, and its effect is one of depleted force rather than direct injury.

Damage Empower: Each additional Level of Empower Spell Crafting causes the ash to carry dead heat as well as weakness. A subject hit by the spell suffers +**1d6–1 Fire damage**, minimum 1, and the spell's final Spell Level increases by +1.

Ash Haze

School/Mystery: Conjuration/Ash.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Short, 1 minute.
Resistance: None.
Description: The caster opens a dull seam to the Ash Plane and releases a drifting haze of grey soot, dead cinder, and fine ash residue at a point within range. The haze dims the air, settles over eyes and surfaces, and turns clear sight into a blur of black flecks and pale ash.

Attacks, Spot Challenges, Search Challenges, Aimed Weapon Use, spell targeting, and other sight-dependent rolls made into, out of, or through the haze suffer –2. A subject inside the haze may attempt to hide if the GM judges that its position, noise, and actions make that possible.

The haze is dry and choking, but at its base level it does not deal damage and does not inflict **Blinded**.

2 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. A subject that enters the haze, begins movement there, or is forced through it must attempt a Resilience Challenge against the caster's successful spell roll. On a failed resistance, the subject becomes **Blinded** (subject cannot see, suffers –4 to attack rolls, –4 to defence rolls, and automatically fails sight-based Challenges) until the end of the Combat Round after leaving the haze.

Size Empower: The caster may enlarge the haze by increasing the Sphere shape. Increasing the spell from Small Sphere, 3 Hex diameter (10' sphere), to Medium Sphere, 6 Hex diameter (20' sphere), adds +2 Spell Levels. Increasing it to Large Sphere, 12 Hex diameter (40' sphere), adds +4 Spell Levels. Increasing it to Huge Sphere, 24 Hex diameter (80' sphere), adds +6 Spell Levels.

Smothering Ash

School/Mystery: Conjuration/Ash.
Components: Verbal, Somatic.
Spell Level: 10+.
Challenge: **5d6+1**.
Casting Time: 5 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Short, 1 minute.
Resistance: Resilience.
Description: The caster tears open a low, dead seam to the Ash Plane and fills the chosen area with grey ash. The ash hangs heavily in the air, falls across tongues and throats, fills helm-slits and open mouths, and smothers shouted orders under dry cinder.

A subject that enters the cloud, begins movement there, or is forced through it must attempt a Resilience Challenge against the caster's successful spell roll. On a failed resistance, the subject becomes **Smothered** (subject cannot shout or project the voice, and command-based bonuses do not benefit it) while it remains in the cloud and until the end of the Combat Round after leaving it.

Creatures that do not breathe, or that are immune to ash, smoke, suffocation, or similar airborne matter, are unaffected unless the GM rules that the Ash Plane substance can still clog their senses, vents, voice, or magical expression.

2 Levels of Empower: The spell becomes Level 12, Challenge **6d6+1**. On a failed resistance, the subject becomes **Choking** (the subject cannot breathe or speak above a rasp, may not cast spells requiring spoken components, suffers –2 to all rolls, and at the end of each 10 seconds takes 1 HP damage) instead of **Smothered** while it remains in the cloud and until the end of the Combat Round after leaving it.

Size Empower: The caster may enlarge the ash cloud by increasing the Sphere shape. Increasing the spell from Small Sphere, 3 Hex diameter (10' sphere), to Medium Sphere, 6 Hex diameter (20' sphere), adds +2 Spell Levels. Increasing it to Large Sphere, 12 Hex diameter (40' sphere), adds +4 Spell Levels. Increasing it to Huge Sphere, 24 Hex diameter (80' sphere), adds +6 Spell Levels.

Dead Cinder Cloud

School/Mystery: Conjuration/Ash.
Components: Verbal, Somatic.
Spell Level: 7+.
Challenge: **4d6**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Short, 1 minute.
Resistance: Resilience.
Description: The caster opens a hot, dying seam to the Ash Plane and releases a cloud of spent cinders, grey heat, and ember-dust at a point within range. The cloud is not open flame; it is the residue of fire after life and air have been consumed.

A subject that enters the cloud, begins movement there, or is forced through it must attempt a Resilience Challenge against the caster's successful spell roll. On a failed resistance, the subject suffers **2d6–2 Fire damage**, minimum 2. A subject that remains in the cloud suffers this damage once per segment while it continues to stand, crawl, lie, or move through the affected area.

The cloud may blacken cloth, coat armour, deaden small flames, foul breathing, and leave grey residue over objects in the area. It does not provide clean concealment; the ember-dust and drifting cinders make movement within it visible as disturbance and shadow.

2 Levels of Empower: The spell becomes Level 9, Challenge **5d6**. A subject that fails resistance and suffers Fire damage from the cloud also becomes **Fatigued** (subject suffers –2 to all Physical Skill rolls and –1 to Mental Skill rolls) until the end of the Combat Round after leaving the cloud.

4 Levels of Empower: The spell becomes Level 11, Challenge **6d6**. A subject that fails resistance and suffers Fire damage from the cloud also becomes **Weakened** (subject's STR and all STR based Skill rolls are reduced by –2) until the end of the Combat Round after leaving the cloud.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Fire damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Size Empower: The caster may enlarge the cloud by increasing the Sphere shape. Increasing the spell from Small Sphere, 3 Hex diameter (10' sphere), to Medium Sphere, 6 Hex diameter (20' sphere), adds +2 Spell Levels. Increasing it to Large Sphere, 12 Hex diameter (40' sphere), adds +4 Spell Levels. Increasing it to Huge Sphere, 24 Hex diameter (80' sphere), adds +6 Spell Levels.

Dimming Ashfall

School/Mystery: Conjuration/Ash.
Components: Verbal, Somatic.
Spell Level: 8+.
Challenge: **4d6+1**.
Casting Time: 4 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Short, 1 minute.
Resistance: Resilience.
Description: The caster raises one hand and calls down a slow fall of pale ash, dead sparks, and light-eating soot from the Ash Plane. The ashfall dims torches, dulls polished metal, settles over eyes, and turns bright forms into smeared silhouettes.

A subject that enters the ashfall, begins movement there, or is forced through it must attempt a Resilience Challenge against the caster's successful spell roll. On a failed resistance, the subject becomes **Dazzled** (subject suffers –2 to attack rolls, Spot Challenges, and sight-based rolls and cannot benefit from precise visual targeting) while it remains

in the ashfall and until the end of the Combat Round after leaving it.

The ashfall makes the area gloomy, grey, and visually uncertain, but it does not fully blind subjects at base level. It may extinguish tiny flames, dim exposed lights, or reveal disturbed passage through falling ash at the GM's discretion.

2 Levels of Empower: The spell becomes Level 10, Challenge **5d6+1**. On a failed resistance, the subject becomes **Blinded** (subject cannot see, suffers –4 to attack rolls, –4 to defence rolls, and automatically fails sight-based Challenges) instead of **Dazzled** while it remains in the ashfall and until the end of the Combat Round after leaving it.

Size Empower: The caster may enlarge the ashfall by increasing the Sphere shape. Increasing the spell from Small Sphere, 3 Hex diameter (10' sphere), to Medium Sphere, 6 Hex diameter (20' sphere), adds +2 Spell Levels. Increasing it to Large Sphere, 12 Hex diameter (40' sphere), adds +4 Spell Levels. Increasing it to Huge Sphere, 24 Hex diameter (80' sphere), adds +6 Spell Levels.

Summon Ash Servant

School/Mystery: Conjuration/Ash.
Components: Verbal, Somatic.
Spell Level: 5+.
Challenge: **3d6**.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Summoned Form.
Duration: Concentration, up to 1 minute.
Resistance: None.
Description: The caster opens a grey-black seam to the Ash Plane and calls forth one Ash servant of **Moderate** Rank or lower. The servant appears in an unoccupied space within range, formed from drifting cinder, spent heat, dead flame, soot, and ruinous negative residue. It acts according to the normal summoning rules and remains for the duration, until destroyed, until dismissed by the caster, or until the caster's Concentration ends.

The Ash servant is not a permanent creature and cannot be compelled to remain after the spell ends. If reduced to 0 Hit Points, it collapses into grey soot, dying sparks, and fading cinder before returning to the Ash Plane. It cannot summon other creatures, open planar gates, create permanent ash fields, or use powers beyond the limits of the creature entry selected by the spell.

At its base level, this spell may summon a Small Ash Elemental or another Ash creature of **Moderate** Rank or lower approved by the GM.

Empower: Every 2 Levels of Empower Spell Crafting increases the maximum Ash creature Rank summoned by one Rank.

Empowerment Effectiveness

Added level	*Challenge*	*Creature Rank Summoned*	*Ash Servant Available*
2	**4d6**	**Major** or lower	Medium Ash Elemental
4	**5d6**	**Greater** or lower	Large Ash Elemental
6	**6d6**	**Grand** or lower	Huge Ash Elemental
8	**7d6**	**Epic** or lower	Giant Ash Elemental

This spell cannot summon **Otherworldly**, **Mythic**, or **Godlike** Ash entities.

VACUUM

Hollow Touch

School/Mystery: Conjuration/Vacuum.
Components: Verbal, Somatic.
Spell Level: 1+.
Challenge: **1d6**.
Casting Time: 1 segment.
Range: Contact.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: None; touch attack.
Description: The caster wraps one hand in a thin hollow of airless pressure drawn from the Vacuum Plane. On a successful touch, the emptiness bites into the target with cold absence and deals **1d6–1 Negative damage**, minimum 1.

The hollow may also be applied to an object or surface. It can snuff a candle, still a tiny sound, draw dust inward, collapse a small bubble, deaden a struck bell, or leave a faint pressure mark on thin parchment, wax, or soft material.

2 Levels of Empower: The spell becomes Level 3, Challenge **2d6**. On a successful touch, the subject also becomes **Disoriented** (cannot postpone combat actions, suffers –1 to Athletic Skill rolls, and cannot gain bonuses from flanking, formation, or coordinated movement) until the end of the Combat Round.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Negative damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Mute Spark
School/Mystery: Conjuration/Vacuum.
Components: Verbal, Somatic.
Spell Level: 3+.
Challenge: **2d6**.
Casting Time: 1 segment.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Globe.
Duration: 1 Combat Round.
Resistance: None; requires a successful to-hit roll using Aimed Weapon Use.
Description: The caster forms a small dark globe of airless silence and casts it toward one target within range. On a successful to-hit roll using Aimed Weapon Use, the globe bursts soundlessly around the subject's mouth, throat, ears, and immediate space.

The subject becomes **Muted** (–2 to voice-based social rolls and must succeed on a Wisdom Challenge vs 6 to use verbal spell components under pressure) until the end of the Combat Round. The globe does not deal damage at its base level; it strips steadiness, projection, and spoken force from the target's voice.

2 Levels of Empower: The spell becomes Level 5, Challenge **3d6**. On a successful hit, the subject becomes **Silenced** (cannot speak and cannot cast spells requiring verbal components) instead of **Muted** until the end of the Combat Round.

Damage Empower: Each additional Level of Empower Spell Crafting adds +**1d6–1 Negative damage**, minimum 1, to the globe and increases the spell's final Spell Level by +1.

Anchor Void
School/Mystery: Conjuration/Vacuum.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: Short, 1 minute.
Resistance: None; ranged touch attack.
Description: The caster hooks one finger toward a subject within range and casts a knot of airless absence around it. On a successful ranged touch attack, the knot collapses around the subject's outline, fixing it against magical displacement, phasing, teleportation, summoning pull, and similar planar movement.

The subject becomes **Anchored** (cannot teleport, phase, or be forcibly displaced by magical movement) for the duration.

The effect does not stop ordinary walking, climbing, crawling, falling, or being physically shoved. It only interferes with magical displacement, planar movement, phasing, teleportation, summoning pull, or similar effects.

2 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. The anchor also drags at the subject's motion. The subject becomes **Slowed** (movement is halved, Initiative suffers +2, and it cannot benefit from Sprint effects; cancels Haste condition) while **Anchored** by the spell.

Damage Empower: Each additional Level of Empower Spell Crafting causes the anchor to bite with Negative pressure. A subject hit by the spell suffers +**1d6–1 Negative damage**, minimum 1, and the spell's final Spell Level increases by +1.

Silence Pocket
School/Mystery: Conjuration/Vacuum.
Components: Verbal, Somatic.
Spell Level: 7+.
Challenge: **4d6**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Short, 1 minute.
Resistance: Resilience.
Description: The caster opens a quiet seam to the Vacuum Plane at a point within range, creating a small pocket where sound thins, speech fails, echoes die, and air seems reluctant to carry vibration.

A subject that enters the pocket, begins movement there, or is forced through it must attempt a Resilience Challenge

against the caster's successful spell roll. On a failed resistance, the subject becomes **Muted** (–2 to voice-based social rolls and must succeed on a Wisdom Challenge vs 6 to use verbal spell components under pressure) while it remains in the pocket and until the end of the Combat Round after leaving it.

Sounds made within the pocket are muffled. Speech does not carry clearly, shouted warnings lose force, and delicate sound-based Challenges suffer as the GM judges appropriate. The pocket does not deal damage at its base level.

2 Levels of Empower: The spell becomes Level 9, Challenge **5d6**. On a failed resistance, the subject becomes **Silenced** (cannot speak and cannot cast spells requiring verbal components) instead of **Muted** while it remains in the pocket and until the end of the Combat Round after leaving it.

Size Empower: The caster may enlarge the silence pocket by increasing the Sphere shape. Increasing the spell from Small Sphere, 3 Hex diameter (10' sphere), to Medium Sphere, 6 Hex diameter (20' sphere), adds +2 Spell Levels. Increasing it to Large Sphere, 12 Hex diameter (40' sphere), adds +4 Spell Levels. Increasing it to Huge Sphere, 24 Hex diameter (80' sphere), adds +6 Spell Levels.

Vacuum Drag

School/Mystery: Conjuration/Vacuum.
Components: Verbal, Somatic.
Spell Level: 8+.
Challenge: **4d6+1**.
Casting Time: 4 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: Short, 1 minute.
Resistance: None; ranged touch attack.
Description: The caster casts a hollow pressure-line toward one subject within range. On a successful ranged touch attack, emptied air grips the subject's limbs, wings, breath, and momentum, dragging speed out of the body as though the surrounding world has become thin and resistant.

The subject becomes **Slowed** (movement is halved, Initiative suffers +2, and it cannot benefit from Sprint effects; cancels Haste condition) for the duration.

The spell does not bind the subject in place. It steals speed, acceleration, and clean movement, making all rapid action feel as though it must pass through a resisting hollow.

2 Levels of Empower: The spell becomes Level 10, Challenge **5d6+1**. On a successful ranged touch attack, the subject becomes **Grounded** (cannot fly or leap and suffers –2 to resist shove, knockdown, or forced movement) as well as **Slowed** for the duration.

Damage Empower: Each additional Level of Empower Spell Crafting causes the drag to collapse inward with Negative force. A subject hit by the spell suffers +**1d6–1 Negative damage**, minimum 1, and the spell's final Spell Level increases by +1.

Breathless Hollow

School/Mystery: Conjuration/Vacuum.
Components: Verbal, Somatic.
Spell Level: 8+.
Challenge: **4d6+1**.
Casting Time: 4 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: Short, 1 minute.
Resistance: Resilience.
Description: The caster closes one hand and draws a hollow of airless pressure around one subject within range. The air at the subject's mouth, nose, gills, lungs, or breathing passages thins into a dead pocket of absence.

The subject must attempt a Resilience Challenge against the caster's successful spell roll. On a failed resistance, the subject becomes **Choking** (cannot breathe or speak above a rasp, may not cast spells requiring spoken components, suffers –2 to all rolls, and at the end of each 10 seconds takes 1 HP damage) for the duration.

A creature that does not breathe, or that is immune to suffocation, vacuum, or breath-loss effects, is unaffected unless the GM rules that the Vacuum Plane substance can still disrupt its animating force, voice, or internal pressure.

2 Levels of Empower: The spell becomes Level 10, Challenge **5d6+1**. On a failed resistance, the subject becomes **Suffocating** (cannot speak or cast verbal spells and suffers 1 damage per minute) after the **Choking** effect ends, lasting until the original spell duration expires or the subject is restored to breathable air.

Damage Empower: Each additional Level of Empower Spell Crafting adds Negative collapse to the breathless hollow. A subject that fails resistance suffers +**1d6–1 Negative damage**, minimum 1, and the spell's final Spell Level increases by +1.

Void Sphere

School/Mystery: Conjuration/Vacuum.
Components: Verbal, Somatic.
Spell Level: 9+.
Challenge: **5d6**.
Casting Time: 4 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Short, 1 minute.
Resistance: Resilience.
Description: The caster opens a hollow sphere of Vacuum Plane absence at a point within range. Within the sphere, sound thins, breath catches, loose dust pulls inward, flames gutter, and motion feels strangely robbed of force.

A subject that enters the sphere, begins movement there, or is forced through it must attempt a Resilience Challenge against the caster's successful spell roll. On a failed resistance, the subject suffers **2d6–2 Negative damage**, minimum 2. A subject that remains in the sphere suffers this damage once per segment while it continues to stand, crawl, lie, or move through the affected area.

The sphere muffles sound and weakens breath, but at its base level it does not automatically impose **Muted**, **Silenced**, or **Choking**. Flames, smoke, airborne dust, loose papers, and similar light material may be drawn inward or extinguished at the GM's discretion.

2 Levels of Empower: The spell becomes Level 11, Challenge **6d6**. A subject that fails resistance and suffers Negative damage from the sphere also becomes **Muted** (–2 to voice-based social rolls and must succeed on a Wisdom Challenge vs 6 to use verbal spell components under pressure) until the end of the Combat Round after leaving the sphere.

4 Levels of Empower: The spell becomes Level 13, Challenge **7d6**. A subject that fails resistance and suffers Negative damage from the sphere also becomes **Choking** (cannot breathe or speak above a rasp, may not cast spells requiring spoken components, suffers –2 to all rolls, and at the end of each 10 seconds takes 1 HP damage) until the end of the Combat Round after leaving the sphere.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Negative damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Size Empower: The caster may enlarge the void by increasing the Sphere shape. Increasing the spell from Small Sphere, 3 Hex diameter (10' sphere), to Medium Sphere, 6 Hex diameter (20' sphere), adds +2 Spell Levels. Increasing it to Large Sphere, 12 Hex diameter (40' sphere), adds +4 Spell Levels. Increasing it to Huge Sphere, 24 Hex diameter (80' sphere), adds +6 Spell Levels.

Summon Vacuum Servant

School/Mystery: Conjuration/Vacuum.
Components: Verbal, Somatic.
Spell Level: 5+.
Challenge: **3d6**.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Summoned Form.
Duration: Concentration, up to 1 minute.
Resistance: None.
Description: The caster opens a silent, dark-edged seam to the Vacuum Plane and calls forth one Vacuum servant of **Moderate** Rank or lower. The servant appears in an unoccupied space within range, formed from hollow pressure, emptied air, negative force, silent distortion, and thin void-light. It acts according to the normal summoning rules and remains for the duration, until destroyed, until dismissed by the caster, or until the caster's Concentration ends.

The Vacuum servant is not a permanent creature and cannot be compelled to remain after the spell ends. If reduced to 0 Hit Points, it collapses into a silent inward ripple, fading pressure, and a brief absence of sound before returning to the Vacuum Plane. It cannot summon other creatures, open planar gates, create permanent voids, or use powers beyond the limits of the creature entry selected by the spell.

At its base level, this spell may summon a Small Vacuum Elemental or another Vacuum creature of **Moderate** Rank or lower approved by the GM. Vacuum Elementals are described with traits such as **Void Form**, **Null Essence**, **Null Touch**, **Inward Pull**, and **Muted Zone**, reinforcing their role as creatures of pressure-loss, silence, and inward collapse.

Empower: Every 2 Levels of Empower Spell Crafting increases the maximum Vacuum creature Rank summoned by one Rank.

Empowerment Effectiveness

Added level	*Challenge*	*Creature Rank Summoned*	*Vacuum Servant Available*
2	**4d6**	**Major** or lower	Medium Vacuum Elemental
4	**5d6**	**Greater** or lower	Large Vacuum Elemental
6	**6d6**	**Grand** or lower	Huge Vacuum Elemental
8	**7d6**	**Epic** or lower	Giant Vacuum Elemental

This spell cannot summon **Otherworldly**, **Mythic**, or **Godlike** Vacuum entities.

DUST

Dust Touch

School/Mystery: Conjuration/Dust.
Components: Verbal, Somatic.
Spell Level: 1+.
Challenge: **1d6**.
Casting Time: 1 segment.
Range: Contact.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: None; touch attack.
Description: The caster coats one hand in dry, rasping dust drawn from the Dust Plane. On a successful touch, the dust scours the target with abrasive grit and deals **1d6–1 Slashing damage**, minimum 1.

The dust may also be applied to an object or surface. It can scratch glass, dull polish, scour writing, abrade leather, foul a small mechanism, weaken old parchment, or leave a dry grey smear of powdered decay.

1 Level of Empower: The spell becomes Level 2, Challenge **1d6+1**. On a successful touch, the subject also becomes **Distracted (-1 to Spot, +1 to Initiative**.) until the end of the Combat Round.

2 Levels of Empower: The spell becomes Level 3, Challenge **2d6**. On a successful touch, the subject also becomes **Hindered** (movement is reduced by 1) until the end of the Combat Round.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Slashing damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Scouring Grit

School/Mystery: Conjuration/Dust.
Components: Verbal, Somatic.
Spell Level: 3+.
Challenge: **2d6**.
Casting Time: 1 segment.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Globe.
Duration: Instant / Immediate.
Resistance: None; requires a successful to-hit roll using Aimed Weapon Use.
Description: The caster gathers a tight knot of dry, cutting grit and hurls it at one target within range. On a successful to-hit roll using Aimed Weapon Use, the grit bursts across the target in a spray of powdered stone, powdered bone-coloured dust, and razor-fine mineral fragments, dealing **1d6–1 Slashing damage**, minimum 1.

The grit may also be hurled at an object or surface. It can scratch glass, foul hinges, scour markings, abrade leather, pit soft material, or leave a dry rasping smear where it strikes.

1 Level of Empower: The spell becomes Level 4, Challenge **2d6+1**. On a successful hit, the subject also becomes **Distracted (-1 to Spot, +1 to Initiative**.) until the end of the Combat Round.

2 Levels of Empower: The spell becomes Level 5, Challenge **3d6**. On a successful hit, the subject also becomes **Hindered** (movement is reduced by 1) until the end of the Combat Round.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Slashing damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Dust in the Eyes
School/Mystery: Conjuration/Dust.
Components: Verbal, Somatic.
Spell Level: 3+.
Challenge: **2d6**.
Casting Time: 1 segment.
Range: Short, 4–10 hexes / 12–30 feet.

Shape: Single Target.
Duration: 1 Combat Round.
Resistance: None; ranged touch attack.
Description: The caster flicks a thin stream of Dust Plane grit toward one subject within range. On a successful ranged touch attack, the dust whips around the subject's face, eyes, helm-slits, mouth, and immediate space.

The subject becomes **Distracted (-1 to Spot, +1 to Initiative**.) until the end of the Combat Round. The dust does not deal damage at its base level; it disrupts sight, breathing, timing, and attention.

2 Levels of Empower: The spell becomes Level 5, Challenge **3d6**. On a successful ranged touch attack, the subject becomes **Disoriented** (cannot postpone combat actions, suffers –1 to Athletic Skill rolls, and cannot gain bonuses from flanking, formation, or coordinated movement) instead of **Distracted** until the end of the Combat Round.

4 Levels of Empower: The spell becomes Level 7, Challenge **4d6**. On a successful ranged touch attack, the subject becomes **Blinded** (cannot see, suffers –4 to attack rolls, –4 to defence rolls, and automatically fails sight-based Challenges) instead of **Disoriented** until the end of the Combat Round.

Dust Veil

School/Mystery: Conjuration/Dust.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Short, 1 minute.
Resistance: None.
Description: The caster opens a dry seam to the Dust Plane and releases a dull brown-grey veil of powdered earth, grit, and crumbling mineral residue at a point within range. The veil rolls through the area, blurring outlines, dulling colour, and softening movement behind a curtain of dry decay.

Attacks, Spot Challenges, Search Challenges, Aimed Weapon Use, spell targeting, and other sight-dependent rolls made into, out of, or through the veil suffer –2. A subject inside the veil may attempt to hide if the GM judges that its actions, position, and noise make that possible.

The veil is dry and abrasive but does not deal damage at its base level.

2 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. A subject that enters the veil, begins movement there, or is forced through it must attempt a Resilience Challenge against the caster's successful spell roll. On a failed resistance, the subject becomes **Blinded** (cannot see, suffers –4 to attack rolls, –4 to defence rolls, and automatically fails sight-based Challenges) until the end of the Combat Round after leaving the veil.

Size Empower: The caster may enlarge the veil by increasing the Sphere shape. Increasing the spell from Small Sphere, 3 Hex diameter (10' sphere), to Medium Sphere, 6 Hex diameter (20' sphere), adds +2 Spell Levels. Increasing it to Large Sphere, 12 Hex diameter (40' sphere), adds +4 Spell Levels. Increasing it to Huge Sphere, 24 Hex diameter (80' sphere), adds +6 Spell Levels.

Scouring Cloud

School/Mystery: Conjuration/Dust.
Components: Verbal, Somatic.
Spell Level: 7+.
Challenge: **4d6**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Short, 1 minute.
Resistance: Resilience.
Description: The caster tears open a grinding seam to the Dust Plane and fills the chosen area with abrasive powder, powdered stone, dry grit, and rasping fragments of ruined earth.

A subject that enters the cloud, begins movement there, or is forced through it must attempt a Resilience Challenge against the caster's successful spell roll. On a failed resistance, the subject suffers **2d6–2 Slashing damage**, minimum 2. A subject that remains in the cloud suffers this damage once per segment while it continues to stand, crawl, lie, or move through the affected area.

The cloud may scour exposed objects, scratch glass, dull metal, abrade leather, wear paint, and foul small mechanisms at the GM's discretion.

2 Levels of Empower: The spell becomes Level 9, Challenge **5d6**. A subject that fails resistance and suffers Slashing

damage from the cloud also becomes **Distracted (-1 to Spot, +1 to Initiative**.) until the end of the Combat Round after leaving the cloud.

4 Levels of Empower: The spell becomes Level 11, Challenge **6d6**. A subject that fails resistance and suffers Slashing damage from the cloud also becomes **Dazzled** (–2 to attack rolls, Spot Challenges, and sight-based rolls and cannot benefit from precise visual targeting) until the end of the Combat Round after leaving the cloud.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Slashing damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Size Empower: The caster may enlarge the cloud by increasing the Sphere shape. Increasing the spell from Small Sphere, 3 Hex diameter (10' sphere), to Medium Sphere, 6 Hex diameter (20' sphere), adds +2 Spell Levels. Increasing it to Large Sphere, 12 Hex diameter (40' sphere), adds +4 Spell Levels. Increasing it to Huge Sphere, 24 Hex diameter (80' sphere), adds +6 Spell Levels.

Crumbling Dust

School/Mystery: Conjuration/Dust.
Components: Verbal, Somatic.
Spell Level: 4+.
Challenge: **2d6+1**.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: None; ranged touch attack.
Description: The caster sends a dry stream of ruinous dust into one object, shield, weapon, armour piece, door, lock, mechanism, rope, hinge, or brittle surface within range. On a successful ranged touch attack, the dust works into seams, grain, joints, cracks, rivets, leather, wood fibre, and soft metal, encouraging the target to crumble into powder.

When determining whether the spell damages an object or item with Durability, treat that object's Durability as 2 points lower. If the hit causes item damage, the object loses 1 Protection against all damage types until repaired. If the target is an unattended object, the GM may also rule that its next ordinary break, force, repair, or manipulation Challenge is made at –2 because the material has been dried and weakened.

2 Levels of Empower: The spell becomes Level 6, Challenge **3d6+1**. Treat the object's Durability as 4 points lower when determining whether the spell damages it.

Damage Empower: Each additional Level of Empower Spell Crafting adds +**1d6–1 Slashing damage**, minimum 1, against the object or item, and increases the spell's final Spell Level by +1.

Smothering Dust

School/Mystery: Conjuration/Dust.
Components: Verbal, Somatic.
Spell Level: 10+.
Challenge: **5d6+1**.
Casting Time: 5 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Short, 1 minute.
Resistance: Resilience.
Description: The caster opens a suffocating seam to the Dust Plane and fills the chosen area with thick, dry powder. The dust pours into mouths, nostrils, helm-slits, gills, vents, and breathing passages, choking speech and swallowing shouted orders.

A subject that enters the dust, begins movement there, or is forced through it must attempt a Resilience Challenge against the caster's successful spell roll. On a failed resistance, the subject becomes **Smothered** (cannot shout or project the voice, and command-based bonuses do not benefit it) while it remains in the dust and until the end of the Combat Round after leaving it.

Creatures that do not breathe, or that are immune to dust, suffocation, or airborne matter, are unaffected unless the GM rules that Dust Plane substance can still clog their senses, vents, voice, or magical expression.

2 Levels of Empower: The spell becomes Level 12, Challenge **6d6+1**. On a failed resistance, the subject becomes **Choking** (cannot breathe or speak above a rasp, may not cast spells requiring spoken components, suffers –2 to all rolls, and at the end of each 10 seconds takes 1 HP damage) instead of **Smothered** while it remains in the dust and until the end of the Combat Round after leaving it.

Size Empower: The caster may enlarge the dust by increasing the Sphere shape. Increasing the spell from Small Sphere, 3 Hex diameter (10' sphere), to Medium Sphere, 6

Hex diameter (20' sphere), adds +2 Spell Levels. Increasing it to Large Sphere, 12 Hex diameter (40' sphere), adds +4 Spell Levels. Increasing it to Huge Sphere, 24 Hex diameter (80' sphere), adds +6 Spell Levels.

Dazzling Dustfall

School/Mystery: Conjuration/Dust.
Components: Verbal, Somatic.
Spell Level: 8+.
Challenge: **4d6+1**.
Casting Time: 4 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Short, 1 minute.
Resistance: Resilience.
Description: The caster calls down a pale fall of dry dust, powdered mica, dead grit, and glittering mineral ruin from the Dust Plane. The dust catches light in broken flecks, turning the air into a haze of false glimmers, grey motes, and stinging powder.

A subject that enters the dustfall, begins movement there, or is forced through it must attempt a Resilience Challenge against the caster's successful spell roll. On a failed resistance, the subject becomes **Dazzled** (–2 to attack rolls, Spot Challenges, and sight-based rolls and cannot benefit from precise visual targeting) while it remains in the dustfall and until the end of the Combat Round after leaving it.

The dustfall does not fully blind subjects at base level. It ruins precision, makes shapes shimmer and smear, and causes sight-dependent action to become unreliable.

2 Levels of Empower: The spell becomes Level 10, Challenge **5d6+1**. On a failed resistance, the subject becomes **Blinded** (cannot see, suffers –4 to attack rolls, –4 to defence rolls, and automatically fails sight-based Challenges) instead of **Dazzled** while it remains in the dustfall and until the end of the Combat Round after leaving it.

Size Empower: The caster may enlarge the dustfall by increasing the Sphere shape. Increasing the spell from Small Sphere, 3 Hex diameter (10' sphere), to Medium Sphere, 6 Hex diameter (20' sphere), adds +2 Spell Levels. Increasing it to Large Sphere, 12 Hex diameter (40' sphere), adds +4 Spell Levels. Increasing it to Huge Sphere, 24 Hex diameter (80' sphere), adds +6 Spell Levels.

Summon Dust Servant

School/Mystery: Conjuration/Dust.
Components: Verbal, Somatic.
Spell Level: 5+.
Challenge: **3d6**.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Summoned Form.
Duration: Concentration, up to 1 minute.
Resistance: None.
Description: The caster opens a dry, crumbling seam to the Dust Plane and calls forth one Dust servant of **Moderate** Rank or lower. The servant appears in an unoccupied space within range, formed from powdered earth, ruined stone, dry grit, abrasive wind, and Negative decay. It acts according to the normal summoning rules and remains for the duration, until destroyed, until dismissed by the caster, or until the caster's Concentration ends.

The Dust servant is not a permanent creature and cannot be compelled to remain after the spell ends. If reduced to 0 Hit Points, it collapses into drifting powder, dry grit, and fading grey residue before returning to the Dust Plane. It cannot summon other creatures, open planar gates, create permanent dust fields, or use powers beyond the limits of the creature entry selected by the spell.

At its base level, this spell may summon a Small Dust Elemental or another Dust creature of **Moderate** Rank or lower approved by the GM.

Empower: Every 2 Levels of Empower Spell Crafting increases the maximum Dust creature Rank summoned by one Rank.

Empowerment Effectiveness

Added level	***Challenge***	***Creature Rank Summoned***	***Dust Servant Available***
2	**4d6**	**Major** or lower	Medium Dust Elemental
4	**5d6**	**Greater** or lower	Large Dust Elemental
6	**6d6**	**Grand** or lower	Huge Dust Elemental
8	**7d6**	**Epic** or lower	Giant Dust Elemental

SALT

Salt Touch

School/Mystery: Conjuration/Salt.
Components: Verbal, Somatic.
Spell Level: 1+.
Challenge: **1d6**.
Casting Time: 1 segment.
Range: Contact.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: None; touch attack.
Description: The caster coats one hand in pale salt-crystal, dry brine, and deathly mineral residue drawn from the Salt Plane. On a successful touch, the salt scours moisture from the target and deals **1d6–1 Slashing damage**, minimum 1.

The salt may also be applied to an object or surface. It can dry damp cloth, crust leather, spoil exposed food, sting exposed wounds, preserve a small organic sample, leave a white handprint, or encrust a small mechanism with brittle salt.

1 Level of Empower: The spell becomes Level 2, Challenge **1d6+1**. On a successful touch, the subject also becomes **Tainted** (–1 to Resilience against poison, disease, corruption, or necromancy) until the end of the Combat Round.

2 Levels of Empower: The spell becomes Level 3, Challenge **2d6**. On a successful touch, the subject also becomes **Hindered** (movement is reduced by 1) until the end of the Combat Round as salt crust stiffens skin, joints, boots, claws, wheels, or exposed gear.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Slashing damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Salt Shard

School/Mystery: Conjuration/Salt.
Components: Verbal, Somatic.
Spell Level: 3+.
Challenge: **2d6**.
Casting Time: 1 segment.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Missile.
Duration: Instant / Immediate.
Resistance: None; requires a successful to-hit roll using Aimed Weapon Use.
Description: The caster forms a jagged shard of white salt-crystal and hurls it at a target within range. On a successful to-hit roll using Aimed Weapon Use, the shard cuts across the target in a sharp flash of desiccating mineral force and deals **1d6–1 Slashing damage**, minimum 1.

The shard may also be fired at an object or surface. It can score wood, crust leather, scratch glass, cut cloth, foul exposed food, sting organic matter, or leave a hard white splinter lodged in the target.

1 Level of Empower: The spell becomes Level 4, Challenge **2d6+1**. On a successful hit, the subject also becomes **Tainted** (–1 to Resilience against poison, disease, corruption, or necromancy) until the end of the Combat Round.

2 Levels of Empower: The spell becomes Level 5, Challenge **3d6**. On a successful hit, the subject becomes **Death-Touched** (healing received is reduced by 1 for 1 day, and the subject suffers –1 to resist necromantic and undeath-related effects) until the end of the Combat Round.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Slashing damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Brine Sting

School/Mystery: Conjuration/Salt.
Components: Verbal, Somatic.
Spell Level: 4+.
Challenge: **2d6+1**.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: Short, 1 minute.
Resistance: None; ranged touch attack.
Description: The caster casts a thin thread of pale brine-crystal toward one subject within range. On a successful ranged touch attack, the salt sinks into wounds, skin, eyes, mouth, gills, armour joints, fur, or scales, leaving a dry white crust that leeches vitality and leaves the body vulnerable to corruption.

The subject becomes **Tainted** (–1 to Resilience against poison, disease, corruption, or necromancy) for the duration.

2 Levels of Empower: The spell becomes Level 6, Challenge **3d6+1**. On a successful ranged touch attack, the subject

becomes **Sickened** (–2 to all physical skill rolls and –1 to all mental skill rolls) instead of **Tainted** for the duration.

Damage Empower: Each additional Level of Empower Spell Crafting makes the brine cut as well as taint. A subject hit by the spell suffers +**1d6–1 Slashing damage**, minimum 1, and the spell's final Spell Level increases by +1.

Drying Crust

School/Mystery: Conjuration/Salt.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Square, 3x3 Hex grid (10'x10').
Duration: Short, 1 minute.
Resistance: Athletics.
Description: The caster spreads one hand low and conjures a crust of pale salt, dry brine, and dead mineral residue across the chosen ground. The surface becomes harsh, brittle, abrasive, and moisture-starved, cracking underfoot and clinging to boots, claws, wheels, and trailing gear.

A subject that enters the area, begins movement there, or is forced through it must attempt an Athletics Challenge against the caster's successful spell roll. On a failed resistance, the subject becomes **Hindered** (movement is reduced by 1) while it remains in the area and until the end of the Combat Round after leaving it.

The crust is visible and may be avoided if a creature has a clear path around it. Flight, levitation, climbing above the surface, or another means of avoiding contact with the ground prevents the effect. The crust may dry small puddles, kill delicate moss, spoil exposed food, or leave a harsh white residue on soft surfaces at the GM's discretion.

2 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. On a failed resistance, the subject becomes **Slowed** (movement is halved, Initiative suffers +2, and it cannot benefit from Sprint effects; cancels Haste condition) instead of **Hindered** while it remains in the area and until the end of the Combat Round after leaving it.

Damage Empower: Each additional Level of Empower Spell Crafting makes the crust cut and desiccate. A subject that fails resistance suffers +**1d6–1 Slashing damage**, minimum 1, each segment it remains in contact with the crust, and the spell's final Spell Level increases by +1.

Size Empower: The caster may enlarge the crust by increasing the Square shape. Increasing the spell from Small Square, 3x3 Hex grid (10'x10'), to Medium Square, 6x6 Hex grid (20'x20'), adds +2 Spell Levels. Increasing it to Large Square, 12x12 Hex grid (40'x40'), adds +4 Spell Levels. Increasing it to Huge Square, 24x24 Hex grid (80'x80'), adds +6 Spell Levels.

Salt Wound

School/Mystery: Conjuration/Salt.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: Short, 1 minute.
Resistance: None; ranged touch attack.
Description: The caster casts a narrow white thread of Salt Plane dryness into one subject within range. On a successful ranged touch attack, the salt gathers around wounds, bruises, breath, and exposed skin, drinking away the body's ability to recover cleanly.

The subject becomes **Death-Touched** (healing received is reduced by 1 for 1 day, and the subject suffers –1 to resist necromantic and undeath-related effects) for the duration.

The spell does not deal damage at its base level. It is a wound-spoiling and vitality-drying effect, leaving cracks, salt-sting, pale residue, and a sense of deadened moisture.

2 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. On a successful ranged touch attack, the subject becomes **Sickened** (–2 to all physical skill rolls and –1 to all mental skill rolls) as well as **Death-Touched** for the duration.

4 Levels of Empower: The spell becomes Level 10, Challenge **5d6+1**. On a successful ranged touch attack, the subject becomes **Withered** (–3 to Strength-, Dexterity-, and Constitution-based rolls, and forced movement and Sprinting are not possible) instead of **Sickened** for the duration.

Damage Empower: Each additional Level of Empower Spell Crafting causes the salt to cut and crack as it dries. A subject hit by the spell suffers +**1d6–1 Slashing damage**, minimum 1, and the spell's final Spell Level increases by +1.

Salt Spray

School/Mystery: Conjuration/Salt.
Components: Verbal, Somatic.
Spell Level: 4+.
Challenge: **2d6+1**.
Casting Time: 2 segments.
Range: Caster-origin.
Shape: Small Cone, 3 Hex length (10' cone).
Duration: Instant / Immediate.
Resistance: Dodge.
Description: The caster sweeps one hand outward and releases a fan of cutting salt-crystal, dry brine, and white mineral grit. The spray rasps across skin, cloth, eyes, armour, wounds, and exposed gear like a storm of powdered glass and dead seawater.

Each subject caught in the cone must attempt a Dodge Challenge against the caster's successful spell roll. On a failed resistance, the subject suffers **2d6–2 Slashing damage**, minimum 2. On a successful resistance, the subject avoids the main spray and suffers no damage.

The spray may spoil exposed food, crust damp cloth, dry delicate plants, sting exposed wounds, and leave salt residue across objects in the area.

2 Levels of Empower: The spell becomes Level 6, Challenge **3d6+1**. A subject that fails resistance and suffers Slashing damage also becomes **Tainted** (–1 to Resilience against poison, disease, corruption, or necromancy) until the end of the Combat Round.

4 Levels of Empower: The spell becomes Level 8, Challenge **4d6+1**. A subject that fails resistance and suffers Slashing damage also becomes **Sickened** (–2 to all physical skill rolls and –1 to all mental skill rolls) until the end of the Combat Round.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Slashing damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Size Empower: The caster may enlarge the spray by increasing the Cone shape. Increasing the spell from Small Cone, 3 Hex length (10' cone), to Medium Cone, 6 Hex length (20' cone), adds +2 Spell Levels. Increasing it to Large Cone, 12 Hex length (40' cone), adds +4 Spell Levels. Increasing it to Huge Cone, 24 Hex length (80' cone), adds +6 Spell Levels.

Desiccating Field

School/Mystery: Conjuration/Salt.
Components: Verbal, Somatic.
Spell Level: 7+.
Challenge: **4d6**.
Casting Time: 3 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Short, 1 minute.
Resistance: Resilience.
Description: The caster opens a pale seam to the Salt Plane and fills the chosen area with deathly dryness, fine salt, brittle brine-crystal, and air that tastes of old tears and dead seas. Moisture leaves cloth, skin, soil, plants, breath, and wounds, leaving everything in the field harsh, cracked, and stinging.

A subject that enters the field, begins movement there, or is forced through it must attempt a Resilience Challenge against the caster's successful spell roll. On a failed resistance, the subject suffers **2d6–2 Slashing damage**, minimum 2. A subject that remains in the field suffers this damage once per segment while it continues to stand, crawl, lie, or move through the affected area.

The field may dry exposed rations, wither delicate plants, crust damp fabric, spoil fresh water at the GM's discretion, and leave pale salt along surfaces. It does not create a pool, barrier, or solid wall.

2 Levels of Empower: The spell becomes Level 9, Challenge **5d6**. A subject that fails resistance and suffers Slashing damage from the field also becomes **Sickened** (–2 to all physical skill rolls and –1 to all mental skill rolls) until the end of the Combat Round after leaving the field.

4 Levels of Empower: The spell becomes Level 11, Challenge **6d6**. A subject that fails resistance and suffers Slashing damage from the field also becomes **Withered** (–3 to Strength-, Dexterity-, and Constitution-based rolls, and forced movement and Sprinting are not possible) until the end of the Combat Round after leaving the field.

Damage Empower: Each additional Level of Empower Spell Crafting increases the Slashing damage by +**1d6–1**, minimum 1, and increases the spell's final Spell Level by +1.

Size Empower: The caster may enlarge the field by increasing the Sphere shape. Increasing the spell from Small Sphere, 3 Hex diameter (10' sphere), to Medium Sphere, 6

Hex diameter (20' sphere), adds +2 Spell Levels. Increasing it to Large Sphere, 12 Hex diameter (40' sphere), adds +4 Spell Levels. Increasing it to Huge Sphere, 24 Hex diameter (80' sphere), adds +6 Spell Levels.

Withering Salt

School/Mystery: Conjuration/Salt.
Components: Verbal, Somatic.
Spell Level: 8+.
Challenge: **4d6+1**.
Casting Time: 4 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: Short, 1 minute.
Resistance: Resilience.
Description: The caster gathers a pale crust of deathly salt and casts it over one subject within range. The salt forms across skin, lips, wounds, armour joints, breath, roots, leaves, or exposed tissue, drawing out moisture and leaving the body stiff, dry, and weakened.

The subject must attempt a Resilience Challenge against the caster's successful spell roll. On a failed resistance, the subject becomes **Sickened** (–2 to all physical skill rolls and –1 to all mental skill rolls) for the duration.

2 Levels of Empower: The spell becomes Level 10, Challenge **5d6+1**. On a failed resistance, the subject becomes **Withered** (–3 to Strength-, Dexterity-, and Constitution-based rolls, and forced movement and Sprinting are not possible) instead of **Sickened** for the duration.

4 Levels of Empower: The spell becomes Level 12, Challenge **6d6+1**. On a failed resistance, the subject becomes **Cursed** (healing is halved and the subject suffers –1 to all skill rolls until Purified or Sanctified) instead of **Withered** for the duration.

Damage Empower: Each additional Level of Empower Spell Crafting causes the salt to cut and crack as it dries. A subject that fails resistance suffers +**1d6–1 Slashing damage**, minimum 1, and the spell's final Spell Level increases by +1.

Summon Salt Servant

School/Mystery: Conjuration/Salt.
Components: Verbal, Somatic.
Spell Level: 5+.
Challenge: **3d6**.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Summoned Form.
Duration: Concentration, up to 1 minute.
Resistance: None.
Description: The caster opens a pale, dry seam to the Salt Plane and calls forth one Salt servant of **Moderate** Rank or lower. The servant appears in an unoccupied space within range, formed from crystalline brine, cutting dryness, pale salt-crust, dead mineral residue, and desiccating force. It acts according to the normal summoning rules and remains for the duration, until destroyed, until dismissed by the caster, or until the caster's Concentration ends.

The Salt servant is not a permanent creature and cannot be compelled to remain after the spell ends. If reduced to 0 Hit Points, it collapses into white grit, cracked salt, dry brine-dust, and fading negative residue before returning to the Salt Plane. It cannot summon other creatures, open planar gates, create permanent salt wastes, or use powers beyond the limits of the creature entry selected by the spell.

At its base level, this spell may summon a Small Salt Elemental or another Salt creature of **Moderate** Rank or lower approved by the GM.

Empower: Every 2 Levels of Empower Spell Crafting increases the maximum Salt creature Rank summoned by one Rank.

Empowerment Effectiveness

Added level	*Challenge*	*Creature Rank Summoned*	*Salt Servant Available*
2	**4d6**	**Major** or lower	Medium Salt Elemental
4	**5d6**	**Greater** or lower	Large Salt Elemental
6	**6d6**	**Grand** or lower	Huge Salt Elemental
8	**7d6**	**Epic** or lower	Giant Salt Elemental

This spell cannot summon **Otherworldly**, **Mythic**, or **Godlike** Salt entities.

EVOCATION

POSITIVE ENERGY

Positive Energy restores living creatures and harms Undead. A willing living Subject receives healing. An Undead Subject

suffers Radiant damage. Positive Energy threshold effects are shared by all Positive Energy Evocation spells.

At +3 Damage Empower Levels (4d6+ healing or damage): No additional Spell Level cost. A living Subject healed by the spell may also become **Blessed** (+1 to all rolls; does not stack), or an Undead Subject damaged by the spell may become **Dazzled** (–2 to attack rolls, Spot Challenges, and sight-based rolls; cannot benefit from precise visual targeting) until the end of the next Combat Round.

At +5 Damage Empower Levels (6d6+ healing or damage): No additional Spell Level cost. A living Subject healed by the spell may instead become **Purified** (one Poison, Hex, Curse, Corruption, Necromancy effect, or similar corrupting magical effect immediately ends), or an Undead Subject damaged by the spell may instead become **Seared** as a Persistent effect. **Seared** prevents the Subject from benefiting from mundane or innate recovery or regeneration until healed, purified, or otherwise removed.

At +7 Damage Empower Levels (8d6+ healing or damage): No additional Spell Level cost. A living Subject healed by the spell may instead become **Sanctified** (+2 to resist Negative Energy effects, curses, and undeath effects; Undead suffer –2 to attacks against the Subject), or an Undead Subject damaged by the spell may instead become **Sun-Blighted** as a Persistent effect. **Sun-Blighted** causes the Subject to suffer 2 Radiant damage at the end of each Combat Round, prevents supernatural recovery, prevents benefit from concealment, and imposes –3 to all rolls until healed, purified, or otherwise removed.

Hand of Grace

School/Mystery: Evocation/Positive Energy.
Components: Somatic.
Spell Level: 1+.
Challenge: 1d6.
Casting Time: 1 segment.
Range: Personal or Contact.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: None on a willing living Subject; none after successful touch delivery against an unwilling Undead Subject.

Description: The caster lays a hand upon the Subject and channels a current of Positive Energy into flesh and spirit. A willing living Subject regains **1d6** Hit Points. An unwilling Undead Subject must first be struck with a touch attack using **Small Weapon Use**. On a successful touch, the Undead Subject suffers **1d6** Radiant damage.

Damage Empower: Each Level of Empower adds **+1d6** Positive Energy healing or Radiant damage and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Holy Beam

School/Mystery: Evocation/Positive Energy.
Components: Somatic.
Spell Level: 4+.
Challenge: 2d6+1.
Casting Time: 2 segments.
Range: Caster-origin.
Shape: Small Beam, 1 × 3 Hex line (3' × 10' beam).
Duration: Instant / Immediate.
Resistance: None for willing living Subjects in the beam; Dodge for Undead Subjects in the beam.

Description: The caster projects Positive Energy in a straight line of radiance. Every willing living Subject in the beam regains **1d6** Hit Points. Every Undead Subject caught in the beam must resist with **Dodge** against the caster's successful spell roll. On a failed resistance, the Undead Subject suffers **1d6** Radiant damage.

2 Levels of Size Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. Shape becomes Medium Beam, 6 Hex line (3' × 20' beam).

2 Levels of Size Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. Shape becomes Large Beam, 12 Hex line (3' × 40' beam).

4 Levels of Size Empower: The spell becomes Spell Level 8, Challenge **4d6+1**. Shape becomes Huge Beam, 24 Hex line (3' × 80' beam).

Damage Empower: Each Level of Empower adds **+1d6** Positive Energy healing or Radiant damage and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Radiant Pulse

School/Mystery: Evocation/Positive Energy.
Components: Somatic.
Spell Level: 6+.
Challenge: 3d6+1.

Casting Time: 3 segments.
Range: Personal.
Shape: Small Sphere, 3 Hex diameter (10′ sphere), centred on the caster.
Duration: Instant / Immediate.
Resistance: None for willing living Subjects in the pulse; Dodge for Undead Subjects in the pulse.

Description: The caster releases a circular pulse of Positive Energy from their own body. Every willing living Subject within the pulse regains **1d6** Hit Points. Every Undead Subject within the same pulse must resist with **Dodge** against the caster's successful spell roll. On a failed resistance, the Undead Subject suffers **1d6** Radiant damage.

2 Levels of Size Empower: The spell becomes Spell Level 8, Challenge **4d6+1**. Shape becomes Medium Sphere, 6 Hex diameter (20′ sphere).

2 Levels of Size Empower: The spell becomes Spell Level 8, Challenge **4d6+1**. Shape becomes Large Sphere, 12 Hex diameter (40′ sphere).

4 Levels of Size Empower: The spell becomes Spell Level 10, Challenge **5d6+1**. Shape becomes Huge Sphere, 24 Hex diameter (80′ sphere).

Damage Empower: Each Level of Empower adds **+1d6** Positive Energy healing or Radiant damage and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Dawn Flare

School/Mystery: Evocation/Positive Energy.
Components: Somatic.
Spell Level: 9+.
Challenge: 5d6.
Casting Time: 4 segments.
Range: Caster-origin.
Shape: Medium Cone, 6 × 6 Hex cone (20′ long, 20′ wide cone).
Duration: Instant / Immediate.
Resistance: None for willing living Subjects in the cone; Dodge for Undead Subjects in the cone.

Description: The caster releases a widening fan of brilliant solar radiance outward from their body. Every willing living Subject within the cone regains **1d6** Hit Points. Every Undead Subject caught within the cone must resist with **Dodge** against the caster's successful spell roll. On a failed resistance, the Undead Subject suffers **1d6** Radiant damage.

2 Levels of Size Empower: The spell becomes Spell Level 11, Challenge **6d6**. Shape becomes Large Cone, 12 × 12 Hex cone (40′ long, 40′ wide cone).

4 Levels of Size Empower: The spell becomes Spell Level 13, Challenge **7d6**. Shape becomes Huge Cone, 24 × 24 Hex cone (80′ long, 80′ wide cone).

Damage Empower: Each Level of Empower adds **+1d6** Positive Energy healing or Radiant damage and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Sunburst

School/Mystery: Evocation/Positive Energy.
Components: Somatic.
Spell Level: 11+.
Challenge: 6d6.
Casting Time: 5 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Medium Sphere, 6 Hex diameter (20′ sphere).
Duration: Instant / Immediate.
Resistance: None for willing living Subjects in the burst; Dodge for Undead Subjects in the burst.

Description: At a chosen point within range, a sphere of brilliant holy daylight blooms outward. Every willing living Subject in the burst regains **1d6** Hit Points. Every Undead Subject in the burst must resist with **Dodge** against the caster's successful spell roll. On a failed resistance, the Undead Subject suffers **1d6** Radiant damage.

2 Levels of Size Empower: The spell becomes Spell Level 13, Challenge **7d6**. Shape becomes Large Sphere, 12 Hex diameter (40′ sphere).

4 Levels of Size Empower: The spell becomes Spell Level 15, Challenge **8d6**. Shape becomes Huge Sphere, 24 Hex diameter (80′ sphere).

Damage Empower: Each Level of Empower adds **+1d6** Positive Energy healing or Radiant damage and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Wall of Dawn

School/Mystery: Evocation/Positive Energy.
Components: Somatic.

Spell Level: 14+.
Challenge: 7d6+1.
Casting Time: 7 segments.
Range: Contact.
Shape: Small Wall, 3 Hex line (3′ × 10′ wall).
Duration: 1 Combat Round.
Resistance: None for willing living Subjects crossing it; Dodge for Undead Subjects touching, entering, beginning movement in, or crossing it.

Description: A standing line of holy brightness rises from the ground for a brief but potent moment. A willing living Subject crossing the wall regains **1d6** Hit Points. An Undead Subject that touches, enters, begins movement in, or crosses the wall must resist with **Dodge** against the caster's successful spell roll. On a failed resistance, the Undead Subject suffers **1d6** Radiant damage. A Subject may be affected by **Wall of Dawn** only once during the spell's duration.

2 Levels of Size Empower: The spell becomes Spell Level 16, Challenge **8d6+1**. Shape becomes Medium Wall, 6 × 1 Hex line (3′ × 20′ wall).

2 Levels of Size Empower: The spell becomes Spell Level 16, Challenge **8d6+1**. Shape becomes Large Wall, 12 × 1 Hex line (3′ × 40′ wall).

4 Levels of Size Empower: The spell becomes Spell Level 18, Challenge **9d6+1**. Shape becomes Huge Wall, 24 × 1 Hex line (3′ × 80′ wall).

Damage Empower: Each Level of Empower adds **+1d6** Positive Energy healing or Radiant damage and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Negative Energy

Negative Energy harms living creatures and restores Undead. Using Negative Energy may be a transgression for casters bound to Good deities or life-affirming divine tenets. Negative Energy threshold effects are shared by all Negative Energy Evocation spells.

At +3 Damage Empower Levels (4d6+ damage or healing): No additional Spell Level cost. A living Subject damaged by the spell may also become **Fatigued** (–2 to all Physical Skill rolls and –1 to Mental Skill rolls) until the end of the next Combat Round.

At +5 Damage Empower Levels (6d6+ damage or healing): No additional Spell Level cost. A living Subject damaged by the spell may instead become **Withered** as a Persistent effect. **Withered** imposes –3 to Strength-, Dexterity-, and Constitution-based rolls, and prevents forced movement and Sprinting until healed, restored, purified, or otherwise removed.

At +7 Damage Empower Levels (8d6+ damage or healing): No additional Spell Level cost. A living Subject damaged by the spell may instead become **Cursed** as a Persistent effect. **Cursed** halves healing received and imposes –1 to all Skill rolls until purified, sanctified, dispelled, or otherwise removed.

Chilling Touch

School/Mystery: Evocation/Negative Energy.
Components: Somatic.
Spell Level: 1+.
Challenge: 1d6.
Casting Time: 1 segment.
Range: Personal or Contact.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: None after successful touch delivery against an unwilling living Subject; none on a willing Undead Subject.

Description: The caster lays a hand upon the Subject and channels a chill current of Negative Energy into flesh and spirit. An unwilling living Subject must first be struck with a touch attack using **Small Weapon Use**. On a successful touch, the living Subject suffers **1d6** Necrotic damage. A willing Undead Subject instead regains **1d6** Hit Points.

Damage Empower: Each Level of Empower adds **+1d6** Necrotic damage or Undead healing and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Death Ray

School/Mystery: Evocation/Negative Energy.
Components: Somatic.
Spell Level: 2+.
Challenge: 1d6+1.
Casting Time: 1 segment.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Ray.
Duration: Instant / Immediate.
Resistance: None; requires a successful to-hit roll using

Aimed Weapon Use against an unwilling living Subject. None on a willing Undead Subject.

Description: The caster projects a thin lance of grave-cold force toward a nearby Subject. On a successful hit, a living Subject suffers **1d6** Necrotic damage. A willing Undead Subject instead regains **1d6** Hit Points.

Damage Empower: Each Level of Empower adds **+1d6** Necrotic damage or Undead healing and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Death Beam

School/Mystery: Evocation/Negative Energy.
Components: Somatic.
Spell Level: 2+.
Challenge: 1d6+1.
Casting Time: 1 segment.
Range: Caster-origin.
Shape: Small Beam, 1 × 3 Hex line (3' × 10' beam).
Duration: Instant / Immediate.
Resistance: Dodge on living Subjects in the beam; none on willing Undead Subjects in the beam.

Description: The caster releases a narrow line of draining Negative force. Every living Subject in the beam must resist with **Dodge** against the caster's successful spell roll. On a failed resistance, the living Subject suffers **1d6** Necrotic damage. Every willing Undead Subject in the beam instead regains **1d6** Hit Points.

2 Levels of Size Empower: The spell becomes Spell Level 4, Challenge **2d6+1**. Shape becomes Medium Beam, 6 Hex line (3' × 20' beam).

2 Levels of Size Empower: The spell becomes Spell Level 4, Challenge **2d6+1**. Shape becomes Large Beam, 12 Hex line (3' × 40' beam).

4 Levels of Size Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. Shape becomes Huge Beam, 24 Hex line (3' × 80' beam).

Damage Empower: Each Level of Empower adds **+1d6** Necrotic damage or Undead healing and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Negative Pall

School/Mystery: Evocation/Negative Energy.
Components: Somatic.
Spell Level: 4+.
Challenge: 2d6+1.
Casting Time: 2 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Square, 3 × 3 Hex grid (10' × 10').
Duration: Instant / Immediate.
Resistance: Dodge on living Subjects in the area; none on willing Undead Subjects in the area.

Description: The caster lays a pall of cold Negative corruption over a chosen patch of ground. Every living Subject within the square must resist with **Dodge** against the caster's successful spell roll. On a failed resistance, the living Subject suffers **1d6** Necrotic damage. Every willing Undead Subject within the same area instead regains **1d6** Hit Points.

2 Levels of Size Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. Shape becomes Medium Square, 6 × 6 Hex grid (20' × 20').

2 Levels of Size Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. Shape becomes Large Square, 12 × 12 Hex grid (40' × 40').

4 Levels of Size Empower: The spell becomes Spell Level 8, Challenge **4d6+1**. Shape becomes Huge Square, 24 × 24 Hex grid (80' × 80').

Damage Empower: Each Level of Empower adds **+1d6** Necrotic damage or Undead healing and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Wall of Night

School/Mystery: Evocation/Negative Energy.
Components: Somatic.
Spell Level: 8+.
Challenge: 4d6+1.
Casting Time: 4 segments.
Range: Contact.
Shape: Small Wall, 3 Hex line (3' × 10' wall).
Duration: 1 Combat Round.
Resistance: Dodge on living Subjects touching, entering, beginning movement in, or crossing the wall; none on willing Undead Subjects crossing it.

Description: A standing line of dark Negative force rises from the ground for a brief but potent moment. A living Subject

that touches, enters, begins movement in, or crosses the wall must resist with **Dodge** against the caster's successful spell roll. On a failed resistance, the living Subject suffers **1d6** Necrotic damage. A willing Undead Subject crossing the wall instead regains **1d6** Hit Points. A Subject may be affected by **Wall of Night** only once during the spell's duration.

2 Levels of Size Empower: The spell becomes Spell Level 10, Challenge **5d6+1**. Shape becomes Medium Wall, 6 × 1 Hex line (3' × 20' wall).

2 Levels of Size Empower: The spell becomes Spell Level 10, Challenge **5d6+1**. Shape becomes Large Wall, 12 × 1 Hex line (3' × 40' wall).

4 Levels of Size Empower: The spell becomes Spell Level 12, Challenge **6d6+1**. Shape becomes Huge Wall, 24 × 1 Hex line (3' × 80' wall).

Damage Empower: Each Level of Empower adds **+1d6** Necrotic damage or Undead healing and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Fire

Fire Evocation inflicts Fire damage. Fire threshold effects represent heat injury and burning trauma. These are normally **Persistent** because the spell causes an enduring burn, scorch, or scald rather than a merely maintained magical state.

At +3 Damage Empower Levels (4d6+ damage): No additional Spell Level cost. If the spell damages the Subject, the caster may also impose **Seared** as a Persistent effect. **Seared** prevents the Subject from benefiting from mundane or innate recovery or regeneration until healed or otherwise removed.

At +5 Damage Empower Levels (6d6+ damage): No additional Spell Level cost. If the spell damages the Subject, the caster may instead impose **Burning** as a Persistent effect. **Burning** causes the Subject to suffer 1 Fire damage at the end of each Combat Round until extinguished, healed, or otherwise removed.

At +7 Damage Empower Levels (8d6+ damage): No additional Spell Level cost. If the spell damages the Subject, the caster may instead impose **Scalded** as a Persistent effect. **Scalded** causes the Subject to suffer –2 to attack rolls until healed or otherwise removed.

Scorching Ray

School/Mystery: Evocation/Fire.
Components: Somatic.
Spell Level: 2+.
Challenge: 1d6+1.
Casting Time: 1 segment.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Ray.
Duration: Instant / Immediate.
Resistance: None; requires a successful to-hit roll using **Aimed Weapon Use**.

Description: The caster projects a narrow lance of focused heat at a nearby Subject. On a successful hit, the Subject suffers **1d6** Fire damage.

Damage Empower: Each Level of Empower adds **+1d6** Fire damage and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Blazing Gout

School/Mystery: Evocation/Fire.
Components: Somatic.
Spell Level: 2+.
Challenge: 1d6+1.
Casting Time: 1 segment.
Range: Caster-origin.
Shape: Small Beam, 1 × 3 Hex line (3' × 10' beam).
Duration: Instant / Immediate.
Resistance: Dodge.

Description: The caster releases a straight line of cutting flame outward from the body. Every Subject in the beam must resist with **Dodge** against the caster's successful spell roll. On a failed resistance, the Subject suffers **1d6** Fire damage.

2 Levels of Size Empower: The spell becomes Spell Level 4, Challenge **2d6+1**. Shape becomes Medium Beam, 6 Hex line (3' × 20' beam).

2 Levels of Size Empower: The spell becomes Spell Level 4, Challenge **2d6+1**. Shape becomes Large Beam, 12 Hex line (3' × 40' beam).

4 Levels of Size Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. Shape becomes Huge Beam, 24 Hex line (3' × 80' beam).

Damage Empower: Each Level of Empower adds **+1d6** Fire damage and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Burning Hands

School/Mystery: Evocation/Fire.
Components: Somatic.
Spell Level: 2+.
Challenge: 1d6+1.
Casting Time: 1 segment.
Range: Caster-origin.
Shape: Small Cone, 3 × 3 Hex cone (10' long, 10' wide cone).
Duration: Instant / Immediate.
Resistance: Dodge.

Description: The caster thrusts forth both hands and releases a fan of flame in a widening arc. Every Subject in the cone must resist with **Dodge** against the caster's successful spell roll. On a failed resistance, the Subject suffers **1d6** Fire damage.

2 Levels of Size Empower: The spell becomes Spell Level 4, Challenge **2d6+1**. Shape becomes Medium Cone, 6 × 6 Hex cone (20' long, 20' wide cone).

2 Levels of Size Empower: The spell becomes Spell Level 4, Challenge **2d6+1**. Shape becomes Large Cone, 12 × 12 Hex cone (40' long, 40' wide cone).

4 Levels of Size Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. Shape becomes Huge Cone, 24 × 24 Hex cone (80' long, 80' wide cone).

Damage Empower: Each Level of Empower adds **+1d6** Fire damage and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Fireball

School/Mystery: Evocation/Fire.
Components: Somatic.
Spell Level: 3+.
Challenge: 2d6.
Casting Time: 1 segment.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Instant / Immediate.
Resistance: Dodge.

Description: The caster hurls a compact globe of fire to a chosen nearby point, where it bursts outward in a blazing detonation. Every Subject in the sphere must resist with **Dodge** against the caster's successful spell roll. On a failed resistance, the Subject suffers **1d6** Fire damage.

2 Levels of Size Empower: The spell becomes Spell Level 5, Challenge **3d6**. Shape becomes Medium Sphere, 6 Hex diameter (20' sphere).

2 Levels of Size Empower: The spell becomes Spell Level 5, Challenge **3d6**. Shape becomes Large Sphere, 12 Hex diameter (40' sphere).

4 Levels of Size Empower: The spell becomes Spell Level 7, Challenge **4d6**. Shape becomes Huge Sphere, 24 Hex diameter (80' sphere).

Damage Empower: Each Level of Empower adds **+1d6** Fire damage and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Wall of Fire

School/Mystery: Evocation/Fire.
Components: Somatic.
Spell Level: 9+.
Challenge: 5d6.
Casting Time: 4 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Small Wall, 3 Hex line (3' × 10' wall).
Duration: 1 Combat Round.
Resistance: Dodge on entering, touching, crossing, beginning movement in, or remaining in contact with the wall.

Description: The caster raises a brief but dangerous standing line of flame. A Subject that enters, touches, crosses, begins movement in, or remains in contact with the wall must resist with **Dodge** against the caster's successful spell roll. On a failed resistance, the Subject suffers **1d6** Fire damage. A Subject may be affected by **Wall of Fire** only once during the spell's duration unless the GM rules that it remains trapped in direct contact with the wall.

2 Levels of Size Empower: The spell becomes Spell Level 11, Challenge **6d6**. Shape becomes Medium Wall, 6 × 1 Hex line (3' × 20' wall).

2 Levels of Size Empower: The spell becomes Spell Level 11, Challenge **6d6**. Shape becomes Large Wall, 12 × 1 Hex line (3' × 40' wall).

4 Levels of Size Empower: The spell becomes Spell Level 13, Challenge **7d6**. Shape becomes Huge Wall, 24 × 1 Hex line (3' × 80' wall).

Damage Empower: Each Level of Empower adds **+1d6** Fire damage and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

WATER

Water Evocation inflicts Cold damage. Water threshold effects represent freezing, numbing, and bodily slowing caused by cold.

At +3 Damage Empower Levels (4d6+ damage): No additional Spell Level cost. If the spell damages the Subject, the caster may also impose **Chilled** until the end of the next Combat Round. **Chilled** imposes –2 to Dexterity-based rolls and halves movement.

At +5 Damage Empower Levels (6d6+ damage): No additional Spell Level cost. If the spell damages the Subject, the caster may instead impose **Slowed** until the end of the next Combat Round. **Slowed** halves movement, imposes +2 Initiative, prevents benefit from Sprint effects, and cancels **Hastened**.

At +7 Damage Empower Levels (8d6+ damage): No additional Spell Level cost. If the spell damages the Subject, the caster may instead impose **Frozen** until the end of the next Combat Round. **Frozen** prevents physical movement, including speech, for the duration. If the freezing creates a lasting bodily encasement rather than a brief magical freeze, the spell may mark **Frozen** as a Persistent effect.

Ice Dart

School/Mystery: Evocation/Water.
Components: Somatic.
Spell Level: 2+.
Challenge: 1d6+1.
Casting Time: 1 segment.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Missile.
Duration: Instant / Immediate.
Resistance: None; requires a successful to-hit roll using **Aimed Weapon Use**.

Description: The caster hurls a compact shard of killing cold at a nearby Subject. On a successful hit, the Subject suffers **1d6** Cold damage.

Damage Empower: Each Level of Empower adds **+1d6** Cold damage and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Freezing Spray

School/Mystery: Evocation/Water.
Components: Somatic.
Spell Level: 2+.
Challenge: 1d6+1.
Casting Time: 1 segment.
Range: Caster-origin.
Shape: Small Cone, 3 × 3 Hex cone (10' long, 10' wide cone).
Duration: Instant / Immediate.
Resistance: Dodge.

Description: The caster casts a fan of freezing spray outward from the body. Every Subject in the cone must resist with **Dodge** against the caster's successful spell roll. On a failed resistance, the Subject suffers **1d6** Cold damage.

2 Levels of Size Empower: The spell becomes Spell Level 4, Challenge **2d6+1**. Shape becomes Medium Cone, 6 × 6 Hex cone (20' long, 20' wide cone).

2 Levels of Size Empower: The spell becomes Spell Level 4, Challenge **2d6+1**. Shape becomes Large Cone, 12 × 12 Hex cone (40' long, 40' wide cone).

4 Levels of Size Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. Shape becomes Huge Cone, 24 × 24 Hex cone (80' long, 80' wide cone).

Damage Empower: Each Level of Empower adds **+1d6** Cold damage and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Rime Field

School/Mystery: Evocation/Water.
Components: Somatic.
Spell Level: 4+.
Challenge: 2d6+1.
Casting Time: 2 segments.

Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Square, 3 × 3 Hex grid (10′ × 10′).
Duration: Instant / Immediate.
Resistance: Dodge.

Description: The caster lays a patch of freezing force over a chosen area of ground. Every Subject within the square must resist with **Dodge** against the caster's successful spell roll. On a failed resistance, the Subject suffers **1d6** Cold damage. The ground within the area is coated in sudden rime and slick frost until the end of the immediate resolution.

2 Levels of Size Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. Shape becomes Medium Square, 6 × 6 Hex grid (20′ × 20′).

2 Levels of Size Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. Shape becomes Large Square, 12 × 12 Hex grid (40′ × 40′).

4 Levels of Size Empower: The spell becomes Spell Level 8, Challenge **4d6+1**. Shape becomes Huge Square, 24 × 24 Hex grid (80′ × 80′).

Damage Empower: Each Level of Empower adds **+1d6** Cold damage and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Air

Air Evocation inflicts Electrical damage. Air threshold effects represent shock, nervous disruption, and involuntary bodily disruption.

At +3 Damage Empower Levels (4d6+ damage): No additional Spell Level cost. If the spell damages the Subject, the caster may also impose **Distracted (-1 to Spot, +1 to Initiative**.) until the end of the next Combat Round.

At +5 Damage Empower Levels (6d6+ damage): No additional Spell Level cost. If the spell damages the Subject, the caster may instead impose **Jolted** until the end of the next Combat Round. **Jolted** causes +3 to Initiative rolls and imposes –1 to Strength- and Dexterity-based Skill rolls.

At +7 Damage Empower Levels (8d6+ damage): No additional Spell Level cost. If the spell damages the Subject, the caster may instead impose **Staggered** until the end of the next Combat Round. **Staggered** imposes –3 to Physical Skill rolls and reduces movement to 1 square.

Shocking Grasp

School/Mystery: Evocation/Air.
Components: Somatic.
Spell Level: 1+.
Challenge: 1d6.
Casting Time: 1 segment.
Range: Personal or Contact.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: None; requires a successful touch attack using **Small Weapon Use**.

Description: The caster lays a hand upon the Subject and releases a sudden surge of storm-force through flesh, nerve, and armour. On a successful touch, the Subject suffers **1d6** Electrical damage.

Damage Empower: Each Level of Empower adds **+1d6** Electrical damage and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Lightning Bolt

School/Mystery: Evocation/Air.
Components: Somatic.
Spell Level: 2+.
Challenge: 1d6+1.
Casting Time: 1 segment.
Range: Caster-origin.
Shape: Small Beam, 1 × 3 Hex line (3′ × 10′ beam).
Duration: Instant / Immediate.
Resistance: Dodge.

Description: The caster releases a straight line of crackling storm-force outward from the body. Every Subject in the beam must resist with **Dodge** against the caster's successful spell roll. On a failed resistance, the Subject suffers **1d6** Electrical damage.

2 Levels of Size Empower: The spell becomes Spell Level 4, Challenge **2d6+1**. Shape becomes Medium Beam, 6 Hex line (3′ × 20′ beam).

2 Levels of Size Empower: The spell becomes Spell Level 4, Challenge **2d6+1**. Shape becomes Large Beam, 12 Hex line (3′ × 40′ beam).

4 Levels of Size Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. Shape becomes Huge Beam, 24 Hex line (3′ × 80′ beam).

Damage Empower: Each Level of Empower adds **+1d6** Electrical damage and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Lightning Burst

School/Mystery: Evocation/Air.
Components: Somatic.
Spell Level: 3+.
Challenge: 2d6.
Casting Time: 1 segment.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: Instant / Immediate.
Resistance: Dodge.

Description: The caster hurls a compact knot of storm-energy to a nearby point, where it bursts outward in a sudden spherical detonation of thunder and lightning. Every Subject in the sphere must resist with **Dodge** against the caster's successful spell roll. On a failed resistance, the Subject suffers **1d6** Electrical damage.

2 Levels of Size Empower: The spell becomes Spell Level 5, Challenge **3d6**. Shape becomes Medium Sphere, 6 Hex diameter (20' sphere).

2 Levels of Size Empower: The spell becomes Spell Level 5, Challenge **3d6**. Shape becomes Large Sphere, 12 Hex diameter (40' sphere).

4 Levels of Size Empower: The spell becomes Spell Level 7, Challenge **4d6**. Shape becomes Huge Sphere, 24 Hex diameter (80' sphere).

Damage Empower: Each Level of Empower adds **+1d6** Electrical damage and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

EARTH

Earth Evocation inflicts Acid damage in these entries. Acid damage follows the equipment rule that Acid only needs to exceed half an item's Durability, rounded down, for the item to lose 1 Protection against physical damage types until repaired.

At +3 Damage Empower Levels (4d6+ damage): No additional Spell Level cost. If the spell damages the Subject, the caster may also impose **Hindered** until the end of the next Combat Round. **Hindered** reduces movement by 1.

At +5 Damage Empower Levels (6d6+ damage): No additional Spell Level cost. If the spell damages the Subject or strikes armour, a shield, worn protection, or another object, the caster may instead impose **Corroded** as a Persistent effect. **Corroded** reduces the affected object's Protection by 1 until repaired or restored, subject to the normal Acid Durability rule.

At +7 Damage Empower Levels (8d6+ damage): No additional Spell Level cost. If the spell damages the Subject, the caster may instead impose **Brittle** as a Persistent effect. **Brittle** causes the Subject or object to take +3 damage from Bludgeoning or impact damage until healed, repaired, restored, or otherwise removed.

Caustic Globe

School/Mystery: Evocation/Earth.
Components: Somatic.
Spell Level: 2+.
Challenge: 1d6+1.
Casting Time: 1 segment.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Globe.
Duration: Instant / Immediate.
Resistance: None; requires a successful to-hit roll using **Aimed Weapon Use**.

Description: The caster hurls a compact globe of corrosive earth-force at a nearby Subject. The globe bursts on impact in a concentrated splash of burning vitriol and mineral dissolution. On a successful hit, the Subject suffers **1d6** Acid damage.

Damage Empower: Each Level of Empower adds **+1d6** Acid damage and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Acid Spray

School/Mystery: Evocation/Earth.
Components: Somatic.
Spell Level: 2+.
Challenge: 1d6+1.
Casting Time: 1 segment.
Range: Caster-origin.
Shape: Small Cone, 3 × 3 Hex cone (10' long, 10' wide cone).

Duration: Instant / Immediate.
Resistance: Dodge.

Description: The caster throws out a widening fan of stinging acid and dissolving earth-essence. Every Subject in the cone must resist with **Dodge** against the caster's successful spell roll. On a failed resistance, the Subject suffers **1d6** Acid damage.

2 Levels of Size Empower: The spell becomes Spell Level 4, Challenge **2d6+1**. Shape becomes Medium Cone, 6 × 6 Hex cone (20' long, 20' wide cone).

2 Levels of Size Empower: The spell becomes Spell Level 4, Challenge **2d6+1**. Shape becomes Large Cone, 12 × 12 Hex cone (40' long, 40' wide cone).

4 Levels of Size Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. Shape becomes Huge Cone, 24 × 24 Hex cone (80' long, 80' wide cone).

Damage Empower: Each Level of Empower adds **+1d6** Acid damage and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Corrosive Ground

School/Mystery: Evocation/Earth.
Components: Somatic.
Spell Level: 10+.
Challenge: 5d6+1.
Casting Time: 5 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Square, 3 × 3 Hex grid (10' × 10').
Duration: 1 Combat Round.
Resistance: Dodge on initial exposure, entering, beginning movement in, or remaining within the area.

Description: The caster lays a patch of dissolving earth-force over a chosen section of ground. The area seethes with acidic corruption, mineral decay, and unstable footing. A Subject within the square when the spell is cast, entering it, beginning movement in it, or remaining within it must resist with **Dodge** against the caster's successful spell roll. On a failed resistance, the Subject suffers **1d6** Acid damage. Acid damage from this spell may damage armour, shields, worn protection, and objects according to the normal Acid Durability rule.

2 Levels of Size Empower: The spell becomes Spell Level 12, Challenge **6d6+1**. Shape becomes Medium Square, 6 × 6 Hex grid (20' × 20').

2 Levels of Size Empower: The spell becomes Spell Level 12, Challenge **6d6+1**. Shape becomes Large Square, 12 × 12 Hex grid (40' × 40').

4 Levels of Size Empower: The spell becomes Spell Level 14, Challenge **7d6+1**. Shape becomes Huge Square, 24 × 24 Hex grid (80' × 80').

Damage Empower: Each Level of Empower adds **+1d6** Acid damage and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

ENCHANTMENT

INFLUENCE

Distracting Word

School/Mystery: Enchantment/Influence.
Components: Verbal.
Spell Level: 3+.
Challenge: 2d6.
Casting Time: 1 segment.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: Wisdom.
Description: The caster speaks a sharp, perfectly timed word, phrase, insult, accusation, or emotional barb that breaks the Subject's concentration. On a failed Wisdom resistance, the Subject becomes **Distracted (-1 to Spot, +1 to Initiative**.) until the end of the next Combat Round. The spell must be spoken in a language, tone, or emotional cadence the Subject can hear and meaningfully perceive, though the Subject does not need to fully understand the caster's language if the intent is obvious.

2 Levels of Empower: The spell becomes Level 5, Challenge 3d6. The Subject instead becomes **Hexed – Mental** (Subject suffers –1 to INT, WIS, and CHR based Skill rolls) for 1 Combat Round.

4 Levels of Empower: The spell becomes Level 7, Challenge 4d6. The Subject instead becomes **Frightened** (Subject suffers –2 to all rolls while the source is present and cannot willingly move closer) for 1 Combat Round.

Uneasy Whisper

School/Mystery: Enchantment/Influence.
Components: Verbal.
Spell Level: 4+.
Challenge: 2d6+1.
Casting Time: 2 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 minute.
Resistance: Wisdom.
Description: The caster murmurs a phrase that lodges in the Subject's instinct, making the world seem briefly unsafe, doubtful, or ill-omened. On a failed Wisdom resistance, the Subject becomes **Uneasy** (Subject suffers –1 to combat rolls; hesitates before obvious danger requiring Wisdom Challenge to proceed) for the duration. This spell does not create terror by itself; it creates hesitation, doubt, and a sense that something is wrong.

2 Levels of Empower: The spell becomes Level 6, Challenge 3d6+1. The Subject instead becomes **Frightened** (Subject suffers –2 to all rolls while the source is present and cannot willingly move closer) for 1 minute.

Honeyed Word

School/Mystery: Enchantment/Influence.
Components: Verbal.
Spell Level: 6+.
Challenge: 3d6+1.
Casting Time: 3 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 minute.
Resistance: Wisdom.
Description: The caster speaks with supernatural warmth, fascination, and personal magnetism. On a failed Wisdom resistance, the Subject becomes **Allured** (Subject is drawn toward the source, is reluctant to leave it, and suffers a -1 penalty to resist Convince challenges or control spell effects from it.) for the duration. The Subject is not obedient and does not become foolish, but is strongly inclined to remain near, listen, and treat the caster's words as unusually compelling.

4 Levels of Empower: The spell becomes Level 10, Challenge 5d6+1. The Subject instead becomes **Charmed** (Subject will not attack the source and gains +2 to social interactions with the source. Ends if the source, or allies, performs a hostile action against the Subject) for the duration.

Mute Tongue

School/Mystery: Enchantment/Influence.
Components: Verbal.
Spell Level: 5+.
Challenge: 3d6.
Casting Time: 2 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: Wisdom.
Description: The caster utters a tightening phrase that catches in the Subject's throat and weakens their voice. On a failed Wisdom resistance, the Subject becomes **Muted** (Subject suffers –2 to voice-based social rolls and must succeed on a Wisdom Challenge vs 6 to use verbal spell components under pressure) until the end of the next Combat Round. This spell does not physically seal the mouth; it disrupts confidence, breath, projection, and verbal control.

2 Levels of Empower: The spell becomes Level 7, Challenge 4d6. The duration increases to 1 minute.

Fearful Rebuke

School/Mystery: Enchantment/Influence.
Components: Verbal.
Spell Level: 7+.
Challenge: 4d6.
Casting Time: 3 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: Wisdom.
Description: The caster condemns, threatens, or names the Subject's fear with supernatural force. On a failed Wisdom resistance, the Subject becomes **Frightened** (Subject suffers –2 to all rolls while the source is present and cannot willingly move closer) until the end of the next Combat Round. The Subject may still defend itself, retreat, speak, and take non-approaching actions.

2 Levels of Empower: The spell becomes Level 9, Challenge 5d6. The Subject instead becomes **Pacified** (Subject cannot

make hostile attacks or cast harmful spells unless first harmed) until the end of the next Combat Round.

4 Levels of Empower: The spell becomes Level 11, Challenge 6d6. The Subject instead becomes **Broken Will** (Subject cannot willingly oppose, contradict, or take hostile action against the source) until the end of the next Combat Round.

Pacifying Voice

School/Mystery: Enchantment/Influence.
Components: Verbal.
Spell Level: 9+.
Challenge: 5d6.
Casting Time: 4 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: Wisdom.
Description: The caster speaks a word of peace, command, pity, or emotional arrest that suppresses the Subject's will to attack. On a failed Wisdom resistance, the Subject becomes **Pacified** (Subject cannot make hostile attacks or cast harmful spells unless first harmed) until the end of the next Combat Round. The Subject may still move, defend, speak, assist allies, retreat, or take non-hostile actions.

2 Levels of Empower: The spell becomes Level 11, Challenge 6d6. The duration increases to 1 minute.

Goading Challenge

School/Mystery: Enchantment/Influence.
Components: Verbal.
Spell Level: 9+.
Challenge: 5d6.
Casting Time: 4 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: Wisdom.
Description: The caster names a foe, insult, rivalry, betrayal, oath, shame, or challenge that overwhelms the Subject's judgement. On a failed Wisdom resistance, the Subject becomes **Provoked** (Subject must attempt to move toward, attack, or oppose the named source if able) until the end of the next Combat Round. The named source must be a creature, object, place, or visible target the Subject can meaningfully identify.

2 Levels of Empower: The spell becomes Level 11, Challenge 6d6. The duration increases to 1 minute.

Fractured Thought

School/Mystery: Enchantment/Influence.
Components: Verbal.
Spell Level: 9+.
Challenge: 5d6.
Casting Time: 4 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: Wisdom.
Description: The caster speaks a contradictory, mind-turning phrase that causes the Subject's intent to collapse into momentary disorder. On a failed Wisdom resistance, the Subject becomes **Confused** (Subject acts erratically each turn according to a die roll and cannot undertake any other action) until the end of the next Combat Round. The GM resolves the Subject's erratic action according to the normal **Confused** condition procedure.

2 Levels of Empower: The spell becomes Level 11, Challenge 6d6. The duration increases to 1 minute.

Break the Will

School/Mystery: Enchantment/Influence.
Components: Verbal.
Spell Level: 13+.
Challenge: 7d6.
Casting Time: 6 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: Wisdom.
Description: The caster speaks with crushing certainty, overwhelming the Subject's capacity to defy them. On a failed Wisdom resistance, the Subject becomes **Broken Will** (Subject cannot willingly oppose, contradict, or take hostile action against the source) until the end of the next Combat Round. The Subject may defend itself passively and may still resist other creatures normally, but it cannot initiate

resistance, contradiction, attack, or hostile action against the caster while the spell lasts.

2 Levels of Empower: The spell becomes Level 15, Challenge 8d6. The duration increases to 1 minute.

DOMINATE

Command

School/Mystery: Enchantment/Dominate.
Components: Verbal.
Spell Level: 9+.
Challenge: 5d6.
Casting Time: 4 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: Wisdom.
Description: The caster issues a single, direct command of one or two words, such as “drop,” “halt,” “kneel,” “come,” “flee,” “speak,” “release,” or “stand.” On a failed Wisdom resistance, the Subject becomes **Compelled** (Subject must perform a simple directed non-self-harming action on its next turn if able). The command cannot force the Subject to directly kill itself, leap into obvious death, knowingly accept immediate execution, or perform an action it is physically incapable of performing.

2 Levels of Empower: The spell becomes Level 11, Challenge 6d6. The caster may give a more specific command of up to one short sentence, provided it still requires only one simple action.

Stay Thy Hand

School/Mystery: Enchantment/Dominate.
Components: Verbal.
Spell Level: 9+.
Challenge: 5d6.
Casting Time: 4 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: Wisdom.
Description: The caster commands restraint with supernatural authority. On a failed Wisdom resistance, the Subject becomes **Pacified** (Subject cannot make hostile attacks or cast harmful spells unless first harmed) until the end of the next Combat Round. Unlike ordinary persuasion, this is direct magical restraint; the Subject may still defend, speak, retreat, interpose itself, or take non-hostile actions.

2 Levels of Empower: The spell becomes Level 11, Challenge 6d6. The duration increases to 1 minute.

Turn Upon Them

School/Mystery: Enchantment/Dominate.
Components: Verbal.
Spell Level: 9+.
Challenge: 5d6.
Casting Time: 4 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: Wisdom.
Description: The caster commands the Subject’s hostility toward a named creature or group. On a failed Wisdom resistance, the Subject becomes **Provoked** (Subject must attempt to move toward, attack, or oppose the named source if able) until the end of the next Combat Round. The named target must be apparent to the Subject or clearly identifiable from the caster’s command.

2 Levels of Empower: The spell becomes Level 11, Challenge 6d6. The duration increases to 1 minute.

Cloud Command

School/Mystery: Enchantment/Dominate.
Components: Verbal.
Spell Level: 9+.
Challenge: 5d6.
Casting Time: 4 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: Wisdom.
Description: The caster gives a deliberately paradoxical or impossible command that causes the Subject’s mind to seize between competing impulses. On a failed Wisdom resistance, the Subject becomes **Confused** (Subject acts erratically each turn according to a die roll and cannot undertake any other action) until the end of the next Combat Round.

2 Levels of Empower: The spell becomes Level 11, Challenge 6d6. The duration increases to 1 minute.

Entrancing Address

School/Mystery: Enchantment/Dominate.
Components: Verbal.
Spell Level: 13+.
Challenge: 7d6.
Casting Time: 6 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: Concentration, up to 1 minute.
Resistance: Wisdom.
Description: The caster speaks continuously in a rhythm of command, fascination, and mental fixation. On a failed Wisdom resistance, the Subject becomes **Entranced** (Subject cannot take hostile actions, move away, or meaningfully perceive anything except the source unless harmed) while the caster maintains Concentration. If the caster stops speaking, takes any action that breaks Concentration, moves beyond range, or the Subject is harmed, the spell ends immediately.

2 Levels of Empower: The spell becomes Level 15, Challenge 8d6. The caster may maintain the spell without continuous speech after the first Combat Round, though normal Concentration is still required.

Invert Allegiance

School/Mystery: Enchantment/Dominate.
Components: Verbal.
Spell Level: 13+.
Challenge: 7d6.
Casting Time: 6 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: Concentration, up to 1 minute.
Resistance: Wisdom.
Description: The caster overturns the Subject's immediate sense of friend and foe. On a failed Wisdom resistance, the Subject becomes **Inverted Allegiance** (Subject treats the source and its allies as allies, and former allies as enemies) while the caster maintains Concentration. The Subject does not gain new knowledge, loyalty, or moral conviction; it simply misrecognises allegiance under the spell's force. The spell cannot force the Subject into an obviously self-destructive act, but it may cause the Subject to defend the caster, attack former allies, block their passage, misdirect them, or obey ordinary battlefield commands.

At the end of each of the Subject's turns, it may attempt a new Wisdom Challenge against the caster's original spell roll. On a success, the spell ends.

2 Levels of Empower: The spell becomes Level 15, Challenge 8d6. The Subject does not receive the end-of-turn Wisdom Challenge during the first Combat Round after the spell takes effect.

Master's Voice

School/Mystery: Enchantment/Dominate.
Components: Verbal.
Spell Level: 15+.
Challenge: 8d6.
Casting Time: 7 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: Concentration, up to 1 minute.
Resistance: Wisdom.
Description: The caster speaks with the full weight of magical command, replacing the Subject's immediate decision-making with imposed obedience. On a failed Wisdom resistance, the Subject becomes **Broken Will** (Subject cannot willingly oppose, contradict, or take hostile action against the source) and **Compelled** (Subject must perform simple directed non-self-harming actions if able) while the caster maintains Concentration. The caster may issue one simple command to the Subject on each of the caster's turns. The Subject will not knowingly kill itself, perform an obviously suicidal act, or act beyond its physical capability, but it may move, kneel, drop weapons, open doors, speak, remain silent, retreat, block others, or attack a target if the command is within the limits of the spell and the GM judges it not immediately self-destructive.

At the end of each of the Subject's turns, it may attempt a new Wisdom Challenge against the caster's original spell roll. On a success, the spell ends.

2 Levels of Empower: The spell becomes Level 17, Challenge 9d6. The Subject does not receive the end-of-turn Wisdom Challenge during the first Combat Round after the spell takes effect.

ILLUSION

GLAMOUR

Glamour spells alter how a Subject is perceived, remembered, desired, feared, trusted, or socially interpreted. They do not usually create a physical obstacle; instead, they impose a perceptual and emotional fiction upon observers. Unless a spell states otherwise, a Subject resists Glamour with Wisdom against the caster's successful spell roll.

Veil the Face

School/Mystery: Illusion/Glamour.
Components: Verbal, Somatic.
Spell Level: 2+.
Challenge: **1d6+1**.
Casting Time: 1 segment.
Range: Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Wisdom for observers.

Description: The caster lays a soft Glamour over the Subject's face, voice, bearing, and immediate manner. Observers who fail Wisdom resistance do not properly retain or recognise the Subject's appearance. Attempts to identify, recall, describe, or confidently track the Subject by face suffer –2, and casual witnesses often remember the wrong details entirely.

This spell does not make the Subject invisible and does not change body shape, size, equipment, species, or obvious physical circumstances. It masks recognition rather than creating a full disguise.

Borrowed Face

School/Mystery: Illusion/Glamour.
Components: Verbal, Somatic.
Spell Level: 4+.
Challenge: **2d6+1**.
Casting Time: 2 segments.
Range: Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Wisdom for observers.

Description: The caster overlays the Subject with a convincing false appearance. The Subject appears to be another humanoid individual, or a significantly altered version of themselves, including face, colouring, apparent age, grooming, clothing impression, posture, bearing, and voice-tone if the caster wishes.

Observers who fail Wisdom resistance accept the disguise as real until contradictory evidence forces another resistance attempt. The Glamour does not alter touch, weight, smell, equipment function, creature size, or physical capability. A dwarf glamoured as an elf still has the dwarf's actual body, reach, movement, and equipment, though observers may misread those details until evidence contradicts the effect.

Alluring Glance

School/Mystery: Illusion/Glamour.
Components: Verbal, Somatic.
Spell Level: 5+.
Challenge: **3d6**.
Casting Time: 2 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 minute.
Resistance: Wisdom.

Description: The caster fixes the Subject with a brief and unnaturally compelling look, gesture, word, or expression. On a failed Wisdom resistance, the Subject becomes **Allured**. (Subject is drawn toward the source, is reluctant to leave it, and suffers a -1 penalty to resist Convince challenges or control spell effects from it.) This does not make the Subject mindless, obedient, or unaware of danger.

2 Levels of Empower: The spell becomes Spell Level 7, Challenge **4d6**. The caster may instead impose **Charmed**. The Subject will not attack the source and gains +2 to social interactions with the source. **Charmed** ends if the source, or the source's allies, performs a hostile action against the Subject.

Muting Glamour

School/Mystery: Illusion/Glamour.
Components: Verbal, Somatic.
Spell Level: 5+.
Challenge: **3d6**.
Casting Time: 2 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.

Duration: 1 minute.
Resistance: Wisdom.

Description: The caster places a Glamour over the Subject's voice, presence, and social force. On a failed Wisdom resistance, the Subject becomes **Muted**. The Subject suffers –2 to voice-based social rolls and must succeed on a Wisdom Challenge vs 6 to use Verbal spell components under pressure.

This spell does not physically silence the Subject. It makes speech falter, seem less forceful, become socially overlooked, or fail to carry authority.

Pacifying Presence

School/Mystery: Illusion/Glamour.
Components: Verbal, Somatic.
Spell Level: 7+.
Challenge: **4d6**.
Casting Time: 3 segments.
Range: Caster-origin.
Shape: Small Cone, 3 Hex cone.
Duration: 1 Combat Round.
Resistance: Wisdom.

Description: The caster projects an overwhelming impression of calm, dignity, sanctity, harmlessness, or rightful restraint. Living Subjects in the cone who fail Wisdom resistance become **Pacified**. A **Pacified** Subject cannot make hostile attacks or cast harmful spells unless first harmed.

This spell does not prevent defence, retreat, speech, negotiation, surrender, or non-harmful action. If an affected Subject is harmed, the Glamour's pacifying hold over that Subject ends.

1 Level of Size Empower: The spell becomes Spell Level 8, Challenge **4d6+1**. Shape becomes Medium Cone, 6×6 Hex cone.
2 Levels of Size Empower: The spell becomes Spell Level 9, Challenge **5d6**. Shape becomes Large Cone, 12×12 Hex cone.
3 Levels of Size Empower: The spell becomes Spell Level 10, Challenge **5d6+1**. Shape becomes Huge Cone, 24×24 Hex cone.

Veil of Unseen Steps

School/Mystery: Illusion/Glamour.
Components: Verbal, Somatic.
Spell Level: 8+.
Challenge: **4d6+1**.
Casting Time: 4 segments.
Range: Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Wisdom for observers.

Description: The caster wraps the Subject in a moving Glamour of absence and misdirection. Observers who fail Wisdom resistance treat the Subject as **Invisible**. The Subject cannot be seen by normal vision; attacks against it suffer –4 unless detected, and it gains +2 to attack if undetected.

The Glamour is anchored to the living Subject. It moves with the Subject, but it does not silence footsteps, suppress scent, remove tracks, hide displaced water, conceal opened doors, or prevent physical evidence of passage. Obvious contradiction grants a new Wisdom resistance.

Provoking Glare

School/Mystery: Illusion/Glamour.
Components: Verbal, Somatic.
Spell Level: 8+.
Challenge: **4d6+1**.
Casting Time: 4 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: Wisdom.

Description: The caster cloaks a named source, person, symbol, foe, insult, or threat in an unbearable social and emotional significance. On a failed Wisdom resistance, the Subject becomes **Provoked**. The Subject must attempt to move toward, attack, or oppose the named source if able.

The Subject does not become mindless. It will not leap into certain death if it recognises the danger, but it must meaningfully oppose the named source by movement, attack, shouted accusation, challenge, obstruction, or another hostile act available to it.

Masque of Delight

School/Mystery: Illusion/Glamour.
Components: Verbal, Somatic.
Spell Level: 8+.
Challenge: **4d6+1**.
Casting Time: 4 segments.

Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: 1 minute.
Resistance: Wisdom.

Description: The caster lets a soft Glamour bloom across a small gathering. Living Subjects in the area who fail Wisdom resistance are socially softened, receptive, amused, calmed, impressed, or pleasantly misdirected according to the caster's chosen presentation. The caster gains +3 to Convince Skill rolls made within the Glamour's social frame against affected Subjects.

This spell does not work once active combat has begun and does not force affection, obedience, surrender, confession, or self-harm. It creates ease, lowered suspicion, and favourable interpretation.

1 Level of Size Empower: The spell becomes Spell Level 9, Challenge **5d6**. Shape becomes Medium Sphere, 6 Hex diameter (20' sphere).
2 Levels of Size Empower: The spell becomes Spell Level 10, Challenge **5d6+1**. Shape becomes Large Sphere, 12 Hex diameter (40' sphere).
3 Levels of Size Empower: The spell becomes Spell Level 11, Challenge **6d6**. Shape becomes Huge Sphere, 24 Hex diameter (80' sphere).

Beguiling Gaze

School/Mystery: Illusion/Glamour.
Components: Verbal, Somatic.
Spell Level: 9+.
Challenge: **5d6**.
Casting Time: 4 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 minute.
Resistance: Wisdom.

Description: The caster's gaze, voice, or bearing settles over the Subject with irresistible elegance. On a failed Wisdom resistance, the Subject becomes **Charmed**. The Subject will not attack the source and gains +2 to social interactions with the source. The condition ends if the source, or the source's allies, performs a hostile action against the Subject.

This is still Glamour, not Domination. The Subject is not controlled, does not surrender judgement entirely, and will not knowingly perform self-destructive actions merely because the caster asks.

Glamoured Company

School/Mystery: Illusion/Glamour.
Components: Verbal, Somatic.
Spell Level: 11+.
Challenge: **6d6**.
Casting Time: 5 segments.
Range: Contact.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: 1 minute.
Resistance: None for willing Subjects within the sphere; Wisdom for observers.

Description: The caster spreads a shared Glamour over all willing living allies within the chosen radius. Those affected may appear more noble, harmless, forgettable, pathetic, respectable, official, lowly, threatening, wounded, pious, or otherwise socially reinterpreted according to the chosen style. Observers who fail Wisdom resistance accept the group's false presentation as real.

This spell does not change the group's physical capabilities, equipment function, species, size, language knowledge, or actual authority. It alters how the company is interpreted.

1 Level of Size Empower: The spell becomes Spell Level 12, Challenge **6d6+1**. Shape becomes Medium Sphere, 6 Hex diameter (20' sphere).
2 Levels of Size Empower: The spell becomes Spell Level 13, Challenge **7d6**. Shape becomes Large Sphere, 12 Hex diameter (40' sphere).
3 Levels of Size Empower: The spell becomes Spell Level 14, Challenge **7d6+1**. Shape becomes Huge Sphere, 24 Hex diameter (80' sphere).

Veil of the Court

School/Mystery: Illusion/Glamour.
Components: Verbal, Somatic.
Spell Level: 13+.
Challenge: **7d6**.
Casting Time: 6 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Small Wall, 3 Hex line.
Duration: 1 Combat Round.
Resistance: Wisdom.

Description: The caster raises a line of courtly unreality across the battlefield. Living Subjects who fail Wisdom resistance while looking through, crossing, attacking through, speaking through, or otherwise interacting across the veil misjudge who stands beyond it, what role they occupy, and how they ought to be treated.

The wall does not impede movement physically and does not block missiles, spells, or line of effect. Instead, it distorts tactical and social reading. Affected Subjects suffer –2 to attacks, hostile spell targeting, Spot, Search, and social judgement rolls made through or across the veil for the duration.

1 Level of Size Empower: The spell becomes Spell Level 14, Challenge **7d6+1**. Shape becomes Medium Wall, 6 Hex line.
2 Levels of Size Empower: The spell becomes Spell Level 15, Challenge **8d6**. Shape becomes Large Wall, 12 Hex line.
3 Levels of Size Empower: The spell becomes Spell Level 16, Challenge **8d6+1**. Shape becomes Huge Wall, 24 Hex line.

Sovereign Allure

School/Mystery: Illusion/Glamour.
Components: Verbal, Somatic.
Spell Level: 16+.
Challenge: **8d6+1**.
Casting Time: 8 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Small Sphere, 3 Hex diameter (10’ sphere).
Duration: 1 minute.
Resistance: Wisdom.

Description: The caster becomes the emotional and social centre of a room’s gravity. Living Subjects in the sphere who fail Wisdom resistance are overwhelmed by admiration, deference, longing, awe, loyalty, or social submission appropriate to the Glamour’s chosen expression.

Affected Subjects treat the caster as someone socially important, desirable, rightful, pitiable, holy, noble, beloved, feared, or authoritative, according to the chosen Glamour. They suffer –3 to rolls made to oppose the caster socially, resist the caster’s requests, expose the caster’s deception, or act with hostility against the caster unless direct violence or obvious contradiction breaks the frame.

This is not Domination. It does not give the caster control over the Subject’s actions and does not force self-destructive conduct.

1 Level of Size Empower: The spell becomes Spell Level 17, Challenge **9d6**. Shape becomes Medium Sphere, 6 Hex diameter (20’ sphere).
2 Levels of Size Empower: The spell becomes Spell Level 18, Challenge **9d6+1**. Shape becomes Large Sphere, 12 Hex diameter (40’ sphere).
3 Levels of Size Empower: The spell becomes Spell Level 19, Challenge **10d6**. Shape becomes Huge Sphere, 24 Hex diameter (80’ sphere).

Imperial Masquerade

School/Mystery: Illusion/Glamour.
Components: Verbal, Somatic.
Spell Level: 17+.
Challenge: **9d6**.
Casting Time: 8 segments.
Range: Contact.
Shape: Small Sphere, 3 Hex diameter (10’ sphere).
Duration: 1 minute.
Resistance: None for willing Subjects within the sphere; Wisdom for observers.

Description: The caster overlays an entire nearby retinue, procession, guard detail, delegation, cult, noble household, military company, or clustered party with a unified and near-perfect false social identity. Clothing, bearing, heraldry, voice-impression, posture, apparent rank, apparent office, and social role all seem internally coherent and naturally believable.

Observers who fail Wisdom resistance accept the masquerade as authentic even under active scrutiny unless directly contradicted by impossible evidence. The spell may make beggars seem like courtiers, adventurers seem like palace guards, cultists seem like pilgrims, or criminals seem like officers of the law, but it does not create documents, seals, keys, actual legal authority, or physical objects.

1 Level of Size Empower: The spell becomes Spell Level 18, Challenge **9d6+1**. Shape becomes Medium Sphere, 6 Hex diameter (20’ sphere).
2 Levels of Size Empower: The spell becomes Spell Level 19, Challenge **10d6**. Shape becomes Large Sphere, 12 Hex diameter (40’ sphere).
3 Levels of Size Empower: The spell becomes Spell Level 20, Challenge **10d6+1**. Shape becomes Huge Sphere, 24 Hex diameter (80’ sphere).

Dream of the Perfect Court

School/Mystery: Illusion/Glamour.
Components: Verbal, Somatic.
Spell Level: 19+.
Challenge: **10d6**.
Casting Time: 9 segments.
Range: Caster-origin.
Shape: Large Cone, 12×12 Hex cone.
Duration: 1 Combat Round.
Resistance: Wisdom.

Description: The caster pours a vision of impossible refinement, order, beauty, hierarchy, and rightful social meaning outward across a broad section of the battlefield. Living Subjects in the cone who fail Wisdom resistance momentarily accept the caster's preferred social fiction as the highest reality before them. In that instant, they hesitate, defer, misaddress, kneel, yield, lower weapons, fail to strike, or choose the socially "proper" action instead of the tactically correct one.

An affected Subject loses its next hostile action against the caster or a creature the caster designates as protected by the Glamour. The Subject may still defend itself, move, speak, or take a non-hostile action. If harmed, the affected Subject may act normally against the source of harm.

1 Level of Size Empower: The spell becomes Spell Level 20, Challenge **10d6+1**. Shape becomes Huge Cone, 24×24 Hex cone.

Edict of the First Court

School/Mystery: Illusion/Glamour.
Components: Verbal, Somatic.
Spell Level: 20.
Challenge: **10d6+1**.
Casting Time: 10 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Medium Wall, 6 Hex line.
Duration: 1 Combat Round.
Resistance: Wisdom.

Description: The caster imposes a sovereign Glamour across a line of space such that perception itself yields to declaration. Living Subjects who fail Wisdom resistance while looking through, crossing, attacking through, speaking through, or otherwise interacting across the wall accept the social, political, religious, or personal truth the caster presents: who is sovereign, who is favoured, who is base, who is unseen, who may be opposed, who must be obeyed, who must be ignored, or who must not be touched.

For the duration, the Glamour is treated as a first principle of perception for affected Subjects. They cannot willingly make a hostile action that directly contradicts the declared social truth unless they are harmed, the contradiction becomes physically undeniable, or a Godlike effect opposes the Glamour. The wall remains an Illusion; it does not physically block movement, missiles, line of sight, or line of effect.

SHADOW MAGIC

Shadow Magic creates quasi-real harm, fear, darkness, false sensation, and half-substantial shadow conditions. It is not ordinary darkness alone; it is a magical ambiguity between perception and reality. Unless a spell states otherwise, a Subject resists Shadow Magic with Wisdom against the caster's successful spell roll. Shadow damage uses **1d6–3 per damage die, minimum 1 per die**, unless a spell states otherwise.

Shadow Dart

School/Mystery: Illusion/Shadow Magic.
Components: Verbal, Somatic.
Spell Level: 2+.
Challenge: **1d6+1**.
Casting Time: 1 segment.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Missile.
Duration: Instant / Immediate.
Resistance: None for the delivery; Wisdom to reduce the shadow effect.

Description: The caster shapes a needle of half-real darkness and sends it toward one Subject. The spell requires a successful to-hit roll using **Aimed Weapon Use**. On a successful hit, the Subject attempts Wisdom against the caster's successful spell roll. On a failed resistance, the Subject suffers **1d6–3 Negative damage, minimum 1**. On a successful resistance, the dart still strikes as a cold false wound and deals 1 Negative damage.

The dart is quasi-real. It cannot sever ropes, break locks, cut wood, or damage objects reliably unless the GM rules the object is vulnerable to Shadow Magic.

Shadow Damage Empower: Every 1 Levels of Empower adds **+1d6–3 Negative damage, minimum 1**, and increases

the spell's final Spell Level by 2. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Shadow Veil

School/Mystery: Illusion/Shadow Magic.
Components: Verbal, Somatic.
Spell Level: 4+.
Challenge: **2d6+1**.
Casting Time: 2 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Small Sphere, 3 Hex diameter (10' sphere).
Duration: 1 minute.
Resistance: Wisdom.

Description: The caster fills a small space with wavering murk, false movement, and uncertain darkness. A Subject inside the veil who fails Wisdom resistance becomes **Distracted (-1 to Spot, +1 to Initiative**) while it remains within the veil.

On a successful resistance, the Subject recognises the movement as partly false but still sees unstable silhouettes and uncertain edges. It does not become **Distracted**, but it suffers –1 to Spot or Search rolls made through the veil until the end of the next Combat Round.

The veil does not create physical darkness and does not extinguish light. It makes sight untrustworthy.

2 Levels of Size Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. Shape becomes Medium Sphere, 6 Hex diameter (20' sphere).
4 Levels of Size Empower: The spell becomes Spell Level 8, Challenge **4d6+1**. Shape becomes Large Sphere, 12 Hex diameter (40' sphere).
7 Levels of Size Empower: The spell becomes Spell Level 11, Challenge **6d6**. Shape becomes Huge Sphere, 24 Hex diameter (80' sphere).

Nightmare Beam

School/Mystery: Illusion/Shadow Magic.
Components: Verbal, Somatic.
Spell Level: 5+.
Challenge: **3d6**.
Casting Time: 2 segments.
Range: Caster-origin.
Shape: Small Beam, 1 × 3 Hex line (3' × 10' beam).
Duration: Instant / Immediate.
Resistance: Wisdom.

Description: The caster draws a line of nightmare darkness through the battlefield. Each Subject in the beam attempts Wisdom against the caster's successful spell roll. On a failed resistance, the Subject suffers **3d6–9 Negative damage, minimum 3**. On a successful resistance, the beam remains partly real and the Subject suffers 3 Negative damage.

This damage is not ordinary Negative Energy in its purest form. It is a quasi-real injury caused by shadow substance and nightmare perception meeting at the edge of flesh.

1 Level of Size Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. Shape becomes Medium Beam, 6 Hex line (3' × 20' beam).
3 Levels of Size Empower: The spell becomes Spell Level 8, Challenge **4d6+1**. Shape becomes Large Beam, 12 Hex line (3' × 40' beam).
5 Levels of Size Empower: The spell becomes Spell Level 10, Challenge **5d6+1**. Shape becomes Huge Beam, 24 Hex line (3' × 80' beam).
Shadow Damage Empower: Every 1 Level of Empower adds **+1d6–3 Negative damage, minimum 1**, and increases the spell's final Spell Level by 2. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Shadow Hex

School/Mystery: Illusion/Shadow Magic.
Components: Verbal, Somatic.
Spell Level: 5+.
Challenge: **3d6**.
Casting Time: 2 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 minute.
Resistance: Wisdom.

Description: The caster's shadow reaches for the Subject and fastens there as though darkness had gained grip and weight. On a failed Wisdom resistance, the Subject becomes **Hexed – Mental**. The Subject suffers –1 to Intelligence-, Wisdom-, and Charisma-based Skill rolls for the duration.

On a successful resistance, the Subject is not fully hexed, but the shadow still clings faintly. The Subject suffers –1 to its next Intelligence-, Wisdom-, or Charisma-based Skill roll made before the end of the next Combat Round.

1 Level of Shape Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. Shape becomes Small Sphere, 3 Hex

diameter (10′ sphere), creating a patch of grasping shadow rather than one bound Subject.

Shadow State

School/Mystery: Illusion/Shadow Magic.
Components: Verbal, Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Wisdom if forced upon an unwilling Subject.

Description: The caster changes the Subject's material substance into partial shadow. A willing Subject, or an unwilling Subject that fails Wisdom resistance, becomes **Insubstantial**. The Subject reduces physical damage taken by 2, its own attacks deal –2 damage, and Skill rolls requiring interaction with the physical world suffer –3.

On a successful resistance by an unwilling Subject, the Subject does not become fully **Insubstantial**, but flickers with shadow until the end of the next Combat Round. During that time, the Subject reduces the next physical damage it takes by 1, but also suffers –1 to its next attack roll or physical Skill roll.

The Subject is not fully ethereal or phased. It still occupies its space and cannot pass through walls, sealed doors, creatures, or solid barriers.

Shadow Blind

School/Mystery: Illusion/Shadow Magic.
Components: Verbal, Somatic.
Spell Level: 7+.
Challenge: **4d6**.
Casting Time: 3 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 minute.
Resistance: Wisdom.

Description: The caster drapes the Subject's perception in absolute shadow. On a failed Wisdom resistance, the Subject becomes **Blinded**. The Subject cannot see, suffers –4 to attack rolls, –4 to defence rolls, and automatically fails sight-based Challenges.

The blindness is not literal blackness. It is a collapse of visual certainty so complete that sight becomes functionally useless.

On a successful resistance, the Subject is not **Blinded**, but its sight is still disturbed. It suffers –2 to Spot, Search, and sight-based targeting rolls until the end of the next Combat Round.

1 Level of Shape Empower: The spell becomes Spell Level 8, Challenge **4d6+1**. Shape becomes Small Sphere, 3 Hex diameter (10′ sphere).

Gloom Field

School/Mystery: Illusion/Shadow Magic.
Components: Verbal, Somatic.
Spell Level: 9+.
Challenge: **5d6**.
Casting Time: 4 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Square, 3 × 3 Hex grid (10′ × 10′).
Duration: 1 minute.
Resistance: Wisdom.

Description: The caster lays a field of heavy gloom across the ground. Within it, shadows seem to gather around ankles, weapons, faces, and exits. A Subject that enters the area, begins movement there, or is caught in it when the spell is cast must resist with Wisdom against the caster's successful spell roll. On a failed resistance, the Subject becomes **Frightened**. The Subject suffers –2 to all rolls while the source is present and cannot willingly move closer to the source.

On a successful resistance, the Subject is not **Frightened**, but the Gloom Field still imposes hesitation. Until the end of the next Combat Round, the Subject suffers –1 to attack rolls and cannot willingly move closer to the caster unless it succeeds on a Wisdom Challenge vs 6.

2 Levels of Size Empower: The spell becomes Spell Level 11, Challenge **6d6**. Shape becomes Medium Square, 6 × 6 Hex grid (20′ × 20′).
4 Levels of Size Empower: The spell becomes Spell Level 13, Challenge **7d6**. Shape becomes Large Square, 12 × 12 Hex grid (40′ × 40′).
7 Levels of Size Empower: The spell becomes Spell Level 16, Challenge **8d6+1**. Shape becomes Huge Square, 24 × 24 Hex grid (80′ × 80′).

Shadowbind

School/Mystery: Illusion/Shadow Magic.
Components: Verbal, Somatic.
Spell Level: 10+.
Challenge: **5d6+1**.
Casting Time: 5 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 minute.
Resistance: Wisdom.

Description: The caster causes the Subject's shadow to thicken, stiffen, and clutch at its body. On a failed Wisdom resistance, the Subject becomes **Shadowbound**. A **Shadowbound** Subject cannot move, attacks against it gain +1, and it suffers –2 to attack rolls and defence until freed.

On a successful resistance, the Subject is not fully **Shadowbound**, but its shadow drags against it. Until the end of the next Combat Round, the Subject's movement is reduced by 1 and it suffers –1 to Dodge.

The binding is quasi-real. Bright light, Abjuration, Dispelling, or effects that break magical bindings may help end it at the GM's discretion.

1 Level of Shape Empower: The spell becomes Spell Level 11, Challenge **6d6**. Shape becomes Small Square, 3 × 3 Hex grid (10' × 10'), creating grasping shadows across an area.

Hungry Shadows

School/Mystery: Illusion/Shadow Magic.
Components: Verbal, Somatic.
Spell Level: 11+.
Challenge: **6d6**.
Casting Time: 5 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Medium Square, 6 × 6 Hex grid (20' × 20').
Duration: 1 Combat Round.
Resistance: Wisdom.

Description: The ground erupts with shadow forms, grasping hands, black mouths, and half-real claws. Each Subject in the area when the spell is cast, or that enters or begins movement in the area, must resist with Wisdom against the caster's successful spell roll. On a failed resistance, the Subject becomes **Shadowbound**. A **Shadowbound** Subject cannot move, attacks against it gain +1, and it suffers –2 to attack rolls and defence until freed.

On a successful resistance, the Subject is not **Shadowbound**, but the hungry forms still clutch at it. Until the end of the next Combat Round, its movement is halved and it suffers –1 to attack rolls.

2 Levels of Size Empower: The spell becomes Spell Level 13, Challenge **7d6**. Shape becomes Large Square, 12 × 12 Hex grid (40' × 40').
5 Levels of Size Empower: The spell becomes Spell Level 16, Challenge **8d6+1**. Shape becomes Huge Square, 24 × 24 Hex grid (80' × 80').

Black Dream

School/Mystery: Illusion/Shadow Magic.
Components: Verbal, Somatic.
Spell Level: 14+.
Challenge: **7d6+1**.
Casting Time: 7 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Large Sphere, 12 Hex diameter (40' sphere).
Duration: 1 minute.
Resistance: Wisdom.

Description: The caster manifests a sphere of oppressive unreality at a chosen point. Living light seems to dim, breath feels stolen, and every thought bends toward misfortune. A Subject in the sphere when the spell is cast, or that enters or begins movement in the sphere, must resist with Wisdom against the caster's successful spell roll. On a failed resistance, the Subject becomes **Cursed** as a Persistent effect. **Cursed** halves healing received and imposes –1 to all Skill rolls until purified, sanctified, dispelled, or otherwise removed.

A cursed Subject inside the sphere also suffers **1d6–3 Negative damage, minimum 1**, at the end of each Combat Round while the spell lasts. On a successful resistance, the Subject is not **Cursed**, but if it remains inside the sphere it still suffers 1 Negative damage at the end of the Combat Round.

3 Levels of Size Empower: The spell becomes Spell Level 17, Challenge **9d6**. Shape becomes Huge Sphere, 24 Hex diameter (80' sphere).
Shadow Damage Empower: Every 1 Level of Empower adds **+1d6–3 recurring Negative damage, minimum 1**, and increases the spell's final Spell Level by 2. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Umbral Passage

School/Mystery: Illusion/Shadow Magic.
Components: Verbal, Somatic.
Spell Level: 17+.
Challenge: **9d6**.
Casting Time: 8 segments.
Range: Contact.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: None on a willing Subject; Wisdom if forced upon an unwilling Subject.

Description: The caster pulls the Subject partly into the shadowed layer beneath the visible world. A willing Subject, or an unwilling Subject that fails Wisdom resistance, becomes **Phased**. The Subject becomes out of phase with the material world and ignores terrain effects and mundane contact, but cannot interact with the physical world for the duration.

While **Phased**, the Subject may move through ordinary terrain, mundane obstacles, and occupied spaces, but may not attack, manipulate objects, cast spells requiring physical contact with the material world, carry another creature into phase, or end the spell inside solid matter. If the spell would end while the Subject occupies an unsafe space, the Subject is pushed to the nearest open space and suffers 2d6 damage from violent re-entry.

On a successful resistance by an unwilling Subject, the Subject does not become **Phased**, but flickers with shadow until the end of the next Combat Round. During that time, ordinary movement through rough terrain is not slowed, but the Subject suffers –2 to physical interaction rolls.

Eclipse of the Self

School/Mystery: Illusion/Shadow Magic.
Components: Verbal, Somatic.
Spell Level: 19+.
Challenge: **10d6**.
Casting Time: 9 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: Wisdom.

Description: The caster calls a deep shadow over the Subject's identity, presence, and certainty of being. On a failed Wisdom resistance, the Subject becomes almost absent from the world for the duration. It cannot be clearly targeted by sight, sound, scent, memory, or ordinary magical perception; attacks and hostile spells against it suffer –6 unless the attacker has a Godlike means of perception or has physically fixed the Subject's location.

The Subject also suffers the burden of its own eclipse. It suffers –3 to attack rolls, spell targeting, Convince, Command, and any action requiring others to recognise, hear, understand, or respond to it.

On a successful resistance, the Subject is not eclipsed, but its presence still falters. Until the end of the next Combat Round, attacks and hostile spells against it suffer –2, and it suffers –2 to social rolls and spell targeting.

Eclipse of the Self does not make the Subject incorporeal. It does not allow passage through walls, escape from bonds, or immunity from area effects.

TRANSMUTATION

AUGMENT

Augment spells improve, harden, quicken, sharpen, or reinforce a living Subject. They most often affect Strength, Dexterity, Constitution, movement, perception, or bodily durability.

Giant's Strength

School/Mystery: Transmutation/Augment.
Components: Somatic.
Spell Level: 2+.
Challenge: **1d6+1**.
Casting Time: 1 segment.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.

Description: The caster floods the Subject's body with transmuted might. The Subject's Strength increases by **1d6** for the duration. If this raises the Subject's Strength above a Skill based on Strength, that Skill also rises as described in the Augment rules.

2 Levels of Empower: The spell becomes Spell Level 4, Challenge **2d6+1**. Strength increase becomes **1d6+2**.
4 Levels of Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. Strength increase becomes **2d6**.

6 Levels of Empower: The spell becomes Spell Level 8, Challenge **4d6+1**. Strength increase becomes **3d6**.
8 Levels of Empower: The spell becomes Spell Level 10, Challenge **5d6+1**. Strength increase becomes **3d6+2**.
10 Levels of Empower: The spell becomes Spell Level 12, Challenge **6d6+1**. Strength increase becomes **4d6**.

Cat's Grace

School/Mystery: Transmutation/Augment.
Components: Somatic.
Spell Level: 2+.
Challenge: **1d6+1**.
Casting Time: 1 segment.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.

Description: The caster refines the Subject's motion into something unnaturally nimble and precise. The Subject's Dexterity increases by **1d6** for the duration. If this raises the Subject's Dexterity above a Skill based on Dexterity, that Skill also rises as described in the Augment rules.

2 Levels of Empower: The spell becomes Spell Level 4, Challenge **2d6+1**. Dexterity increase becomes **1d6+2**.
4 Levels of Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. Dexterity increase becomes **2d6**.
6 Levels of Empower: The spell becomes Spell Level 8, Challenge **4d6+1**. Dexterity increase becomes **3d6**.
8 Levels of Empower: The spell becomes Spell Level 10, Challenge **5d6+1**. Dexterity increase becomes **3d6+2**.
10 Levels of Empower: The spell becomes Spell Level 12, Challenge **6d6+1**. Dexterity increase becomes **4d6**.

Bear's Endurance

School/Mystery: Transmutation/Augment.
Components: Somatic.
Spell Level: 2+.
Challenge: **1d6+1**.
Casting Time: 1 segment.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.

Description: The caster makes the Subject's body denser, steadier, and more resilient. The Subject's Constitution increases by **1d6** for the duration. If this raises the Subject's Constitution above a Skill based on Constitution, that Skill also rises as described in the Augment rules.

2 Levels of Empower: The spell becomes Spell Level 4, Challenge **2d6+1**. Constitution increase becomes **1d6+2**.
4 Levels of Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. Constitution increase becomes **2d6**.
6 Levels of Empower: The spell becomes Spell Level 8, Challenge **4d6+1**. Constitution increase becomes **3d6**.
8 Levels of Empower: The spell becomes Spell Level 10, Challenge **5d6+1**. Constitution increase becomes **3d6+2**.
10 Levels of Empower: The spell becomes Spell Level 12, Challenge **6d6+1**. Constitution increase becomes **4d6**.

Guarding Flesh

School/Mystery: Transmutation/Augment.
Components: Somatic.
Spell Level: 2+.
Challenge: **1d6+1**.
Casting Time: 1 segment.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.

Description: The caster tightens the Subject's skin, muscle, bone, and reflexive bracing without changing its outward form. The Subject gains **Guarded – Physical**. **Guarded – Physical** reduces physical damage taken by 2 for the duration.

4 Levels of Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. The Subject gains **Resistant – Physical** instead. **Resistant – Physical** reduces physical damage taken by 4.
8 Levels of Empower: The spell becomes Spell Level 10, Challenge **5d6+1**. The Subject gains **Warded – Physical** instead. **Warded – Physical** reduces physical damage taken by 6.

Watchful Eyes

School/Mystery: Transmutation/Augment.
Components: Somatic.
Spell Level: 2+.
Challenge: **1d6+1**.

Casting Time: 1 segment.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.

Description: The caster sharpens the Subject's eyes, ears, skin-sense, balance, and small instinctive reactions. The Subject gains **Watchful**. **Watchful** grants +1 to Spot rolls for the duration.

4 Levels of Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. The Subject gains **Heightened Senses** instead. **Heightened Senses** grants +2 to Spot and Search rolls and reduces light, distance, or muffled-sound penalties by 1.

Alert Nerves

School/Mystery: Transmutation/Augment.
Components: Somatic.
Spell Level: 4+.
Challenge: **2d6+1**.
Casting Time: 2 segments.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.

Description: The caster tunes the Subject's nerves for immediate reaction. The Subject gains **Alert**. **Alert** applies –1 to Initiative rolls for the duration.

Hastened Step

School/Mystery: Transmutation/Augment.
Components: Somatic.
Spell Level: 4+.
Challenge: **2d6+1**.
Casting Time: 2 segments.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.

Description: The caster quickens the Subject's stride, heartbeat, reflexes, and balance. The Subject gains **Hastened**. **Hastened** doubles the Subject's movement, grants -2 to Initiative, and grants +1 to movement-related rolls for the duration.

Resistant Flesh

School/Mystery: Transmutation/Augment.
Components: Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.

Description: The caster hardens the Subject's flesh, bones, joints, and posture into a dense defensive state. The Subject gains **Resistant – Physical**. **Resistant – Physical** reduces physical damage taken by 4 for the duration.

4 Levels of Empower: The spell becomes Spell Level 10, Challenge **5d6+1**. The Subject gains **Warded – Physical** instead. **Warded – Physical** reduces physical damage taken by 6.

Fortify Stance

School/Mystery: Transmutation/Augment.
Components: Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.

Description: The caster strengthens the Subject's joints, stance, centre of gravity, and muscular resistance to displacement. The Subject gains **Fortified**. **Fortified** grants +2 to resist being **Hindered**, **Rooted**, **Restrained**, knocked **Prone**, or forcibly moved for the duration.

Heightened Senses

School/Mystery: Transmutation/Augment.
Components: Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.

Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.

Description: The caster heightens the Subject's sight, hearing, scent, balance, and tactile attention. The Subject gains **Heightened Senses**. **Heightened Senses** grants +2 to Spot and Search rolls and reduces light, distance, or muffled-sound penalties by 1 for the duration.

Steadfast Heart

School/Mystery: Transmutation/Augment.
Components: Somatic.
Spell Level: 8+.
Challenge: **4d6+1**.
Casting Time: 4 segments.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.

Description: The caster reinforces the Subject's heart, breath, gut, and bodily response to supernatural dread and corruption. The Subject gains **Steadfast**. **Steadfast** grants +2 to resist fear, charm, curse, necrotic, and undeath effects for the duration.

Battle Rage

School/Mystery: Transmutation/Augment.
Components: Somatic.
Spell Level: 8+.
Challenge: **4d6+1**.
Casting Time: 4 segments.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Wisdom on an unwilling Subject.

Description: The caster drives the Subject's muscles, blood, and battle-instinct into a controlled combat surge. The Subject gains **Rage**. **Rage** grants +2 to melee combat attack and damage rolls for the duration.

This is an Augment, not an Enchantment. It does not dominate the Subject, compel obedience, or force the Subject to attack a chosen target. If imposed on an unwilling Subject, it is resisted with Wisdom because it pushes the Subject toward an altered battle-state.

Warded Flesh

School/Mystery: Transmutation/Augment.
Components: Somatic.
Spell Level: 10+.
Challenge: **5d6+1**.
Casting Time: 5 segments.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.

Description: The caster raises the Subject's bodily durability to a powerful magical state. The Subject gains **Warded – Physical**. **Warded – Physical** reduces physical damage taken by 6 for the duration.

Ascended Flesh

School/Mystery: Transmutation/Augment.
Components: Somatic.
Spell Level: 14+.
Challenge: **7d6+1**.
Casting Time: 7 segments.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.

Description: The caster elevates the Subject's body into a perfected magical state. The Subject gains **Ascended Flesh**. **Ascended Flesh** allows the Subject to ignore mundane disease, poison, and fatigue, and grants one level in Strength, Dexterity, and Constitution for the duration.

This spell does not change the Subject's species, size, identity, equipment, memories, or ordinary creature type. It perfects the existing body rather than replacing it.

Apotheosis

School/Mystery: Transmutation/Augment.
Components: Somatic.
Spell Level: 20.
Challenge: **10d6+1**.
Casting Time: 10 segments.

Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.

Description: The caster drives Augment to its highest expression, briefly lifting the Subject into an elevated perfected higher state of being. The Subject gains **Apotheosis**. **Apotheosis** makes the Subject an elevated perfected higher state of being for the duration.

While under **Apotheosis**, the Subject retains its own identity, will, memories, and equipment use, but its body operates at a supernatural level of coherence, strength, precision, endurance, resistance, and self-command. This is not immortality, divinity, undeath, or a permanent transformation. It is a Godlike Augment effect and ends when the spell ends.

TRANSMUTE MATTER

Transmute Matter spells alter the condition, durability, rigidity, softness, density, or mineral state of physical substance. They may affect terrain, objects, armour, barriers, or living bodies, depending on the spell.

Create Potion

School/Mystery: Transmutation/Transmute Matter.
Components: Somatic, Material, consumed.
Spell Level: Stored effect's final Spell Level +2.
Challenge: By final Spell Level.
Casting Time: Special Ritual, 1 day per final Spell Level of the stored effect.
Range: Contact.
Shape: Single Target Object.
Duration: Until used or destroyed.
Resistance: None to create the potion; the stored effect uses its normal Resistance when released.

Description: The caster transmutes a prepared liquid, oil, salve, powder, resin, dust, draught, vial, clay bomb, incense, or similar material vessel into a single-use magical carrier. The carrier may be made to release its stored effect when drunk, poured, smeared, anointed, inhaled, burned, broken, or thrown, depending on the form chosen when the potion is created.

The caster may store only an effect drawn from a School and Mystery the caster can access. The caster must know, prepare, or be able to cast the stored effect according to the normal rules for that Magic Access type. **Create Potion** does not grant access to a Mystery, School, condition, damage type, healing effect, summoning effect, or spell form that the caster could not otherwise use.

A standard potion, oil, salve, or bomb created by this spell weighs **2 pounds** and takes **1 Item Slot**. This represents the vessel, stabilising medium, magical reagent, binding fluid, wax, clay, stopper, wrap, or other matter needed to carry the stored power safely. The potion is large enough to handle in combat, pack securely, label, and identify.

The potion may be created in one of four common forms.

A **Draught** is drunk and affects the drinker.

A **Salve** is rubbed into a creature, wound, object, armour, weapon, or surface. An **Oil** is poured over an object, weapon, armour, shield, doorway, lock, threshold, or creature.

A **Bomb** is sealed in a breakable vessel and thrown; it requires a successful to-hit roll using **Aimed Weapon Use** if thrown at a creature or specific grid point under combat pressure, and the stored effect resolves from the point of impact. Its effective thrown range is **Very Short to Short, 1–10 hexes / 3–30 feet**.

When the potion is used, the stored effect is resolved as though the original caster had cast it at the time the potion was made. The potion uses the caster's successful **Create Potion** roll as the stored spell roll. If the stored effect allows Resistance, the affected Subject resists against that stored roll when the potion takes effect. If the stored effect requires a delivery roll, such as a thrown bomb or an offensive oil, the user must still make the appropriate delivery roll.

The potion is single-use. Once drunk, poured, smeared, burned, broken, inhaled, or otherwise triggered, it is consumed. If the potion is spoiled, broken without proper use, dispelled, mixed with another potion, or kept beyond its stable duration, it loses its magic.

The final Spell Level of **Create Potion** equals the stored effect's final Spell Level +2. The +2 surcharge represents stabilising active magic inside matter rather than releasing it immediately through ordinary spellcasting. The caster must provide any components required by the stored effect, plus a suitable vessel and consumed material reagent.

If the **Create Potion** roll fails, the potion is inert and the Material component is lost. On a Critical Failure, the GM may apply a mishap appropriate to the stored Mystery, such as an unstable bomb, spoiled healing, bitter poison, smoke leakage, cracked vessel, wrong target effect, reduced duration, or a minor burst of the stored power.

Stored Effect Level	*Typical Reagent Cost*
1–2	25 gp
3–4	75 gp
5–6	150 gp
7–8	300 gp
9–10	600 gp
11–12	1,200 gp
13+	Rare or quest-gated reagents

Potion Size Empower: A normal potion weighs **2 pounds** and takes **1 Item Slot**. **1 Level of Empower** creates a compact potion weighing **1 pound** that still takes **1 Item Slot**, but may be concealed more easily. **2 Levels of Empower** creates a small vial, ampoule, capsule, or concentrated oil weighing **½ pound** and taking **½ Item Slot**, or 2 such potions per Item Slot. **4 Levels of Empower** creates a minute phial, bead, pellet, charm-vial, or alchemical wafer weighing negligible weight and taking **¼ Item Slot**, or 4 such potions per Item Slot. The potion's effect is unchanged; only its physical burden, concealability, and portability are improved.

Soften Ground

School/Mystery: Transmutation/Transmute Matter.
Components: Somatic.
Spell Level: 4+.
Challenge: **2d6+1**.
Casting Time: 2 segments.
Range: Contact.
Shape: Small Square, 3 × 3 Hex grid.
Duration: 1 minute.
Resistance: None for unattended ground; Resilience if the spell is forced directly against a creature through the terrain.

Description: The caster touches the ground and softens a patch of earth, clay, packed soil, loose stone, sand, mud, floor-mortar, or similar terrain into a dragging, unstable surface. A Subject that enters the area, begins movement there, or is forced through it becomes **Hindered** while it remains in the affected ground. **Hindered** reduces movement by 1.

The altered ground is not a pit and does not automatically trap a creature. It is sucking, loose, softened, uneven, or treacherous matter that pulls at footing and slows ordinary movement.

6 Levels of Empower: The spell becomes Spell Level 10, Challenge **5d6+1**. A Subject that fails Resilience when caught in the altered ground becomes **Buried** instead. **Buried** means the Subject's movement becomes 0, line of sight is obstructed, and physical actions suffer –2 until freed.

2 Levels of Size Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. Shape becomes Medium Square, 6 × 6 Hex grid.
4 Levels of Size Empower: The spell becomes Spell Level 8, Challenge **4d6+1**. Shape becomes Large Square, 12 × 12 Hex grid.
7 Levels of Size Empower: The spell becomes Spell Level 11, Challenge **6d6**. Shape becomes Huge Square, 24 × 24 Hex grid.

Harden Matter

School/Mystery: Transmutation/Transmute Matter.
Components: Somatic.
Spell Level: 4+.
Challenge: **2d6+1**.
Casting Time: 2 segments.
Range: Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None for unattended matter; Resilience if the object is worn, held, carried, or actively defended.

Description: The caster drives rigidity and internal strength through one touched object or section of material. The object becomes **Hardened** for the duration. **Hardened** (**P2 S2 B2** physical protection, suffers **–2 to Dexterity-based rolls)**.

This spell may be used on a door, shield, armour plate, chest, barricade, wagon wheel, lock casing, bridge plank, wall section, or other discrete object or localised section of structure. It does not make the item magical, immune, or unbreakable. It merely improves its physical endurance.

Corrode Armour

School/Mystery: Transmutation/Transmute Matter.
Components: Somatic.
Spell Level: 4+.
Challenge: **2d6+1**.
Casting Time: 2 segments.
Range: Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None for unattended matter; Resilience if the armour, shield, or object is worn, held, carried, or actively defended.

Description: The caster touches armour, a shield, a weapon, a lock, a hinge, a fastening, or another piece of worked material and causes its structure to weaken, pit, crack, green, rust, powder, soften, or flake away. On a failed resistance, the object becomes **Corroded**. **Corroded** means armour or worn protection is reduced by 1 for each Combat Round exposed.

Protection lost through **Corroded** is a **Persistent** effect. It remains after the spell ends and lasts until the object is repaired, restored, replaced, or otherwise made whole. The spell does not need to be acid; it may manifest as rust, rot, fatigue, crystal-fissuring, salt-bloom, metal fatigue, timber rot, leather hardening, or magical structural decay according to the material affected.

4 Levels of Empower: The spell becomes Spell Level 8, Challenge **4d6+1**. The first Protection reduction occurs immediately when the spell takes effect, then again at the end of each Combat Round while the spell lasts.

Grounding Touch

School/Mystery: Transmutation/Transmute Matter.
Components: Somatic.
Spell Level: 4+.
Challenge: **2d6+1**.
Casting Time: 2 segments.
Range: Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: Resilience.

Description: The caster touches the Subject and turns its contact with the ground, air, armour, boots, bones, or carried matter into a binding weight. On a failed Resilience resistance, the Subject becomes **Grounded** Subject cannot fly or leap and suffers –2 to resist shove, knockdown, or forced movement).

A flying Subject affected by this spell descends or falls according to the circumstances and the GM's ruling. The spell does not paralyse the Subject, but it prevents levitation, flight, phasing movement, magical repositioning, and similar movement benefits while the grounding remains in effect.

4 Levels of Empower: The spell becomes Spell Level 8, Challenge **4d6+1**. The Subject becomes **Buried** instead if the spell is cast while the Subject stands on earth, stone, packed ground, clay, mud, sand, rubble, or worked floor. **Buried** means the Subject's movement becomes 0, line of sight is obstructed, and physical actions suffer –2 until freed.

Calcifying Grasp

School/Mystery: Transmutation/Transmute Matter.
Components: Somatic.
Spell Level: 4+.
Challenge: **2d6+1**.
Casting Time: 2 segments.
Range: Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: Resilience.

Description: The caster touches the Subject and begins turning joints, skin, tendons, flesh, or worn matter toward chalk, lime, shell, crystal, bone, or stony stiffness. On a failed Resilience resistance, the Subject becomes **Calcifying**. **Calcifying** means movement is halved and the Subject suffers –1 to Dexterity-based rolls for the duration.

This is a bodily or gear-bound transmutation. It does not fully petrify the Subject, and it does not prevent speech, thought, spellcasting, or ordinary action unless the penalties make those actions fail.

13 Levels of Empower: The spell becomes Spell Level 17, Challenge **9d6**. The Subject becomes **Petrified** as a **Persistent** effect instead. **Petrified** means the Subject is transformed into inert mineral and cannot move or act. The condition remains until reversed by suitable magic, restoration, divine intervention, or another effect capable of ending petrification.

Brittle Matter

School/Mystery: Transmutation/Transmute Matter.
Components: Somatic.
Spell Level: 8+.
Challenge: **4d6+1**.

Casting Time: 4 segments.
Range: Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None for unattended matter; Resilience if the object is worn, held, carried, or actively defended.

Description: The caster touches a piece of non-living material and changes its internal structure so that it rings, cracks, splinters, or shatters under impact. The object becomes **Brittle** for the duration. **Brittle** means the Subject takes +3 damage from bludgeoning damage.

This spell is especially effective against doors, stonework, shields, hafts, armour plates, locks, pillars, brittle crystal, masonry, bone, pottery, and siege-damaged structures. If the GM allows the spell to affect a creature whose body is partly stone, crystal, bone, construct-material, or heavily armoured natural plating, the creature resists with Resilience.

5 Levels of Empower: The spell becomes Spell Level 13, Challenge **7d6**. Against unattended non-living material, the caster may instead impose **Fragmented** as a **Persistent** effect. **Fragmented** reduces non-living material to 0 Durability. If the object is held, worn, carried, magically reinforced, or structurally important, it may resist or require the caster's successful spell roll to exceed the GM's assigned Durability Challenge.

Stone to Mud

School/Mystery: Transmutation/Transmute Matter.
Components: Somatic.
Spell Level: 8+.
Challenge: **4d6+1**.
Casting Time: 4 segments.
Range: Contact.
Shape: Small Square, 3 × 3 Hex grid.
Duration: 1 minute.
Resistance: None for unattended matter; Resilience if a creature is trapped or directly affected by the altered material.

Description: The caster turns stone, packed clay, brick, worked floor, hard earth, mortar, or similar mineral ground into thick mud, slurry, gravel, sludge, softened clay, or loosened rubble. The altered area becomes difficult and unstable. A Subject that enters, begins movement there, or is forced through the area becomes **Hindered** while it remains in the transmuted matter. **Hindered** reduces movement by 1.

If the spell is cast beneath a Subject standing on suitable ground, that Subject may resist with Resilience. On a failed resistance, the Subject sinks, stumbles, or is dragged partly down into the altered matter.

2 Levels of Empower: The spell becomes Spell Level 10, Challenge **5d6+1**. A Subject that fails Resilience becomes **Buried** instead. **Buried** means movement becomes 0, line of sight is obstructed, and physical actions suffer –2 until freed.

2 Levels of Size Empower: The spell becomes Spell Level 10, Challenge **5d6+1**. Shape becomes Medium Square, 6 × 6 Hex grid.
4 Levels of Size Empower: The spell becomes Spell Level 12, Challenge **6d6+1**. Shape becomes Large Square, 12 × 12 Hex grid.
7 Levels of Size Empower: The spell becomes Spell Level 15, Challenge **8d6**. Shape becomes Huge Square, 24 × 24 Hex grid.

Mud to Stone

School/Mystery: Transmutation/Transmute Matter.
Components: Somatic.
Spell Level: 8+.
Challenge: **4d6+1**.
Casting Time: 4 segments.
Range: Contact.
Shape: Small Square, 3 × 3 Hex grid.
Duration: 1 minute.
Resistance: None for unattended matter; Resilience if a creature is caught in the hardening matter.

Description: The caster turns mud, wet clay, sludge, slurry, soft earth, loose sand, or unstable ground into hard-packed stone, claystone, fired-earth, mineral crust, or rigid hardened matter. The altered area becomes firm, weight-bearing, and difficult to dig through while the spell lasts.

A Subject caught in the matter as it hardens must resist with Resilience. On a failed resistance, the Subject becomes **Grounded** (Subject cannot fly or leap and suffers –2 to resist shove, knockdown, or forced movement).

4 Levels of Empower: The spell becomes Spell Level 12, Challenge **6d6+1**. A Subject that fails Resilience becomes

Buried instead. **Buried** means movement becomes 0, line of sight is obstructed, and physical actions suffer –2 until freed.

2 Levels of Size Empower: The spell becomes Spell Level 10, Challenge **5d6+1**. Shape becomes Medium Square, 6 × 6 Hex grid.
4 Levels of Size Empower: The spell becomes Spell Level 12, Challenge **6d6+1**. Shape becomes Large Square, 12 × 12 Hex grid.
7 Levels of Size Empower: The spell becomes Spell Level 15, Challenge **8d6**. Shape becomes Huge Square, 24 × 24 Hex grid.

Burrowing Earth

School/Mystery: Transmutation/Transmute Matter.
Components: Somatic.
Spell Level: 10+.
Challenge: **5d6+1**.
Casting Time: 5 segments.
Range: Contact.
Shape: Small Square, 3 × 3 Hex grid.
Duration: 1 minute.
Resistance: Resilience.

Description: The caster turns the ground beneath the Subject into a moving mass of sinking soil, squeezing clay, sliding stone, loose rubble, sucking sand, or gripping mineral matter. A Subject caught in the area must resist with Resilience. On a failed resistance, the Subject becomes **Buried**. **Buried** means movement becomes 0, line of sight is obstructed, and physical actions suffer –2 until freed.

The burial is a physical consequence of altered terrain. A buried Subject may be dug out, pulled free, broken loose by Athletics, released by ending the spell where appropriate, or freed by magic able to move, soften, dispel, or reshape the surrounding matter.

2 Levels of Size Empower: The spell becomes Spell Level 12, Challenge **6d6+1**. Shape becomes Medium Square, 6 × 6 Hex grid.
4 Levels of Size Empower: The spell becomes Spell Level 14, Challenge **7d6+1**. Shape becomes Large Square, 12 × 12 Hex grid.
7 Levels of Size Empower: The spell becomes Spell Level 17, Challenge **9d6**. Shape becomes Huge Square, 24 × 24 Hex grid.

Crystal Weakness

School/Mystery: Transmutation/Transmute Matter.
Components: Somatic.
Spell Level: 11+.
Challenge: **6d6**.
Casting Time: 5 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Ray.
Duration: 1 minute.
Resistance: None for unattended matter; Resilience if the object is worn, held, carried, or actively defended.

Description: The caster points toward one object, armour piece, shield, weapon, door, lock, stone section, or construct-like material body and sends a thin transmuting ray through it. The spell requires a successful to-hit roll using **Aimed Weapon Use** if the target is held, worn, carried, moving, or otherwise difficult to strike. On a successful hit, the material becomes **Brittle**. **Brittle** means the Subject takes +3 damage from bludgeoning damage for the duration.

This spell does not directly destroy the target. It prepares matter to fail under impact. The next hammer blow, fall, crushing strike, maul hit, cave-in, ram, or other bludgeoning force becomes much more dangerous.

2 Levels of Empower: The spell becomes Spell Level 13, Challenge **7d6**. If the target is unattended non-living material, the caster may instead impose **Fragmented** as a **Persistent** effect. **Fragmented** reduces non-living material to 0 Durability.

Fragment Matter

School/Mystery: Transmutation/Transmute Matter.
Components: Somatic.
Spell Level: 13+.
Challenge: **7d6**.
Casting Time: 6 segments.
Range: Contact.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: None for unattended non-living material; Resilience if the object is worn, held, carried, actively defended, or magically reinforced.

Description: The caster touches non-living material and causes its internal structure to fail. The target becomes **Fragmented** as a **Persistent** effect. **Fragmented** means non-living material is destroyed to 0 Durability.

The target collapses, crumbles, splits, powders, shatters, rots through, flakes apart, delaminates, or otherwise loses structural integrity according to its nature. The spell may affect a lock, bar, chain, door, shield, weapon, bridge plank, stone block, armour piece, tool, or similar discrete object. The GM may require a larger object, wall, bridge, gate, pillar, or structure to be treated as several sections rather than a single target.

Fragment Matter cannot directly destroy a living creature. Against constructs, animated objects, golems, or other creatures made of worked matter, the GM should either allow Resilience resistance or treat the spell as damaging or disabling only one structural section.

2 Levels of Size Empower: The spell becomes Spell Level 15, Challenge **8d6**. Shape becomes Small Square, 3 × 3 Hex grid, affecting unattended non-living material within the area by section.

Petrify

School/Mystery: Transmutation/Transmute Matter.
Components: Somatic.
Spell Level: 17+.
Challenge: **9d6**.
Casting Time: 8 segments.
Range: Contact.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: Resilience.

Description: The caster touches a living Subject and drives the body into inert mineral stillness. On a failed Resilience resistance, the Subject becomes **Petrified** as a **Persistent** effect. **Petrified** means the Subject is transformed into inert mineral and cannot move or act.

A **Petrified** Subject cannot speak, breathe in any ordinary way, move, attack, cast spells, use equipment, or take physical actions. The Subject's exact awareness should follow the condition rules or the GM's ruling for petrification in the campaign. The body becomes stone, crystal, salt, calcified bone, mineral glass, or another inert mineral form chosen when the spell is cast.

This spell does not kill the Subject by itself. The transformation remains until reversed by suitable magic, divine intervention, rare treatment, or another effect capable of ending petrification.

2 Levels of Empower: The spell becomes Spell Level 19, Challenge **10d6**. The caster may affect a Subject at Very Short Range, 1–3 hexes / 3–9 feet, rather than Contact, provided the caster has clear line of effect and succeeds on a ranged touch attack using **Aimed Weapon Use**.

TEMPORAL SHIFT

Temporal Shift spells alter the rate, rhythm, sequence, or temporal placement of a Subject. Some accelerate the body, while others delay action, distort sequence, or move the Subject partially out of phase with the present world.

Lost Beat

School/Mystery: Transmutation/Temporal Shift.
Components: Somatic.
Spell Level: 3+.
Challenge: **2d6**.
Casting Time: 1 segment.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: Wisdom.

Description: The caster catches the Subject in a slight skip of timing, causing thought, motion, and response to fall a fraction behind the present. On a failed resistance, the Subject becomes **Distracted (-1 to Spot, +1 to Initiative**.) until the end of the Combat Round.

Haste

School/Mystery: Transmutation/Temporal Shift.
Components: Somatic.
Spell Level: 4+.
Challenge: **2d6+1**.
Casting Time: 2 segments.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Wisdom on an unwilling Subject.

Description: The caster pulls the Subject fractionally ahead of ordinary time. The Subject becomes **Hastened** (movement is doubled, -2 Initiative, and +1 to movement-related rolls) for the duration.

2 Levels of Size Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. Shape becomes Small Sphere, 3 Hex

diameter (10′ sphere).
4 Levels of Size Empower: The spell becomes Spell Level 8, Challenge **4d6+1**. Shape becomes Medium Sphere, 6 Hex diameter (20′ sphere).
6 Levels of Size Empower: The spell becomes Spell Level 10, Challenge **5d6+1**. Shape becomes Large Sphere, 12 Hex diameter (40′ sphere).
10 Levels of Size Empower: The spell becomes Spell Level 14, Challenge **7d6+1**. Shape becomes Huge Sphere, 24 Hex diameter (80′ sphere).

Temporal Jolt

School/Mystery: Transmutation/Temporal Shift.
Components: Somatic.
Spell Level: 5+.
Challenge: **3d6**.
Casting Time: 2 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: Wisdom.

Description: The caster jars the Subject out of its expected place in the immediate flow of action. On a failed resistance, the Subject becomes **Jolted** (+3 to Initiative rolls; –1 to Strength- and Dexterity-based Skill rolls) until the end of the Combat Round.

Disorienting Loop

School/Mystery: Transmutation/Temporal Shift.
Components: Somatic.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 minute.
Resistance: Wisdom.

Description: The caster causes the Subject to experience the immediate present out of proper order. On a failed resistance, the Subject becomes **Disoriented** (cannot postpone combat actions, suffers –1 to Athletics Skill rolls, and cannot gain bonuses from flanking, formation, or coordinated movement) for the duration.

Staggering Moment

School/Mystery: Transmutation/Temporal Shift.
Components: Somatic.
Spell Level: 7+.
Challenge: **4d6**.
Casting Time: 3 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: Wisdom.

Description: The caster forces the Subject's body and intention out of temporal alignment. On a failed resistance, the Subject becomes **Staggered** (–3 to Physical Skill rolls and movement reduced to 1 square) until the end of the Combat Round.

Slow

School/Mystery: Transmutation/Temporal Shift.
Components: Somatic.
Spell Level: 8+.
Challenge: **4d6+1**.
Casting Time: 4 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 minute.
Resistance: Wisdom.

Description: The caster burdens the Subject with temporal heaviness. On a failed resistance, the Subject becomes **Slowed** (movement is halved, Initiative suffers +2, cannot benefit from Sprint effects, and cancels **Hastened**) for the duration.

Foreseen Motion

School/Mystery: Transmutation/Temporal Shift.
Components: Somatic.
Spell Level: 8+.
Challenge: **4d6+1**.
Casting Time: 4 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 minute.
Resistance: Wisdom.

Description: The caster drags the Subject's next intended actions slightly forward into knowable sequence. On a failed resistance, the Subject becomes **Foretold**. The source's attacks or defence rolls made directly against the Subject gain +2 for the duration.

This does not reveal the Subject's thoughts, memories, or secret plans. It makes the Subject's immediate timing, movement, posture, and attack sequence painfully predictable to the source.

Freeze in Time

School/Mystery: Transmutation/Temporal Shift.
Components: Somatic.
Spell Level: 9+.
Challenge: **5d6**.
Casting Time: 4 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: Wisdom.

Description: The caster arrests the Subject's immediate temporal momentum almost entirely. On a failed resistance, the Subject becomes **Frozen** (cannot physically move, including speech) until the end of the Combat Round.

1 Level of Duration Empower: The spell becomes Spell Level 10, Challenge **5d6+1**. Duration becomes 1 minute.
3 Levels of Duration Empower: The spell becomes Spell Level 12, Challenge **6d6+1**. Duration becomes 10 minutes.
5 Levels of Duration Empower: The spell becomes Spell Level 14, Challenge **7d6+1**. Duration becomes 1 hour.

Weight of Ages

School/Mystery: Transmutation/Temporal Shift.
Components: Somatic.
Spell Level: 10+.
Challenge: **5d6+1**.
Casting Time: 5 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 minute.
Resistance: Wisdom.

Description: The caster loads the Subject with a crushing temporal drag, as though every movement must force its way through thick age and delay. On a failed resistance, the Subject becomes **Weighted** (movement reduced to 1 square; cannot charge, sprint, fly, or jump; –2 to Dexterity-based rolls) for the duration.

Moment of Correction

School/Mystery: Transmutation/Temporal Shift.
Components: Somatic.
Spell Level: 11+.
Challenge: **6d6**.
Casting Time: 5 segments.
Range: Personal or Contact.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: None on a willing Subject; Wisdom on an unwilling Subject.

Description: The caster folds one immediate failed motion back into the instant before it fully settles. The Subject may reroll one failed attack roll, defence roll, Dodge roll, Athletics roll, Aimed Weapon Use roll, Small Weapon Use roll, or similar immediate action roll that has just been made. The second result must be kept.

This spell cannot reroll a spellcasting Critical Failure, death, a completed resistance roll against this spell, a scene-level decision, a roll made more than moments ago, or an event outside the immediate present. It is a brief correction of timing, not a rewriting of history.

Time Lock

School/Mystery: Transmutation/Temporal Shift.
Components: Somatic.
Spell Level: 13+.
Challenge: **7d6**.
Casting Time: 6 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: Wisdom.

Description: The caster suspends the Subject in frozen temporal arrest. On a failed resistance, the Subject becomes **Time-Locked** (suspended in frozen temporal arrest, cannot act, and does not age) until the end of the Combat Round.

A **Time-Locked** Subject cannot move, speak, attack, cast, defend actively, take reactions, breathe in any meaningful sequence, fall, bleed further, recover, age, or suffer ordinary ongoing physical processes while the lock holds. The Subject still occupies its space and may be attacked, targeted, moved by suitable force, or affected by magic unless the GM rules that a particular effect cannot meaningfully interact with a temporally arrested creature.

Phase Shift

School/Mystery: Transmutation/Temporal Shift.
Components: Somatic.
Spell Level: 17+.
Challenge: **9d6**.
Casting Time: 8 segments.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: None on a willing Subject; Wisdom on an unwilling Subject.

Description: The caster forces the Subject partly out of phase with the material world through temporal dislocation. A willing Subject, or an unwilling Subject that fails Wisdom resistance, becomes **Phased**. The Subject is out of phase with the material world, ignores terrain effects and mundane contact, but cannot interact normally with the physical world for the duration.

While **Phased**, the Subject may move through ordinary terrain, mundane obstacles, and occupied spaces, but may not attack, manipulate objects, physically block movement, carry another creature into phase, or end the spell inside solid matter. If the spell would end while the Subject occupies an unsafe space, the Subject is pushed to the nearest open space and suffers 2d6 damage from violent temporal re-entry.

NECROMANCY

UNDEATH

Undeath spells bind deathly essence, corpse-matter, undead force, and Negative power into living or dead Subjects. At lower levels, this creates grave-taint, deathly hardening, necrotic resistance, and temporary corpse animation. At higher levels, it creates superior undead, deathless preservation, and permanent undead transformation.

Unless a spell states otherwise, a living or unwilling Subject resists Undeath with **Resilience**. A valid corpse, skeleton, remains, or unattended dead matter does not resist. Undead created by the caster act under the caster's direction for the spell's Duration, unless a spell states that the creature is independent, contested, or permanent. Undeath effects that permanently alter a creature, such as **Undeath**, **Vampirism**, or **Lichdom**, are **Persistent** ritual effects and remain until reversed by suitable magic, divine intervention, or destruction.

Command and Bind the Undead

Undead may be controlled by 2 possible Undeath spells, Command, which asserts temporary control over the undead. Or Bind Undead which inflicts ongoing servitude from the Subject. Both use the following table to calculate the number and power of the Undead affected.

Creature Rank	***Control Value***
Lesser	1
Minor	2
Moderate	3
Major	4
Greater	5
Grand	6
Epic	7
Otherworldly	8
Mythic	9
Godlike	10

Command Undead

School/Mystery: Necromancy/Undeath.
Components: Material.
Spell Level: 5+.
Challenge: 3d6.
Casting Time: 2 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Selected undead within range, up to Control Capacity.
Duration: 1 minute.
Resistance: None for uncontrolled mindless undead; Wisdom for undead with a will; contested spell roll if the undead was created, commanded, or bound by another caster.

Description: The caster presents a deathly focus, such as grave-soil, a bone token, corpse ash, a funerary seal, blood-black thread, a burial coin, or a fragment taken from a tomb or place of death, and asserts immediate necromantic authority over existing undead within range.

The base spell has **Control Capacity 2**. It may command one **Minor** undead or lower, or any number of lower-ranked undead whose combined Control Values do not exceed 2.

Mindless undead obey simple direct commands, such as advance, halt, guard, attack, follow, carry, drag, open, close, stand aside, or defend this place. An undead with a will understands the command and must obey on a failed Wisdom resistance, but it may interpret unclear wording narrowly. The spell does not make the undead friendly, redeemed, alive, loyal, or capable of actions beyond its nature.

If an undead is already under another caster's control, the caster must beat the spell roll of the caster who created, commanded, or last bound it. If that roll is unknown, the GM assigns an appropriate Challenge based on the prior caster's power, the undead's Creature Rank, and the strength of the binding. This contested roll is required for each affected undead already under control.

2 Levels of Empower: The spell becomes Spell Level 7, Challenge 4d6. Control Capacity becomes 3. The caster may command one **Moderate** undead or lower, or several lower-ranked undead whose combined Control Values do not exceed 3.

4 Levels of Empower: The spell becomes Spell Level 9, Challenge 5d6. Control Capacity becomes 4. The caster may command one **Major** undead or lower, or several lower-ranked undead whose combined Control Values do not exceed 4.

6 Levels of Empower: The spell becomes Spell Level 11, Challenge 6d6. Control Capacity becomes 5. The caster may command one **Greater** undead or lower, or several lower-ranked undead whose combined Control Values do not exceed 5.

8 Levels of Empower: The spell becomes Spell Level 13, Challenge 7d6. Control Capacity becomes 6. The caster may command one **Grand** undead or lower, or several lower-ranked undead whose combined Control Values do not exceed 6.

10 Levels of Empower: The spell becomes Spell Level 15, Challenge 8d6. Control Capacity becomes 7. The caster may command one **Epic** undead or lower, or several lower-ranked undead whose combined Control Values do not exceed 7.

12 Levels of Empower: The spell becomes Spell Level 17, Challenge 9d6. Control Capacity becomes 8. The caster may command one **Otherworldly** undead or lower, or several lower-ranked undead whose combined Control Values do not exceed 8.

14 Levels of Empower: The spell becomes Spell Level 19, Challenge 10d6. Control Capacity becomes 9. The caster may command one **Mythic** undead or lower, or several lower-ranked undead whose combined Control Values do not exceed 9.

Godlike undead cannot be commanded by ordinary Empower. They require a unique rite, true name, divine sanction, phylactery claim, grave-domain authority, or another special condition set by the GM.

Bind Undead

School/Mystery: Necromancy/Undeath.
Components: Material.
Spell Level: 9+.
Challenge: 5d6.
Casting Time: Special, 1 hour per undead bound.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Selected undead within range, up to Control Capacity.
Duration: Ongoing.
Resistance: None for uncontrolled mindless undead; Wisdom for undead with a will; contested spell roll if the undead was created, commanded, or previously bound by another caster.

Description: The caster places a lasting necromantic claim upon existing undead within range. The binding requires a deathly focus, such as a grave-seal, bone ring, iron nail, corpse-ash brand, black thread, funerary tag, burial coin, name-token, or shard taken from the undead's grave, corpse, coffin, tomb, or place of death.

The base spell has **Control Capacity 2**. It may bind one **Minor** undead or lower, or any number of lower-ranked undead whose combined Control Values do not exceed 2.

A bound undead obeys the caster's standing commands. A mindless undead follows simple instructions until destroyed, released, rebound, dispelled, or deprived of the binding focus if the GM rules the focus is essential. An undead with limited will obeys, but may interpret unclear standing orders narrowly. **Bind Undead** does not create loyalty, intelligence, life, redemption, or free initiative beyond the undead's nature.

If an undead is already controlled or bound, the caster must beat the spell roll of the caster who created, commanded, or last bound it. If that roll is unknown, the GM assigns an

appropriate Challenge based on the prior caster's power, the undead's Creature Rank, the binding focus, and any warding or ritual protection. This contested roll is required for each already-bound undead.

The binding remains until the undead is destroyed, released by the caster, successfully rebound by another caster, freed by Abjuration, broken by a stronger necromantic authority, or separated from the binding focus if the GM rules the focus sustains the claim. The spell does not grant unlimited telepathic control. Unless another spell allows distant command, the undead follows its last understood standing order when the caster is absent.

2 Levels of Empower: The spell becomes Spell Level 11, Challenge 6d6. Control Capacity becomes 3. The caster may bind one **Moderate** undead or lower, or several lower-ranked undead whose combined Control Values do not exceed 3.

4 Levels of Empower: The spell becomes Spell Level 13, Challenge 7d6. Control Capacity becomes 4. The caster may bind one **Major** undead or lower, or several lower-ranked undead whose combined Control Values do not exceed 4.

6 Levels of Empower: The spell becomes Spell Level 15, Challenge 8d6. Control Capacity becomes 5. The caster may bind one **Greater** undead or lower, or several lower-ranked undead whose combined Control Values do not exceed 5.

8 Levels of Empower: The spell becomes Spell Level 17, Challenge 9d6. Control Capacity becomes 6. The caster may bind one **Grand** undead or lower, or several lower-ranked undead whose combined Control Values do not exceed 6.

10 Levels of Empower: The spell becomes Spell Level 19, Challenge 10d6. Control Capacity becomes 7. The caster may bind one **Epic** undead or lower, or several lower-ranked undead whose combined Control Values do not exceed 7.

Otherworldly, Mythic, and Godlike undead cannot be bound through ordinary Empower. They require a unique ritual, true name, phylactery claim, consecrated grave-seal, divine or profane authority, or a specific higher spell designed for that undead's nature.

Grave-Taint Touch

School/Mystery: Necromancy/Undeath.
Components: Material.
Spell Level: 2+.
Challenge: **1d6+1**.
Casting Time: 1 segment.
Range: Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: Resilience.

Description: The caster touches the Subject with a bone, ash mark, grave-soil smear, blackened nail, corpse-thread, or similar deathly token. On a failed Resilience resistance, the Subject becomes **Tainted** (Subject suffers –1 to Resilience against poison, disease, corruption, or necromancy) for the duration.

It marks the Subject as more receptive to deathly influence.

1 Level of Empower: The spell becomes Spell Level 3, Challenge **2d6**. The Subject becomes **Death-Touched** instead (healing received is reduced by 1 for 1 day, and the Subject suffers –1 to resist necromantic and undeath-related effects).

4 Levels of Empower: The spell becomes Spell Level 6, Challenge 3d6+1. The Subject becomes **Drained** instead (Subject gains a stack of **Fatigued** and cannot remove **Fatigued** or **Exhausted** while the condition remains.).

Pallor of the Grave

School/Mystery: Necromancy/Undeath.
Components: Material (a shard of coffin).
Spell Level: 4+.
Challenge: **2d6+1**.
Casting Time: 2 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Missile.
Duration: 1 Combat Round.
Resistance: Resilience.

Description: The caster throws a coffin shard like a dart at the subject (requires a Missile Use attack). If hit and Resilience challenge fails the Subject's muscles slacken, breath becomes shallow, and the living rhythm of action falters. On a failed Resilience resistance, the Subject becomes **Fatigued**. (**–2** to all Physical Skill rolls and –1 to Mental Skill rolls for the duration).

2 Levels of Empower: The spell becomes Spell Level 6, Challenge **3d6+1**. The Subject becomes **Withered** for the duration of the spell instead (–3 to Strength-, Dexterity-, and Constitution-based rolls, and forced movement and Sprinting are not possible).

Grave Skin

School/Mystery: Necromancy/Undeath.
Components: Material.
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Personal or Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.

Description: The caster infuses the Subject with the stubborn grave-endurance of unlife, causing the body to resonate with Negative force rather than living warmth. A willing Subject, or an unwilling Subject that fails Resilience resistance, **gains +1 per dice of Negative Energy healing** for the duration.

This does not make the Subject undead.

Lesser Corpse Servant

School/Mystery: Necromancy/Undeath.
Components: Material (a corpse or skeleton).
Spell Level: 6+.
Challenge: **3d6+1**.
Casting Time: 3 segments.
Range: Contact.
Shape: Single Corpse.
Duration: 1 minute.
Resistance: None.

Description: The caster places a deathly anchor into a valid corpse, skeleton, or set of remains and binds it into a crude state of motion. The corpse rises as a simple corpse-servant under the caster's direction for the duration. It may shamble, carry, claw, block a passage, open a simple door, drag an object, or make basic attacks appropriate to its form.

This is not **Superior Undead**. The servant is a limited mindless Zombie or Skeleton, not a ghoul, shadow, or other intelligent undead. It cannot speak intelligently, use complex tactics, cast spells, employ Skills beyond basic bodily movement, or remain active after the spell ends. If reduced to 0 Hit Points, it collapses into inert remains.

3 Levels of Empower: The spell becomes Spell Level 9, Challenge **5d6**. The caster may instead create **Superior Undead** if the corpse is suitable. **Superior Undead** means a dead creature or corpse is reanimated as a more capable undead being, such as a ghoul, shadow, or similar grave-servant.

This spell cannot create **Vampirism**, or **Lichdom.**

Curse of the Grave

School/Mystery: Necromancy/Undeath.
Components: Material.
Spell Level: 17+.
Challenge: **9d6**.
Casting Time: 8 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: Persistent.
Resistance: Resilience.

Description: The caster names the Subject as already claimed by burial and decline. Fortune turns against healing, skill, and recovery alike, and the victim carries the unmistakable pressure of one spiritually marked for grave-soil before death has properly arrived. On a failed Resilience resistance, the Subject becomes **Cursed**. **Cursed** means the Subject's healing is halved and it suffers –1 to all Skill rolls until **Purified** or **Sanctified**.

This spell is a Persistent curse. It does not end merely because the immediate casting is complete. It remains until lifted by suitable Abjuration, Positive Energy, divine purification, fulfilled curse-breaking terms, or another effect strong enough to remove the grave-claim.

Deathless Flesh

School/Mystery: Necromancy/Undeath.
Components: Material.
Spell Level: 17+.
Challenge: **9d6**.
Casting Time: 8 segments.
Range: Personal or Contact.
Shape: Single Target.
Duration: 10 minutes.
Resistance: None on a willing Subject; Resilience on an unwilling Subject.

Description: The caster arrests the Subject at the threshold between life and death, denying ordinary mortality its final authority for a short time. A willing Subject, or an unwilling Subject that fails Resilience resistance, becomes **Deathless** (Subject cannot die by ordinary means and does not age,

suffocate, bleed out, or perish from Hit Point loss for the duration).

The Subject may still be wounded, restrained, incapacitated, banished, petrified, dismembered, imprisoned, dispelled, or overcome by effects that do not rely on ordinary death. When the spell ends, all unresolved wounds, conditions, lost Hit Points, and lethal circumstances apply normally. If the Subject is in a state that would kill it when Deathless ends, death occurs then unless another effect prevents it.

Gift of Undeath

School/Mystery: Necromancy/Undeath.
Components: Material.
Spell Level: 17.
Challenge: **9d6**.
Casting Time: Special, ritual.
Range: Contact.
Shape: Single Target.
Duration: Permanent, ritual.
Resistance: Resilience.

Description: The caster drags the Subject fully across the boundary between life and unlife, binding mind, will, and memory to a body now sustained by Negative force rather than living vitality. On a failed Resilience resistance, the Subject gains **Undeath** permanently. **Undeath** means the Subject becomes an intelligent undead, no longer counts as living, is healed by Negative effects, harmed by Positive effects, and retains intellect, memory, and will.

This is a Persistent ritual transformation. It is not a temporary combat condition. It should require a suitable corpse-token or death anchor, ritual preparation, and clear narrative consequence. It may be used willingly by a creature seeking undeath or imposed by a necromancer on a helpless or ritually bound victim.

Crimson Ascension

School/Mystery: Necromancy/Undeath.
Components: Material.
Spell Level: 18.
Challenge: **9d6+1**.
Casting Time: Special, ritual.
Range: Contact.
Shape: Single Target.
Duration: Permanent, ritual.
Resistance: Resilience.

Description: The caster shapes undeath not into a general state, but into a predatory and aristocratic curse of appetite, immortality, and dependence. On a failed Resilience resistance, the Subject gains **Vampirism** permanently. **Vampirism** means the Subject becomes a vampiric undead, gaining **Undeath** plus sunlight vulnerability and dependence on blood or life force.

This spell should always carry major narrative consequences. The Subject becomes a creature of appetite and unlife, not merely a stronger mortal. The exact powers, weaknesses, feeding needs, sunlight effects, invitation rules, reflection, running water, sacred ground, or other vampire traits should follow the campaign's vampire rules.

Crown of the Deathless Magus

School/Mystery: Necromancy/Undeath.
Components: Material.
Spell Level: 18.
Challenge: **9d6+1**.
Casting Time: Special, ritual.
Range: Personal.
Shape: Single Target.
Duration: Permanent, ritual.
Resistance: None.

Description: This is the great self-coronation of the necromantic path, by which the caster preserves intellect, identity, and magical capability beyond the death of flesh. On a successful casting, the caster gains **Lichdom**. The Subject has an immortal undead state, retaining identity, intellect, and magical capability.

This spell should always require extreme ritual preparation, a soul-anchor, a death-vessel, a phylactery-like focus or equivalent sustaining condition, and major narrative consequence. It is not a battlefield transformation. It is a Mythic act of self-preservation through undeath, and failure should be catastrophic.

DEATH MAGIC

Death Magic harms, drains, weakens, curses, and marks living Subjects. Unlike Undeath, which bends the boundary between corpse and animation, Death Magic imposes decline directly upon life.

Life Drain

School/Mystery: Necromancy/Death Magic.
Components: Material.

Spell Level: 1+.
Challenge: 1d6.
Casting Time: 1 segment.
Range: Contact.
Shape: Single Target.
Duration: Instant / Immediate.
Resistance: None; touch attack.

Description: The caster lays a hand, death-marked focus, bone charm, blooded nail, ash sign, or grave-soil token upon the Subject and tears loose a small portion of living essence. On a successful touch attack, the Subject suffers 1d6 Negative damage, and the caster regains Hit Points equal to half the damage actually dealt, rounded down, minimum 1.

This healing is stolen vitality, not Positive Energy. It does not harm undead as Positive Energy would, and it does not count as mercy, restoration, or life-preserving magic for divine transgression purposes.

Damage Empower: Each Level of Empower adds +1d6 Negative damage and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Waning Seal

School/Mystery: Necromancy/Death Magic.
Components: Material.
Spell Level: 10+.
Challenge: 5d6+1.
Casting Time: 5 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 day.
Resistance: Resilience.

Description: The caster fixes a wasting sigil upon the Subject's life-force, not collapsing it at once, but reducing its ability to recover and resist further necromantic pressure. On a failed resistance, the Subject becomes **Death-Touched** as a Persistent effect for 1 day. **Death-Touched** means healing received is reduced by 1 for 1 day, and the Subject suffers –1 to resist necromantic and undeath-related effects.

Ashen Weariness

School/Mystery: Necromancy/Death Magic.
Components: Material.
Spell Level: 5+.
Challenge: 3d6.
Casting Time: 2 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 minute.
Resistance: Resilience.

Description: The caster draws just enough life from the Subject to leave effort joyless and heavy. Every act feels as though the body has already spent more strength than the day allows. On a failed resistance, the Subject becomes **Fatigued** for the duration. **Fatigued** causes the Subject to suffer –2 to all Physical Skill rolls and –1 to Mental Skill rolls.

Enervating Brand

School/Mystery: Necromancy/Death Magic.
Components: Material.
Spell Level: 5+.
Challenge: 3d6.
Casting Time: 2 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 minute.
Resistance: Resilience.

Description: The caster marks the Subject with a stronger theft of force than fatigue alone, drawing power specifically out of muscle, leverage, and the ability to answer effort with strength. On a failed resistance, the Subject becomes **Weakened** for the duration. **Weakened** reduces the Subject's Strength and all Strength-based Skill rolls by –2.

Life Siphon

School/Mystery: Necromancy/Death Magic.
Components: Material.
Spell Level: 5+.
Challenge: 3d6.
Casting Time: 2 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Ray.
Duration: Instant / Immediate.
Resistance: None; requires a successful to-hit roll using Aimed Weapon Use.

Description: A narrow black thread of necromantic force lashes from caster to Subject and returns carrying warmth, vigour, and stolen persistence. On a successful hit, the Subject suffers 2d6 Negative damage, and the caster or one ally within Contact regains Hit Points equal to half the damage actually dealt, rounded down.

Damage Empower: Each Level of Empower adds +1d6 Negative damage and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Drain the Heart

School/Mystery: Necromancy/Death Magic.
Components: Material.
Spell Level: 6+.
Challenge: 3d6+1.
Casting Time: 3 segments.
Range: Contact.
Shape: Single Target.
Duration: 1 minute.
Resistance: Resilience.

Description: The caster hollows out the Subject's ability to answer healing with proper renewal. Medicine, magic, and natural recovery still arrive, but all arrive to less effect, as though the life-force itself has become shallower. On a failed resistance, the Subject becomes **Drained** (Subject gains a stack of **Fatigued** and cannot remove **Fatigued** or **Exhausted** while the condition remains) for the duration.

Withering Curse

School/Mystery: Necromancy/Death Magic.
Components: Material.
Spell Level: 7+.
Challenge: 4d6.
Casting Time: 3 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 minute.
Resistance: Resilience.

Description: The caster convinces the Subject's body it has already spent years of strength it never truly lived through. Joints feel older, lungs shallower, and sudden motion falters under imposed decline. On a failed resistance, the Subject becomes **Withered** for the duration. **Withered** means the Subject suffers –3 to Strength-, Dexterity-, and Constitution-based rolls, and forced movement and Sprinting are not possible.

Breath of the Barrow

School/Mystery: Necromancy/Death Magic.
Components: Material.
Spell Level: 8+.
Challenge: 4d6+1.
Casting Time: 4 segments.
Range: Personal, caster-origin.
Shape: Small Cone, 3×3 Hex cone.
Duration: Instant / Immediate.
Resistance: Dodge for the damage; Resilience for any attached condition.

Description: The caster exhales a dense wash of tomb-cold ruin, as though sealed crypt-air and grave-hunger had been given breath. Each Subject in the cone must resist with Dodge against the caster's successful spell roll. On a failed resistance, the Subject suffers 2d6 Negative damage.

If this spell is further shaped or empowered to carry a Death Magic condition, the affected Subject resists that condition with Resilience.

2 Levels of Size Empower: The spell becomes Spell Level 10, Challenge 5d6+1. Shape becomes Medium Cone, 6×6 Hex cone.

4 Levels of Size Empower: The spell becomes Spell Level 12, Challenge 6d6+1. Shape becomes Large Cone, 12×12 Hex cone.

7 Levels of Size Empower: The spell becomes Spell Level 15, Challenge 8d6. Shape becomes Huge Cone, 24×24 Hex cone.

Damage Empower: Each Level of Empower adds +1d6 Negative damage and increases the spell's final Spell Level by 1. Recalculate the spell's Challenge and Casting Time from the final Spell Level.

Rotting Pall

School/Mystery: Necromancy/Death Magic.
Components: Material.
Spell Level: 9+.
Challenge: 5d6.
Casting Time: 4 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Small Square, 3×3 Hex grid.
Duration: 1 Combat Round.
Resistance: Resilience.

Description: The caster lays a field of wasting influence over a patch of ground so that air, flesh, and motion all feel touched by low decay. A living Subject that enters the area, begins movement there, or is caught in it when the spell is cast must resist with Resilience. On a failed resistance, the Subject becomes **Sickened** while it remains within the pall and until

the end of the next Combat Round after leaving it. **Sickened** causes the Subject to suffer –2 to all Physical Skill rolls and –1 to all Mental Skill rolls.

2 Levels of Size Empower: The spell becomes Spell Level 11, Challenge 6d6. Shape becomes Medium Square, 6×6 Hex grid.

4 Levels of Size Empower: The spell becomes Spell Level 13, Challenge 7d6. Shape becomes Large Square, 12×12 Hex grid.

7 Levels of Size Empower: The spell becomes Spell Level 16, Challenge 8d6+1. Shape becomes Huge Square, 24×24 Hex grid.

Grave Collapse

School/Mystery: Necromancy/Death Magic.
Components: Material.
Spell Level: 11+.
Challenge: 6d6.
Casting Time: 5 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 Combat Round.
Resistance: Resilience.

Description: The caster drives a sudden convulsion of deathly weakness through the Subject's flesh, lungs, joints, and inner heat. On a failed resistance, the Subject collapses under the weight of imposed mortality. The Subject immediately falls Prone, cannot stand without succeeding on a Resilience Challenge against the caster's spell roll, and suffers –2 to physical actions until the end of the Combat Round.

This spell does not kill the Subject by itself. It is the momentary failure of bodily command, as though the corpse-state briefly reaches up through living flesh.

Mark for the Last Door

School/Mystery: Necromancy/Death Magic.
Components: Material.
Spell Level: 19+.
Challenge: 10d6.
Casting Time: 9 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: 1 day.
Resistance: Resilience.

Description: The caster sets a true doom-mark upon the Subject, a sign by which hostile fate and death itself seem to find the victim more readily than they should. On a failed resistance, the Subject becomes **Doom Marked** as a Persistent effect for 1 day. **Doom Marked** means attacks and hostile spells against the Subject gain +2, and if the Subject is reduced to 0 Hit Points while the condition lasts, it cannot benefit from ordinary recovery, regeneration, or revival.

The mark may appear as black veins, a corpse-cold brand, a shadowed wound, a grave-sigil, a pale handprint, or a deathly silence around the Subject's breath.

Unmake the Flesh

School/Mystery: Necromancy/Death Magic.
Components: Material.
Spell Level: 13+.
Challenge: 7d6.
Casting Time: 6 segments.
Range: Very Short, 1–3 hexes / 3–9 feet.
Shape: Single Target.
Duration: 1 minute.
Resistance: Resilience.

Description: The caster drives the body itself toward collapse, persuading living structure to forget its proper integrity. The Subject's flesh takes on the aspect of something already halfway to corpsehood. On a failed resistance, the Subject becomes **Unmade Flesh** for the duration. A living Subject with **Unmade Flesh** suffers –3 to all physical rolls, movement is reduced to 1 square or hex, and it takes 1 damage at the end of each turn.

This is not ordinary injury. It is necromantic unmaking: the body remains alive, but each living function becomes weaker, looser, and less certain.

Black Sentence

School/Mystery: Necromancy/Death Magic.
Components: Material.
Spell Level: 20.
Challenge: 10d6+1.
Casting Time: 10 segments.
Range: Short, 4–10 hexes / 12–30 feet.
Shape: Single Target.
Duration: 1 day.
Resistance: Resilience.

Description: The caster speaks, seals, and anchors a death already half-made, joining doom, wasting, and the refusal of easy return into a single terrible pronouncement. On a failed resistance, the Subject becomes **Doom Marked** and **Drained** for the duration. **Doom Marked** means attacks and hostile spells against the Subject gain +2, and if the Subject is reduced to 0 Hit Points while the condition lasts, it cannot benefit from ordinary recovery, regeneration, or revival.
Drained (Subject gains a stack of Fatigued and cannot remove Fatigued or Exhausted while the condition remains.)

Appendix 2: Creatures

Beasts

Rabbit

Small Beast

A small, nervous herbivore found in meadows, woodland edges, scrub, and farmland. Rabbits survive through keen senses, sudden bursts of speed, and an instinctive tendency to flee the first sign of danger.

Rank: Lesser
HP Dice: 1d6–2
Size: Small
Movement: 6
Defence: -
Dodge: 3d6
Armour: 0

STR 1d6–2 **DEX** 2d6 **CON** 1d6–1
INT 1d6–2 **WIS** 1d6 **CHR** 1d6

Traits
Skittish: If a rabbit becomes aware of an obvious threat within short range, it must spend its next action moving away from that threat by the safest available route unless physically restrained or cornered.
Quick Burst: When a rabbit uses its action only to flee, it gains +2 Movement for that turn.
Keen Senses: The rabbit gains +1d6 to checks made to notice nearby movement, approaching predators, or sudden disturbances by sight, sound, or scent.
Difficult Target: If the rabbit moved this turn, attacks made against it suffer –1 to the attack roll until the start of its next turn.

Attacks
Bite - a small defensive nip; 1 attack; Attack 1d6–2; Damage 1 Piercing; Range 1.

Wild Hog

Medium Beast

A heavy-bodied, bad-tempered forager found in forests, scrubland, marsh edges, and rough hills. Wild pigs are wary by nature, but when cornered, protecting young, or driven into a fury, they can burst forward with alarming speed and savage force.

Rank: Minor
HP Dice: 2d6+1
Size: Medium
Movement: 6
Defence: 1d6
Dodge: 1d6–1
Armour: 1

STR 2d6+1 **DEX** 1d6+1 **CON** 2d6+2
INT 1d6–2 **WIS** 1d6 **CHR** 1d6–2

Traits
Charge: If the wild pig moves at least 2 squares in a straight line toward a target before attacking with its Tusks, it gains +1d6 to the attack roll. If the attack hits, the target must succeed on an Athletics Skill Challenge against the damage rolled or be knocked Prone.
Tusking Wound: When the wild pig deals damage with its Tusks, the target suffers **Bleeding** if the damage penetrates and the target fails a Resilience Skill Challenge against the damage rolled. **Bleeding:** the creature takes 1 Piercing or Slashing damage at the end of each turn until treated.
Stubborn Brute: The wild pig gains +1d6 on checks made to resist forced movement, being knocked Prone, or being physically driven back.
Cornered Fury: If the wild pig is reduced below half its

maximum HP, it gains +1 to attack rolls with Tusks until the end of the encounter or until it flees.

Attacks
Tusks - a brutal goring thrust with head and tusks; 1 attack; Attack 2d6+1; Damage 2d6 Slashing; Range 1; Inflicts Bleeding through **Tusking Wound**.

DIRE WOLF

Medium Beast

A dangerous pack predator found in forests, hills, cold plains, and remote woodlands. Dire Wolves are wary around fire and formed groups, but when they sense weakness they circle, test, and strike with speed, seeking to pull prey down and tear it apart.

Rank: Moderate
HP Dice: 2d6+2
Size: Medium
Movement: 6
Defence: 1d6
Dodge: 2d6+2
Armour: 0

STR 3d6 **DEX** 2d6+1 **CON** 2d6+2
INT 1d6–1 **WIS** 1d6+1 **CHR** 1d6–2

Traits
Pack Hunter: The wolf gains +1 to attack rolls against a target that is adjacent to another wolf or allied beast.
Knocking Bite: If the wolf hits with its Bite, the target must succeed on an Athletics Skill check against the damage rolled or be knocked **Prone**.

Harrying Predator: The wolf gains +1d6 to attack rolls made against a target that is already Prone, fleeing, or unable to move away freely.
Keen Senses: The wolf gains +1d6 to checks made to detect creatures by scent or sound, and to notice movement in dim conditions.

Attacks
Bite - a snapping lunge aimed at limb and throat; 1 attack; Attack 2d6; Damage 3d6 Piercing; Range 1; may knock the target **Prone**

LARGE BEAR

Large Beast

A towering and immensely powerful predator or omnivore found in deep forests, mountain valleys, and cold northern wilds. Though often solitary and uninterested in battle, a large bear is among the most dangerous natural beasts in the wilderness when enraged, wounded, or defending its territory or young.

Rank: Major
HP Dice: 3d6+1
Size: Large
Movement: 6
Defence: 1d6+1
Dodge: 1d6–1
Armour: 1

STR 3d6+2 **DEX** 1d6+2 **CON** 3d6+1
INT 1d6–2 **WIS** 1d6+1 **CHR** 1d6–2

Traits
Mauling Strength: If the large bear hits the same target with both Claw attacks in the same turn, it gains +1d6 to its Bite attack against that target this turn.
Overbearing Mass: When the large bear hits with Claw or Bite, the target must succeed on an Athletics Skill Challenge against the damage rolled or be pushed back 1 square. If the target cannot be pushed back, it is knocked **Prone** (. Melee attacks against the Subject gain +1. Ranged attacks against the Subject suffer –2 The Subject suffers –2 to all physical action rolls. Standing costs 2 segments or the Subject may crawl at Cautious Movement) instead. **Ferocious Endurance:** The large bear does not suffer fear or hesitation from ordinary injury. When reduced below half its maximum HP, it gains +1 to damage rolls with Claw and Bite until the end of the encounter or until it disengages.
Keen Nose: The large bear gains +1d6 to checks made to detect creatures by scent, to track by smell at short range, or to notice hidden food, blood, or carrion.

Attacks
Claw - a sweeping forelimb strike with crushing force; 2 attacks; Attack 3d6; Damage 2d6+1 Slashing; Range 1.
Bite - a savage bite delivered at close quarters once prey is pressed or staggered; 1 attack; Attack 2d6+2; Damage 2d6+2 Piercing; Range 1.

OWLBEAR

LARGE MONSTROUS BEAST

A hulking fusion of feather, fur, hooked beak, and crushing muscle, the owlbear is among the most feared predators of the deep wilds. It hunts with animal cunning and monstrous ferocity, crashing through undergrowth in a blur of claws and feathers before tearing prey apart in a frenzy of beak and talon.

Rank: Grand
HP Dice: 4d6+2
Size: Large
Movement: 9
Defence: 1d6+1
Dodge: 1d6
Armour: 1

STR 4d6 **DEX** 2d6 **CON** 4d6+1
INT 1d6–1 **WIS** 2d6 **CHR** 1d6–2

Traits
Rending Assault: If the owlbear hits the same target with both Claw attacks in the same turn, it immediately gains a Beak attack against that target with +1 to the attack roll.
Savage Mauler: When the owlbear deals damage with Claw or Beak, the target must succeed on a Resilience check against the damage rolled or suffer **Bleeding**.

Terrifying Rush: If the owlbear moves at least 2 squares straight toward a visible target before attacking, it gains +1d6 to its first Claw attack that turn.
Keen Predator Senses: The owlbear gains +1d6 to checks made to detect creatures by sight, scent, or sound, including in dim woodland, broken terrain, or heavy undergrowth.
Frenzied When Wounded: When reduced below half its maximum HP, the owlbear gains +1 to all attack rolls until the end of the encounter or until it has no enemies in sight.

Attacks
Claw - a heavy tearing strike delivered with hooked foreclaws; 2 attacks; Attack 3d6; Damage 3d6+1 Slashing; Range 1.
Beak - a vicious snapping thrust aimed at the face, throat, or exposed flesh; 1 attack; Attack 3d6; Damage 3d6+2 Piercing; Range 1.

HYDRA

Huge Monstrous Beast

A massive many-headed swamp predator with a serpentine body, thick scaled hide, and a cluster of snapping maws that strike with terrifying speed. Hydras dwell in marshes, river deltas, drowned ruins, and foul caverns, where they overwhelm prey through sheer persistence, battering endurance, and an unending rain of bites.

Rank: Epic
HP Dice: 6d6+2
Size: Huge
Movement: 3
Defence: 1d6+1
Dodge: 1d6–2
Armour: 2

STR 5d6 **DEX** 1d6+1 **CON** 6d6+2
INT 1d6–2 **WIS** 1d6+1 **CHR** 1d6–2

Traits
Many Heads: The hydra makes 5 Bite attacks each turn, each against the same target or different targets within range. The hydra cannot be flanked, surprised from the front, or easily distracted by a single visible foe while it still has 3 or more functioning heads.
Regeneration: At the start of its turn, the hydra regains 1d6 HP unless it took Fire damage since the end of its last turn. If it took Fire damage, this trait does not function until the start of its next turn.
Severed Head: If the hydra suffers a single slashing attack that deals 6 or more damage after Armour and other reductions, one head may be severed at the referee's discretion. For each head severed, the hydra loses 1 Bite attack per turn. At the end of the hydra's next turn, a severed head regrows unless the stump was cauterised by Fire damage before then. A regrown head restores the lost Bite attack.
Thrashing Bulk: Any creature adjacent to the hydra that attempts to disengage, move past it, or force its way around its body must succeed on a Athletics Challenge against 5d6 or have its movement halted adjacent to the hydra.
Swamp Predator: The hydra gains +1d6 to checks made to detect movement in water, mud, reeds, or heavy marsh growth, and suffers no penalty for fighting in shallow water or boggy ground.

Attacks
Bite - a snapping strike from one of the hydra's many heads;

5 attacks; Attack 2d6+1; Damage 2d6 Piercing; Range 1.
Crushing Body - the hydra heaves its massive bulk into nearby prey; 1 attack; Attack 3d6; Damage 3d6 Bludgeoning; Range 1; targets struck must succeed on an Athletics Skill Challenge against the damage rolled or be knocked **Prone**.

Roc

Huge Monstrous Beast

A colossal bird of prey whose shadow can swallow a battlefield and whose wings beat like a storm front. Rocs haunt sea-cliffs, mountain peaks, and remote highlands, descending from the skies to seize horses, great beasts, and unwary travellers in their immense talons before carrying them screaming into the heights.

Rank: Otherworldly
HP Dice: 7d6
Size: Huge
Movement: 2 / Fly 9
Defence: 1d6+2
Dodge: 1d6+1
Armour: 1

STR 5d6 **DEX** 2d6 **CON** 7d6
INT 1d6–2 **WIS** 2d6 **CHR** 1d6

Traits
Aerial Apex: While flying, the roc may move over creatures and obstacles that would hinder ground movement, provided it has sufficient space to do so. It ignores ordinary rough ground, broken terrain, and shallow obstacles while airborne.
Snatch and Carry: If the roc hits a target of Large size or smaller with Talons, the target must succeed on a Dodge Skill Challenge against the Attack rolled or be seized in the roc's grasp. A seized creature moves with the roc until it escapes, is dropped, or the roc is forced to release it. While seized, the creature may not move freely.
Diving Strike: If the roc descends at least 3 squares while moving toward a target before attacking with Talons, it gains +1d6 to the attack roll and +1d6 to the damage roll.
Wing Buffet: Instead of one Talons attack, the roc may beat its wings violently against creatures adjacent to it. Each affected creature must succeed on an Athletics Skill Challenge against 2d6+1 or be pushed back 2 squares and knocked Prone.

Keen Sky-Hunter Senses: The roc gains +1d6 to checks made to notice movement at great distance, to spot creatures in open terrain from above, or to track prey visually across cliffs, plains, coastlines, or mountain slopes.

Attacks
Talons - a devastating raking grasp with immense hooked claws; 2 attacks; Attack 4d6; Damage 5d6 Slashing; Range 1; may seize targets through **Snatch and Carry**.
Beak - a crushing hooked beak strike aimed at exposed prey; 1 attack; Attack 3d6+1; Damage 3d6 Piercing; Range 1.

ELEMENTALS

Fire Elementals

Living conflagrations given predatory motion, Fire Elementals are the pure expression of destructive heat among the Prime Elementals. They are swift, aggressive, and difficult to contain, burning whatever comes too near and hurling flame as readily as they strike in melee. As they increase in size, they cease to resemble creatures and instead become advancing infernos that consume ground, formation, and nerve alike.

Stats	*Small*	*Medium*	*Large*	*Huge*	*Giant*
Rank	Moderate	Major	Greater	Epic	Otherworldly
Alignment	Neutral	Neutral	Callous	Callous	Callous

Hit Points	7	24	33	84	140
Movement	4	4	4	4	5
Attack Dice	2d6	2d6+1	3d6	4d6	5d6
Defence Dice	–	–	–	–	–
Dodge	2d6	1d6+2	1d6+1	1d6	1d6
Armour	0	0	1	1	1
Initiative Modifier	-1	-1	+0	+0	+1
Attack Rate	1 segment	1 segment	1 segment	2 segments	2 segments
STR	1d6+1	2d6	3d6	4d6	5d6
DEX	2d6+1	2d6	2d6	2d6-1	2d6-1
CON	2d6	3d6+1	3d6	6d6	8d6
INT	1d6-2	1d6-2	1d6-2	1d6-2	1d6-2
WIS	1d6	1d6	1d6+1	1d6+1	2d6
CHR	1d6	1d6+1	1d6+1	2d6	2d6

Traits

Fireborn: The elemental takes no harm from ordinary or magical **Fire** and cannot suffer **Burning**.

Burning Aura: A creature that begins its turn adjacent to the elemental takes **1 Fire** damage at Small and Medium size, **2 Fire** at Large, **1d6 Fire** at Huge, and **2d6 Fire** at Giant.

Kindling Touch: If the elemental deals damage with any attack, the target must succeed on a Resilience Skill challenge against the damage rolled or suffer **Burning**.

Scorching Passage: Squares the elemental leaves become dangerously hot until the end of its next turn. A creature entering or beginning its turn in such a square takes **1 Fire** damage. This begins at Huge size and continues at Giant.

Attacks

Attack Types & Damage	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Fiery Slam *– a melee strike of condensed living flame, Range 1,* ***Fire***	2d6	3d6	4d6	5d6	7d6
Fire Jet *– a hurled surge or wave of flame, Range 5,* ***Fire***	–	2d6	3d6	4d6	6d6

AIR ELEMENTALS

Whirling beings of storm wind, dust, pressure, and flickering static, Air Elementals are among the swiftest of the Prime Elementals. They do not endure punishment well, but they are hard to pin down, harder still to strike cleanly, and excel at breaking formation through violent gusts, whipping currents, and sudden repositioning. As they grow, they become less like creatures and more like moving storms that throw bodies and spoil order.

Stats	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Rank	Moderate	Major	Greater	Epic	Otherworldly
Alignment	Neutral	Neutral	Callous	Callous	Callous
Hit Points	6	14	33	56	88
Movement	2 / Fly 6	2 / Fly 7	2 / Fly 8	3 / Fly 9	3 / Fly 10
Attack Dice	2d6	2d6+1	3d6	4d6	5d6
Defence Dice	–	–	–	–	–
Dodge	2d6+2	3d6	3d6+2	4d6	5d6+1
Armour	0	0	0	0	0
Initiative Modifier	-2	-2	-1	-1	-1
Attack Rate	1 segment	1 segment	1 segment	1 segment	1 segment
STR	1d6-1	1d6+1	2d6+1	3d6	4d6
DEX	2d6+2	3d6	3d6	4d6	5d6
CON	1d6+2	2d6	3d6	4d6	5d6
INT	1d6-2	1d6-2	1d6-2	1d6-2	1d6-2
WIS	1d6	1d6+1	1d6+1	2d6	2d6
CHR	1d6	1d6	1d6+1	1d6+1	2d6

Traits

Air Form: The elemental ignores ordinary rough ground and may pass through openings a creature of its size could not normally force with a rigid body.

Storm-Bound Form: Air Elementals take no harm from **electricity**.

Whirling Gust: Ranged attacks made against the elemental suffer **-1** at Medium and Large size, and **-2** at Huge and Giant size.

Static Jolt: If the elemental deals damage with any attack, the target must succeed on a Resilience Skill challenge against the damage rolled or become **Distracted (-1 to Spot, +1 to Initiative**.).

Driving Wind: If the elemental hits with **Gale Slam**, the target must succeed on a Athletics challenge against the damage rolled or be pushed back 1 square. At Huge size this becomes 2 squares, and at Giant 3 squares.

Attacks

Attack Types & Damage	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Gale Slam *– a hammering strike of compressed wind and storm-force, Range 1,* ***Bludgeoning + Electricity***	1d6	1d6+1	2d6 + 1d6	3d6 + 1d6	4d6 + 2d6
Gust Bolt *– a focused blast of pressured air and crackling charge, Range 6,* ***Bludgeoning + Electricity***	–	1d6 + 1	2d6 + 1d6	3d6 + 1d6	4d6 + 2d6

EARTH ELEMENTALS

Towering beings of packed stone, dense soil, and living bedrock, Earth Elementals are the pure embodiment of mass, endurance, and crushing force among the Prime Elementals. They are slow, implacable, and extremely hard to destroy, advancing through violence that is simple, direct, and overwhelming. As they increase in size, they cease to resemble animated creatures and instead become walking fragments of mountain and quake.

Stats	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Rank	Moderate	Major	Greater	Epic	Otherworldly
Alignment	Neutral	Neutral	Callous	Callous	Callous
Hit Points	11	28	63	112	185
Movement	2	2	2	2	2
Attack Dice	2d6	3d6	4d6	5d6	6d6
Defence Dice	–	–	–	–	–
Dodge	1d6-2	1d6-2	1d6-2	1d6-2	1d6-2
Armour	2	3	4	5	7
Initiative Modifier	+1	+1	+2	+2	+3
Attack Rate	2 segments	2 segments	3 segments	3 segments	4 segments
STR	2d6	3d6	4d6	5d6	6d6
DEX	1d6-1	1d6-2	1d6-2	1d6-2	1d6-2
CON	3d6	4d6	6d6	8d6	10d6+2
INT	1d6-2	1d6-2	1d6-2	1d6-2	1d6-2
WIS	1d6	1d6	1d6+1	1d6+1	2d6
CHR	1d6-2	1d6-2	1d6-1	1d6-1	1d6

Traits

Earth-Bound Form: The elemental cannot be moved by ordinary forced movement unless the source is of equal or greater size. Magical displacement still affects it normally unless specifically resisted.

Stone Body: Earth Elementals reduce incoming **bludgeoning**, **piercing**, and **slashing** damage by 1 at Small and Medium size, by 2 at Large, by 3 at Huge, and by 4 at Giant.

Implacable Mass: The elemental gains a bonus on challenges to resist being knocked **Prone**, shoved, dragged, or otherwise physically displaced. Small and Medium gain **+1d6**, Large gains **+2d6**, Huge gains **+3d6**, and Giant gains **+4d6**.

Groundshaking Step: A creature adjacent to the elemental when it moves must succeed on a Dexterity challenge against **1d6** or suffer **Distracted (-1 to Spot, +1 to Initiative**.). At Huge and Giant size, failure instead causes **Prone**.

Crushing Impact: If the elemental deals damage with **Stone Slam**, the target must succeed on a Athletics Challenge against the damage rolled or be knocked **Prone**. At Huge and Giant size, the target is also pushed back 1 square.

Attacks

Attack Types & Damage	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Stone Slam *– a crushing melee blow of dense earth and living rock, Range 1,* ***Bludgeoning***	2d6	3d6	4d6	5d6	7d6
Boulder Hurl *– a hurled mass of stone and earth, Range 3–5,* ***Bludgeoning***	–	2d6	3d6	4d6	6d6

WATER ELEMENTALS

Dark, rolling bodies of living water and spray, Water Elementals are elusive, forceful, and unnervingly cold. They do not endure punishment through armour, but through fluidity, strong constitutions, and the difficulty of pinning them down. In battle they overwhelm by weight, drag enemies from position, and sap movement beneath freezing currents. As they grow, they become less like figures of water and more like living floods with purpose.

Stats	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Rank	Moderate	Major	Greater	Epic	Otherworldly
Alignment	Neutral	Neutral	Callous	Callous	Callous
Hit Points	7	22	33	84	140
Movement	3 / Swim 5	3 / Swim 6	3 / Swim 7	3 / Swim 8	4 / Swim 9
Attack Dice	2d6	2d6+1	3d6	4d6	5d6
Defence Dice	–	–	–	–	–
Dodge	2d6	1d6+2	1d6+1	1d6	1d6
Armour	0	0	1	1	2
Initiative Modifier	+0	+0	+1	+1	+2
Attack Rate	1 segment	1 segment	2 segments	2 segments	3 segments

STR	1d6	2d6	3d6	4d6	5d6
DEX	2d6	2d6	2d6	2d6-1	2d6
CON	2d6	3d6	3d6	6d6	8d6
INT	1d6-2	1d6-2	1d6-2	1d6-2	1d6-2
WIS	1d6	1d6+1	1d6+1	2d6	2d6
CHR	1d6-2	1d6-2	1d6-2	1d6-2	1d6-2

Traits

Fluid Form: The elemental may move through narrow spaces a creature of its size could not normally pass with a rigid body. It takes **half damage from Cold** at Small through Large size, and is **immune to Cold** at Huge and Giant size.

Freezing Touch: If the elemental deals damage with any attack, the target must succeed on a Resilience Skill challenge against the damage rolled or become **Chilled** at Small and Medium size, and **Frozen** at Large, Huge, and Giant size.

Dragging Current: If the elemental deals damage with any attack, the target must succeed on an Athletics challenge against the damage rolled or be pulled toward the elemental. Medium pulls **1 square**, Large pulls **2 squares**.

Flood Force: At Huge size, the elemental may choose to **push or pull 2 squares** instead of only pulling. At Giant size, it may **push or pull 3 squares**, and the target is also knocked **Prone** on a failed Athletics challenge.

Flooded Ground: Squares the elemental leaves remain slick until the end of its next turn. A creature moving through such a square must succeed on a Dexterity challenge against **1d6** or fall **Prone**. This begins at Giant size in the visible entry and is a very fitting capstone family trait.

Attacks

Attack Types & Damage	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Water Slam *– a pounding strike of wave-force water, Range 1,* ***Bludgeoning; also Cold***	1d6+1	2d6	2d6 + 1	3d6 + 1d6	5d6 + 2d6
Spouting Surge *– a sweeping torrent, Range 4,* ***Bludgeoning; also Cold***	–	–	2d6 + 1	3d6 + 1d6	4d6 + 1d6

DEMI ELEMENTALS

ICE ELEMENTALS

Jagged creatures of frost, rime, dark ice, and frozen vapour, Ice Elementals are among the most controlling of the demi-elementals. They are not especially swift, but they punish movement, spoil footing, and steadily reduce enemies to chilled, sluggish prey. As they grow, they become less like skirmishers of winter and more like advancing fragments of glacier and storm-frozen death.

Stats	*Small*	*Medium*	*Large*	*Huge*	*Giant*
Rank	Moderate	Major	Greater	Epic	Otherworldly
Alignment	Neutral	Neutral	Callous	Callous	Callous
Hit Points	7	22	33	84	140
Movement	3	3	3	3	4
Attack Dice	2d6	2d6+1	3d6	4d6	5d6
Defence Dice	-	-	-	-	-
Dodge	2d6	1d6+1	1d6	1d6-1	1d6
Armour	0	1	2	2	2
Initiative Modifier	+0	+0	+1	+2	+2
Attack Rate	2 segments	2 segments	2 segments	3 segments	3 segments
STR	1d6	2d6	3d6	4d6	5d6
DEX	2d6	2d6	1d6+2	1d6+1	2d6
CON	2d6	3d6	3d6	6d6	8d6
INT	1d6-2	1d6-2	1d6-2	1d6-2	1d6-2
WIS	1d6	1d6+1	1d6+1	2d6	2d6
CHR	1d6-2	1d6-2	1d6-2	1d6-2	1d6-2

Traits

Frozen Form: The elemental takes no harm from ordinary non-magical cold, takes half damage from magical cold, and cannot become **Chilled** or **Frozen**.

Freezing Touch: If the elemental deals damage with any attack, the target must succeed on a Resilience Skill challenge against the damage rolled or become **Chilled**. Huge and Giant Ice Elementals instead cause **Frozen**.

Slick Ground: Squares the elemental leaves remain icy until the end of its next turn. A creature moving through such a square must succeed on a Dexterity Challenge against **1d6** or fall **Prone**. This begins at Medium size and continues upward.

Crushing Frost: If the elemental hits with **Ice Slam**, the target must succeed on a Strength challenge against the damage rolled or be pushed back 1 square. This begins at Large size. Huge increases the push to 2 squares, and Giant to 3 squares with **Prone** added.

Ice-Bound Form: Ice Elementals reduce incoming **cold** damage by 1 at Small and Medium size, by 3 at Large and Huge size, and by 5 at Giant size.

Attacks

Attack Types & Damage	*Small*	*Medium*	*Large*	*Huge*	*Giant*

Ice Slam *– a crushing melee blow of frozen mass, Range 1,* ***Bludgeoning + Cold***	1d6+1 + 1	2d6 + 2	2d6 + 2	3d6 + 1d6	5d6 + 2d6
Shard Hurl *– a jagged spear or volley of ice, Range 3,* ***Slashing + Cold***	–	–	2d6+1 + 1	3d6 + 1d6	–
Maelstrom Rush *– a sweeping surge of glacial force, Range 1, Area Small Square,* ***Bludgeoning + Cold***	–	–	–	–	4d6 + 1d6

MAGMA ELEMENTALS

Roiling creatures of obsidian crust and molten interior, Magma Elementals are among the heaviest and most destructive of the demi-elementals. They do not move quickly, but they break lines through heat, mass, and relentless burning pressure. As they grow, they become less like living beings and more like advancing fragments of volcanic catastrophe.

Stats	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Rank	Moderate	Major	Greater	Epic	Otherworldly
Alignment	Neutral	Neutral	Callous	Callous	Callous
Hit Points	7	16	42	70	125
Movement	2	2	2	2	2
Attack Dice	2d6	3d6	4d6	5d6	6d6
Defence Dice	–	–	–	–	–
Dodge	1d6-1	1d6-1	1d6-2	1d6-2	1d6-2
Armour	1	2	3	4	5
Initiative Modifier	+1	+1	+1	+2	+3
Attack Rate	2 segments	2 segments	3 segments	3 segments	4 segments
STR	2d6	3d6	4d6	5d6	6d6
DEX	1d6+1	1d6	1d6	1d6-1	1d6-2
CON	2d6	2d6+1	4d6	5d6	7d6
INT	1d6-2	1d6-2	1d6-2	1d6-2	1d6-2
WIS	1d6	1d6	1d6+1	1d6+1	2d6
CHR	1d6-2	1d6-2	1d6-2	1d6-2	1d6-1

Traits

Molten Core: The elemental takes no harm from ordinary or magical **fire**, and cannot suffer **Burning** or **Searing**.

Molten Body: A creature beginning its turn adjacent to the elemental takes **1 Fire** damage at Small, Medium, and Large size, **1d6 Fire** at Huge, and **1d6+1 Fire** at Giant. Large and Huge are directly supported, and the lower and upper values are the cleanest continuation of the same trait.

Volcanic Smash: If the elemental deals damage with any attack, the target must succeed on a Strength challenge against the damage rolled or be knocked **Prone**. The target must then succeed on a Resilience Skill challenge against the damage rolled or suffer **Burning**.

Magma Trail: Squares the elemental leaves remain dangerously hot until the end of its next turn. A creature entering or beginning its turn in such a square takes **1 Fire** damage. This begins at Huge size.

Attacks

Attack Types & Damage	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Lava Slam *– a crushing melee blow of molten stone, Range 1,* ***Fire + Bludgeoning***	1d6+1 + 1	2d6 + 1	2d6+1 + 1d6	3d6 + 1d6	5d6 + 2d6
Magma Burst *– a hurled glob or violent bolt of blazing magma, Range 3–5,* ***Fire + Bludgeoning***	–	1d6+2 + 1	2d6+1 + 1d6	3d6 + 1d6	4d6 + 2d6

SMOKE ELEMENTALS

Shifting bodies of soot, black vapour, ember-haze, and choking heat, Smoke Elementals are elusive battlefield spoilers that blind, confuse, and smother rather than meeting force with force. They move like rolling clouds of cinder-laced darkness, spoiling sight and filling the air with irritation and panic. As they grow, they become less like creatures and more like advancing walls of choking fire-shadow.

Stats	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Rank	Moderate	Major	Greater	Epic	Otherworldly
Alignment	Neutral	Neutral	Callous	Callous	Callous
Hit Points	7	16	32	56	88
Movement	3 / Fly 5	3 / Fly 6	3 / Fly 7	3 / Fly 8	3 / Fly 9
Attack Dice	2d6	2d6+1	3d6	4d6	5d6
Defence Dice	–	–	–	–	–
Dodge	2d6+1	2d6	2d6	2d6	2d6
Armour	0	0	0	1	1
Initiative Modifier	-1	-1	+0	+0	+1
Attack Rate	1 segment	1 segment	2 segments	2 segments	2 segments
STR	1d6-2	1d6	2d6	3d6	4d6

DEX	2d6+1	2d6+1	3d6	3d6	4d6
CON	2d6	2d6+1	3d6	4d6	5d6
INT	1d6-2	1d6-2	1d6-2	1d6-2	1d6-2
WIS	1d6	1d6+1	1d6+1	2d6	2d6
CHR	1d6-2	1d6-2	1d6-1	1d6-1	1d6

Traits

Smoke Form: The elemental may move through narrow spaces a rigid-bodied creature of its size could not normally pass. It ignores ordinary rough ground while drifting.

Cinder Veil: Ranged attacks made against the elemental suffer **-1** at Medium and Large, and **-2** at Huge and Giant.

Smothering Touch: If the elemental deals damage with any attack, the target must succeed on a Resilience Skill challenge against the damage rolled or become **Distracted** at Small and Medium size. At Large and Huge size, failure instead causes **Smothered**. At Giant size, failure causes **Blinded** and **Smothered**.

Blackout Presence: Sight-based checks made through squares occupied by the elemental suffer **-1** at Large and Huge, and **-2** at Giant. At Giant size, ranged attacks made through those squares also suffer **-2**.

Ashen Suffocation: A creature beginning its turn adjacent to a Huge or Giant Smoke Elemental must succeed on a Resilience Skill challenge against **1d6** or become **Distracted**. If already Distracted, it instead becomes **Smothered**.

Smoke-Bound Form: Smoke Elementals reduce incoming **fire** damage by 1 at Small and Medium size, by 3 at Large and Huge size, and by 5 at Giant size.

Attacks

Attack Types & Damage	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Smoke Lash *– a whipping strike of ember-laced vapour, Range 1,* ***Fire***	1d6	1d6+1	2d6	3d6	4d6
Cinder Cloud *– a projected burst of choking heated smoke, Range 4–6,* ***Fire***	–	1d6	2d6	3d6	4d6

OOZE ELEMENTALS

Heaving masses of acidic slime, foul sediment, and clinging semi-liquid ruin, Ooze Elementals are among the most oppressive of the demi-elementals. They do not fight through speed or precision, but through inevitable advance, corrosive contact, and the trapping of movement itself. As they grow, they become less like creatures and more like living collapses of sludge and dissolving mire.

Stats	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Rank	Moderate	Major	Greater	Epic	Otherworldly

Alignment	Neutral	Neutral	Callous	Callous	Callous
Hit Points	7	22	42	84	140
Movement	2	2	2	2	2
Attack Dice	2d6	2d6+1	3d6	4d6	5d6
Defence Dice	–	–	–	–	–
Dodge	1d6-1	1d6-1	1d6-2	1d6-2	1d6-2
Armour	0	1	1	2	2
Initiative Modifier	+1	+1	+1	+2	+2
Attack Rate	2 segments	2 segments	2 segments	3 segments	3 segments
STR	1d6+1	2d6	3d6	4d6	5d6
DEX	1d6-1	1d6-1	1d6-1	1d6-2	1d6-2
CON	2d6	3d6	4d6	6d6	8d6
INT	1d6-2	1d6-2	1d6-2	1d6-2	1d6-2
WIS	1d6-2	1d6-2	1d6-2	1d6-2	1d6-2
CHR	1d6-2	1d6-2	1d6-2	1d6-2	1d6-2

Traits

Ooze Form: The elemental may move through narrow spaces and gaps that a rigid-bodied creature of its size could not. The elemental takes no harm from **Acid**.

Clinging Slime: If the elemental deals damage with any attack, the target must succeed on an Athletics or Resilience challenge against the damage rolled or become **Hindered**. The Medium entry applies this only to Sludge Tendril, but from Large upward it is clearly a family-wide on-hit effect, so the grouped form should standardise it that way.

Dragging Pull: If the elemental deals damage with any attack, the target must succeed on an Athletics challenge against the damage rolled or be pulled toward the elemental. Medium and Large pull **1 square**. Huge and Giant pull **2 squares**.

Slime Trail: Squares the elemental leaves become slick and adhesive until the end of its next turn. Creatures treat such squares as difficult ground. This begins at Large size.

Engulfing Mass: A creature that begins its turn adjacent to a Huge or Giant Ooze Elemental and is already **Hindered** must succeed on a Strength challenge against **1d6+1** if Huge or **2d6** if Giant, or be unable to move away from the elemental that turn. Huge shows this directly, and Giant should naturally escalate it.

Acid-Bound Form: Ooze Elementals reduce incoming **Physical** damage by 1 at Small and Medium size, by 3 at Large and Huge size, and by 5 at Giant size. An attack causing 5+ damage will invoke an automatic **Corrosive Tendril** counterattack.

Attacks

Attack Types & Damage	***Small***	***Medium***	***Large***	***Huge***	***Giant***

Sludge Crush *– a battering or engulfing melee strike of acidic ooze, Range 1–2,* ***Acid + Bludgeoning***	1d6+1 + 1	2d6 + 1	2d6 + 1d6	3d6 + 2d6	4d6 + 2d6
Corrosive Tendril *– a projecting lash of dissolving ooze, Range 4,* ***Acid***	–	2d6	2d6	4d6	5d6

QUASI ELEMENTALS

NEGATIVE ELEMENTALS

ASH ELEMENTALS

Dim, drifting beings of soot, dead cinders, and fading inner heat, as though the remains of great fires had become resentfully alive. Ash Elementals do not blaze like true fire elementals. They smother, blind, and spoil the battlefield beneath choking haze, dead heat, and drifting cinder. They are mobile battlefield spoilers, favouring confusion and irritation over direct destructive brilliance.

Stats	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Rank	Moderate	Major	Greater	Epic	Otherworldly
Alignment	Callous	Cruel	Vile	Profane	Profane
Hit Points	7	16	32	56	88
Movement	3 / Fly 5	3 / Fly 6	3 / Fly 7	3 / Fly 8	3 / Fly 9
Attack Dice	2d6	2d6+1	3d6	4d6	5d6
Defence Dice	1d6	1d6+1	1d6+1	1d6+2	2d6
Dodge	2d6	1d6+2	1d6+1	1d6	1d6
Armour	0	0	1	1	2
Initiative Modifier	-1	-1	+0	+1	+1
Attack Rate	1 segment	1 segment	2 segments	2 segments	2 segments
STR	1d6-1	2d6	3d6	4d6	5d6
DEX	2d6	2d6	2d6	2d6-1	2d6
CON	2d6	2d6+1	3d6	4d6	5d6
INT	1d6-2	1d6-2	1d6-2	1d6-2	1d6-2
WIS	1d6	1d6+1	1d6+1	2d6	2d6
CHR	1d6-2	1d6-2	1d6-2	1d6-2	1d6-2

Traits

Ash Form: The elemental may move through narrow spaces a rigid-bodied creature of its size could not and ignores ordinary rough ground while drifting.

Ash-Bound Form: Ash Elementals reduce incoming fire damage by 1 at Small and Medium size, by 3 at Large and Huge, and by 5 at Giant.

Cinder Touch: If the elemental deals damage with any attack, the target must succeed on a Resilience Skill challenge against the damage rolled or become **Distracted**. At Small size this applies only to **Ash Lash**.

Ash Haze: Sight-based checks made through squares occupied by the elemental suffer –1. At Large and Huge, ranged attacks made through those squares also suffer –1. At Giant, sight-based checks and ranged attacks made through those squares suffer –2.

Ashen Presence: Huge and Giant Ash Elementals radiate choking cinder. A creature beginning its turn adjacent to the elemental must succeed on a Resilience Skill challenge against **1d6** if Huge, or **1d6+1** if Giant, or become **Smothered**.

Attacks

Attack Types & Damage	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Ash Lash*– a melee strike of choking cinder and dead heat, Range 1,* ***fire***	1d6	2d6	2d6	3d6	4d6
Cinder Spit / Cinder Surge / Ember Flood / Black Cinder Storm *– a ranged wave or stream of ash-hot fragments,* ***fire***	–	1d6+1, Range 4	2d6, Range 4	3d6, Range 5	4d6, Range 6

SALT ELEMENTALS

Harsh, pale beings of crystalline brine, cutting dryness, and deadened mineral residue, Salt Elementals drain moisture and vitality wherever they pass. They are not fluid like water elementals, nor airy like dust or vacuum, but instead move as grinding storms and encrusting sweeps of desiccating force. Their presence leaves flesh cracked, soil lifeless, and wounds slow to close. This build is inferred from the Salt mystery's defined role as withered water bound to negative energy, with slashing damage and conditions tied to weakening, sickness, withering, brittleness, and curse-like desiccation.

Stats	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Rank	Moderate	Major	Greater	Epic	Otherworldly
Alignment	Callous	Cruel	Vile	Profane	Profane
Hit Points	7	16	32	56	88
Movement	3 / Fly 5	3 / Fly 6	3 / Fly 7	3 / Fly 8	3 / Fly 9
Attack Dice	2d6	2d6+1	3d6	4d6	5d6
Defence Dice	-	-	-	-	-
Dodge	2d6	2d6	1d6+2	1d6+1	1d6+1
Armour	0	0	1	1	2

Initiative Modifier	-1	-1	+0	+1	+1
Attack Rate	1 segment	1 segment	2 segments	2 segments	2 segments
STR	1d6	2d6	3d6	4d6	5d6
DEX	2d6	2d6	2d6-1	2d6-1	2d6-2
CON	2d6	2d6+1	3d6	4d6	5d6
INT	1d6-2	1d6-2	1d6-2	1d6-2	1d6-2
WIS	1d6	1d6+1	1d6+1	2d6	2d6
CHR	1d6-2	1d6-2	1d6-2	1d6-2	1d6-1

Traits

Salt Form: The elemental ignores ordinary rough ground while drifting and may move through narrow spaces a rigid-bodied creature of its size could not. This is an inferred family-standard mobility trait consistent with other diffuse quasi-elementals, rather than a recovered verbatim Salt entry.

Desiccating Touch: If the elemental deals damage with any attack, the target must succeed on a Resilience Skill challenge against the damage rolled or become **Death-Touched** at Small and Medium size, **Withered** at Large and Huge size, and **Cursed** on a critical-scale Giant form where appropriate

Drying Aura: Huge and Giant Salt Elementals radiate withering dryness. A creature beginning its turn adjacent to the elemental must succeed on a Resilience Skill challenge against the Elementals STR or suffer **Sickened** if Huge, or **Withered** if Giant. This is an inferred extension consistent with the family concept.

Crystalline Abrasion: Large and larger Salt Elementals leave behind a light crust or trail of cutting saline residue. Squares they leave remain harsh until the end of the elemental's next turn; a creature moving through such a square must succeed on a Dexterity challenge against **1d6** or suffer **Hindered**.

Salt-Bound Essence: Salt Elementals reduce incoming **negative**, **Slashing and Piercing** damage by 1 at Small and Medium size, by 3 at Large and Huge size, and by 5 at Giant size.

Attacks

Attack Types & Damage	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Salt Slash *– a melee strike of jagged salt-crystal and desiccating force, Range 1,* ***Slashing***	1d6	1d6+1	2d6	3d6	4d6
Brine Surge *– a projected blast of cutting saline force, Range 4–6,* ***Slashing***	–	1d6	2d6	3d6	4d6

DUST ELEMENTALS

Grinding cyclones of grit, dry debris, and stone-powder, Dust Elementals are swift, abrasive horrors that turn the battlefield into a haze of spoiled sight, stinging impact, and confused movement. They do not endure through armour or mass, but through speed, obscurity, and the difficulty of striking a body made of whirling particulate ruin. As they grow, they become less like creatures and more like advancing storm-fronts of abrasion and confusion.

Stats	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Rank	Moderate	Major	Greater	Epic	Otherworldly
Alignment	Callous	Cruel	Vile	Profane	Profane
Hit Points	6	14	33	72	90
Movement	3 / Fly 5	3 / Fly 6	3 / Fly 7	3 / Fly 8	3 / Fly 9
Attack Dice	2d6	2d6+1	3d6	4d6	5d6
Defence Dice	1d6	1d6+1	1d6+1	1d6+2	2d6
Dodge	2d6+2	2d6	2d6	2d6	2d6
Armour	0	0	0	0	1
Initiative Modifier	-1	-1	+0	+1	+1
Attack Rate	1 segment	1 segment	2 segments	2 segments	2 segments
STR	1d6-2	1d6	2d6	2d6+1	3d6
DEX	2d6+2	3d6	3d6	4d6	5d6
CON	1d6+2	2d6	3d6	5d6	5d6
INT	1d6-2	1d6-2	1d6-2	1d6-2	1d6-2
WIS	1d6	1d6+1	1d6+1	2d6	2d6
CHR	1d6-2	1d6-2	1d6-2	1d6-2	1d6-2

Traits

Dust Form: The elemental ignores ordinary rough ground while drifting and may pass through narrow gaps a rigid-bodied creature of its size could not.

Abrasive Cloud: Ranged attacks made against the elemental suffer **-1** at Medium and Large size, and **-2** at Huge and Giant size. Small Dust Elementals do not yet generate a dense enough storm for this effect.

Scouring Dust: If the elemental deals damage with any attack, the target must succeed on a Resilience Skill challenge against the damage rolled or become **Distracted**. At Small size this originally applies only to **Dust Lash**; from Medium upward it clearly applies across the family.

Spoiled Sight: Sight-based checks made through squares occupied by the elemental suffer **-1** at Large and Huge size, and **-2** at Giant size. At Huge, ranged attacks made through those squares also suffer **-1**. At Giant, sight-based checks and ranged attacks made through those squares suffer **-2**.

Sandstorm Presence: A creature beginning its turn adjacent to a Giant Dust Elemental must succeed on a Resilience Skill challenge against **1d6** or become **Distracted**.

Because Dust uses a physical damage type rather than an energy type, I would not force an energy resistance onto it. If you do want a defensive identity beyond Dodge and concealment, the most fitting case-by-case trait would be a selective physical resistance such as this:

Diffuse Abrasion: Dust Elementals reduce incoming **slashing** and **Piercing** damage by 1 at Large and Huge size, and by 2 at Giant size.

Attacks

Attack Types & Damage	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Dust Slam *– a battering strike of grit and abrasive storm-force, Range 1,* ***Slashing***	1d6	1d6+1	2d6	3d6	4d6
Scouring Jet *– a concentrated blast of cutting dust, Range 4–6,* ***Slashing***	–	1d6	2d6	3d6	4d6

VACUUM ELEMENTALS

Thin distortions of absence, silence, and inward collapse, Vacuum Elementals are unnerving manifestations of deadened air and negative emptiness. They do not strike with the raw violence of fire or lightning, but instead spoil speech, drag enemies from position, and reduce the battlefield to silence, pressure-loss, and mounting disorientation. As they grow, they become less like creatures and more like moving regions where the world itself seems to fail.

Stats	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Rank	Moderate	Major	Greater	Epic	Otherworldly
Alignment	Callous	Cruel	Vile	Profane	Profane
Hit Points	5	14	32	56	88
Movement	3 / Fly 6	3 / Fly 7	3 / Fly 8	3 / Fly 9	3 / Fly 10
Attack Dice	2d6	2d6+1	3d6	4d6	5d6
Defence Dice	1d6+1	1d6+1	1d6+1	1d6+2	2d6
Dodge	2d6+1	2d6	2d6	2d6	2d6
Armour	0	0	0	0	1
Initiative Modifier	-1	-1	+0	+1	+1
Attack Rate	1 segment	1 segment	2 segments	2 segments	2 segments
STR	1d6-2	1d6	2d6	3d6	4d6
DEX	2d6+2	3d6	3d6	4d6	5d6
CON	1d6+2	2d6	3d6	4d6	5d6

INT	1d6-2	1d6-2	1d6-2	1d6-2	1d6-2
WIS	1d6	1d6+1	1d6+1	2d6	2d6
CHR	1d6-2	1d6-2	1d6-2	1d6-2	1d6-2

Traits

Void Form: The elemental ignores ordinary rough ground while floating and may move through spaces a rigid body of its size could not.

Null Essence: Vacuum Elementals reduce incoming negative damage by 1 at Small and Medium size, by 3 at Large and Huge, and by 5 at Giant.

Null Touch: If the elemental deals damage with any attack, the target must succeed on a Resilience Skill challenge against the damage rolled or become **Distracted**. Small originally applied this only to Void Touch, but by Medium size and above the effect clearly applies across the family, so the grouped version should state it this way.

Inward Pull: If the elemental deals damage with any attack, the target must succeed on a Strength challenge against the damage rolled or be pulled toward the elemental. Medium pulls **1 square**, Large and Huge pull **2 squares**, and Giant pulls **3 squares**. Small Vacuum Elementals do not have this trait.

Muted Zone: Creatures adjacent to the elemental suffer penalties to hearing-based checks and sound-based communication. Large and Huge impose **-1**. Giant imposes **-2**. Small and Medium do not yet generate a strong enough field for this effect.

Void Presence: A creature beginning its turn adjacent to a Giant Vacuum Elemental must succeed on a Resilience Skill challenge against **1d6** or become **Distracted**.

Attacks

Attack Types & Damage	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Void Crush *– a melee strike of pressure-loss and collapsing force, Range 1,* ***Negative; Large+ also Bludgeoning***	1d6	1d6+1	2d6 + 1d6	3d6 + 1d6	4d6 + 2d6
Collapse Pulse *– a projected burst of null-pressure, Range 7,* ***Negative; Large+ also Bludgeoning***	–	1d6	2d6 + 1d6	3d6 + 1d6	4d6 + 2d6

POSITIVE ELEMENTALS

RADIANCE ELEMENTALS

Brilliant beings of living white-gold light, Radiance Elementals are swift manifestations of revelation, searing purity, and painful clarity. They expose what is hidden, dazzle those who oppose them, and are especially ruinous to undead and creatures of shadow. As they increase in size, they become less like bright creatures and more like moving centres of unbearable illumination.

Stats	***Small***	***Medium***	***Large***	***Huge***	***Giant***

Rank	Moderate	Major	Greater	Epic	Otherworldly
Alignment	Decent	Compassionate	Righteous	Righteous	Holy
Hit Points	7	16	32	56	88
Movement	4	4	4	4	4
Attack Dice	2d6	2d6+1	3d6	4d6	5d6
Defence Dice	1d6+1	1d6+1	1d6+2	1d6+2	2d6
Dodge	2d6	1d6+2	1d6+1	1d6+1	1d6
Armour	0	0	1	1	2
Initiative Modifier	-1	-1	+0	+1	+1
Attack Rate	1 segment	1 segment	2 segments	2 segments	2 segments
STR	1d6	2d6	3d6	4d6	5d6
DEX	2d6+1	2d6	2d6	2d6	2d6-1
CON	2d6	2d6+1	3d6	4d6	5d6
INT	1d6-2	1d6-2	1d6-2	1d6-2	1d6-2
WIS	1d6+1	1d6+1	2d6	2d6	2d6+1
CHR	1d6+1	2d6	2d6	2d6+1	3d6

Traits

Body of Light: The elemental ignores ordinary darkness penalties that rely on lack of illumination.

Dazzling Touch: If the elemental deals damage with any attack, the target must succeed on a Resilience Skill challenge against the damage rolled or become **Distracted**. For Lage, Huge and Giant this becomes **Dazzled.**

Scour Undead: Against Undead creatures, the elemental gains +1 to damage rolls at Small and Medium size, and +1d6 to damage rolls at Large size and above.

Revealing Brilliance: Creatures within 2 squares of a Large elemental cannot benefit from ordinary concealment. At Giant size this extends to 4 squares.

Radiant Resistance: Radiance Elementals reduce incoming **radiant** damage by 1 at Small and Medium size, by 3 at Large and Huge size, and by 5 at Giant size.

Solar Presence: Huge and Giant Radiance Elementals radiate punishing brilliance. A creature beginning its turn adjacent to the elemental must succeed on a Resilience Skill challenge against the elementasls CHR become **Dazzled**. For Undead they also become **Sun-Blighted**

Attacks

Attack Types & Damage	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Radiant Touch *– a searing melee strike of holy brilliance, Range 1,* ***radiant***	1d6+1	2d6	3d6	4d6	5d6
Light Lance *– a focused spear of radiant force, Range 6,* ***radiant***	–	1d6+1	2d6	3d6	4d6

MINERAL ELEMENTALS

Sharp-edged creatures of crystal, ore, and metal-veined stone, their bodies glinting with hard facets. Mineral Elementals are among the toughest of the elemental kind, relying on sheer mass, dense mineral armour, and crushing force rather than speed or tactical finesse. They are simple, aggressive manifestations that press forward relentlessly, trusting their hardness to endure what lesser beings would evade.

Stats	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Rank	Moderate	Major	Greater	Epic	Otherworldly
Hit Points	25	56	105	168	255
Movement	2	2	2	2	2
Attack Dice	2d6	3d6	5d6	7d6	10d6
Defence Dice	–	–	–	–	–
Dodge	1d6-1	1d6-1	1d6-2	1d6-2	1d6-2
Armour	2	3	4	5	7
Initiative Modifier	+0	+0	+1	+2	+3
Attack Rate	2 segments	2 segments	3 segments	3 segments	4 segments
STR	2d6	3d6	5d6	7d6	10d6
DEX	1d6	1d6	1d6	1d6-1	1d6-2
CON	3d6	4d6	6d6	8d6	10d6+2
INT	1d6-2	1d6-2	1d6-2	1d6-2	1d6-2
WIS	1d6	1d6	1d6+1	2d6	3d6
CHR	1d6-2	1d6-2	1d6-1	1d6	2d6

Traits

Crystalline Body: Mineral Elementals gain a bonus on challenges to resist forced movement, being knocked Prone, or being driven back. Small and Medium gain +1d6, Large gains +2d6, Huge gains +3d6, and Giant gains +4d6.

Armoured Facets: Mineral Elementals reduce incoming **piercing** and **slashing** damage by 1 at Small and Medium size, by 2 at Large, by 3 at Huge, and by 4 at Giant.

Implacable Resilience: Mineral Elementals have Resilience Skills of +4d6 of their constitution.

Attacks

Attack Types & Damage	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Crystal Slam *– a crushing melee blow of dense living ore and crystal, Range 1,* ***bludgeoning***	1d6+1	2d6	2d6+2	3d6+2	4d6+2
Shard Hurl *– jagged crystal fragments hurled at range, Range 3,* ***slashing***	–	1d6+2	2d6+1	3d6+2	5d6

STEAM ELEMENTALS

Roiling bodies of white vapour, boiling mist, and pressurised heat, Steam Elementals are swift battlefield burners that scald at close range and spoil clear sight through drifting haze. Unlike the raw violence of fire elementals, they combine heat with pressure, screening themselves and allies while driving enemies back beneath bursts of superheated mist. As they grow, they become increasingly oppressive, turning the field into a blinding, boiling cloud.

Stats	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Rank	Moderate	Major	Greater	Epic	Otherworldly
Alignment	Compassionate	Compassionate	Righteous	Righteous	Righteous
Hit Points	7	16	32	56	88
Movement	3 / Fly 5	3 / Fly 6	3 / Fly 7	3 / Fly 8	4 / Fly 9
Attack Dice	2d6	2d6+1	3d6	4d6	5d6
Defence Dice	-	-	-	-	-
Dodge	2d6	1d6+2	1d6+1	1d6	1d6
Armour	0	0	1	1	2
Initiative Modifier	-1	-1	+0	+1	+1
Attack Rate	1 segment	1 segment	2 segments	2 segments	2 segments
STR	1d6	2d6	3d6	4d6	5d6
DEX	2d6+1	2d6	2d6	2d6-1	2d6
CON	2d6	2d6+1	3d6	4d6	5d6
INT	1d6-2	1d6-2	1d6-2	1d6-2	1d6-2
WIS	1d6	1d6+1	1d6+1	2d6	2d6
CHR	1d6-1	1d6-1	1d6-1	1d6	1d6

Traits

Vapour Form: The elemental may move through narrow spaces a rigid-bodied creature of its size could not. Cannot be grappled

Scalding Touch: If the elemental deals damage with any attack, the target must succeed on a Resilience Skill challenge against the damage rolled or suffer **Scalded**. At Small size this originally applies only to Steam Lash; from Medium upward it clearly applies across the family.

Mist Shroud: Ranged attacks made against the elemental beyond close range suffer **-1** at Medium and Large, and **-2** at Huge and Giant. Small Steam Elementals do not yet generate enough dense vapour for this effect.

Pressurised Impact: If the elemental hits with its melee attack, the target must succeed on a Strength challenge against the damage rolled or be pushed back 1 square. This begins at Large size.

Boiling Aura: A creature beginning its turn adjacent to a Huge or Giant Steam Elemental takes **1 Fire** damage.

Steam-Bound Form: Steam Elementals reduce incoming **fire** damage by 1 at Small and Medium size, by 3 at Large and Huge size, and by 5 at Giant size.

Attacks

Attack Types & Damage	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Steam Slam *– a melee strike of boiling vapour and pressurised force, Range 1,* ***Fire***	1d6+1	2d6	2d6	3d6	4d6
Scald Burst *– a projected blast of superheated mist, Range 4–6,* ***Fire***	–	1d6+1	2d6+1	3d6	4d6

LIGHTNING ELEMENTALS

Blindingly fast manifestations of storm-force, Lightning Elementals appear as branching lattices of blue-white electrical brilliance held together only by motion and violence. They excel at sudden repositioning, disrupting enemy action, and punishing any foe slow enough to let them build momentum. They are not durable creatures by elemental standards, but they are among the hardest to pin down, strike, or outrun.

Stats	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Rank	Moderate	Major	Greater	Epic	Otherworldly
Alignment	Compassionate	Compassionate	Righteous	Righteous	Holy
Hit Points	6	14	32	56	125
Movement	3 / Fly 7	3 / Fly 8	3 / Fly 9	3 / Fly 10	3 / Fly 11
Attack Dice	2d6+1	3d6	4d6	5d6	6d6
Defence Dice	-	-	-	-	-
Dodge	3d6+2	4d6+1	4d6+1	5d6+1	6d6+2

Armour	0	0	0	0	0
Initiative Modifier	-2	-2	-1	-1	-1
Attack Rate	1 segment	1 segment	1 segment	1 segment	1 segment
STR	1d6-2	1d6	2d6	3d6	4d6
DEX	3d6	4d6	4d6	5d6	6d6
CON	1d6+2	2d6	3d6	4d6	7d6
INT	1d6-2	1d6-2	1d6-2	1d6-2	1d6-2
WIS	1d6	1d6+1	1d6+1	2d6	2d6
CHR	1d6	1d6	1d6+1	1d6+1	2d6

Traits:

Living Lightning: The elemental ignores ordinary rough ground while moving and may move through openings that a rigid body of its size could not.

Jolting Strike: If the elemental deals damage with any attack, the target must succeed on a Resilience Skill challenge against the damage rolled or become **Distracted**.

Flash Step: If the elemental moved before attacking this turn, it gains **+1** to the attack roll.

Static Rush: Large and larger Lightning Elementals that moved at least 2 squares before attacking gain **+1d6** to the damage roll of their first attack that Combat Round.

Thunderwake: Huge Lightning Elementals impose **-1** to concentration-like checks and ranged attacks for creatures adjacent to them. Giant Lightning Elementals impose **-3**

Living Thunder: A creature beginning its turn adjacent to a Giant Lightning Elemental must succeed on a Resilience Skill challenge against the Elementals STR or become **Dazed**.

Storm-Bound Form: Small through Huge take no harm from **electricity**. Giant Lightning Elementals are instead healed by electricity.

Attack Types & Damage	***Small***	***Medium***	***Large***	***Huge***	***Giant***
Storm Claw *– a melee strike of electric force, Range 1,* ***Electricity***	1d6+1	2d6	2d6	3d6	4d6
Lightning Bolt *– a focused surge of crackling energy, Range 6,* ***Electricity***	–	1d6+1	2d6+1	3d6	4d6

ASTRAL PLANE

ASTRAL MOTE

Small Astral Entity

A fist-sized spark of silver thought-energy, appearing as a hovering point of light with faint trailing filaments. It moves in short, deliberate shifts rather than continuous motion, as though choosing each position.

Alignment: Neutral
Rank: Minor
HP Dice: 1d6+1
Size: Small
Movement: 3 / Fly 6
Defence: 1d6+1
Dodge: 2d6+1
Armour: 0

STR 1d6-2 **DEX** 2d6+2 **CON** 1d6+1
INT 1d6-1 **WIS** 1d6+1 **CHR** 1d6

Traits
Astral Movement: Ignores ordinary rough ground and may pass through narrow spaces a rigid-bodied creature of its size could not.
Positioned Strike: If the mote moved before attacking this turn, it gains +1 to the attack roll.
Astral Disruption: If the mote deals damage, the target must succeed on a **Resilience Skill challenge against the damage rolled** or become **Distracted**.

Attacks
Thought Dart - a precise projection of silver force; 1 attack; Attack 1d6; Damage 1d6 Piercing; Range 4.

Astral Seeker

Small Astral Entity

A narrow, elongated form resembling a serpentine dart, with a defined head and trailing body of light. It moves in straight, efficient paths and does not circle or feint.

Alignment: Neutral
Rank: Major
HP Dice: 2d6
Size: Small
Movement: 4 / Fly 7
Defence: 1d6+1
Dodge: 2d6+1
Armour: 0

STR 1d6 **DEX** 3d6 **CON** 2d6
INT 1d6-1 **WIS** 1d6+1 **CHR** 1d6

Traits
Astral Movement: Ignores ordinary rough ground and may pass through narrow spaces a rigid-bodied creature of its size could not.
Relentless Pursuit: If it moved at least 2 squares before attacking, it gains +1 to the attack roll.
Astral Disruption: If it deals damage, the target must succeed on a **Resilience Skill challenge against the damage rolled** or become **Distracted**.

Attacks
Silver Bite - a fast, direct strike of force-formed jaws; 1 attack; Attack 2d6+1; Damage 1d6+1 Piercing; Range 1.

Astral Hound

Medium Astral Entity

A fully realised quadruped of silver void, with clean, defined musculature and star-like eyes. It moves with disciplined speed and does not hesitate once it has fixed a target.

Alignment: Decent
Rank: Greater
HP Dice: 3d6
Size: Medium
Movement: 5
Defence: 1d6+1
Dodge: 2d6
Armour: 0

STR 2d6 **DEX** 3d6 **CON** 2d6+1
INT 1d6-1 **WIS** 1d6+2 **CHR** 1d6

Traits
Astral Movement: Ignores ordinary rough ground and may pass through narrow spaces a rigid-bodied creature of its size could not.
Relentless Pursuit: If it moved at least 2 squares before attacking, it gains +1 to the attack roll.
Void Pull: If it deals damage, the target must succeed on a **Strength challenge against the damage rolled** or be pulled 1 square toward it.
Astral Disruption: If it deals damage, the target must succeed on a **Resilience Skill challenge against the damage rolled** or become **Distracted**.

Attacks
Silver Bite - a controlled lunge; 1 attack; Attack 3d6; Damage 2d6 Air; Range 1.

Astral Hunter

Large Astral Entity

A tall, lean predator-form, often bipedal or multi-limbed, with elongated limbs and blade-like extremities. Its body appears segmented or articulated along geometric lines.

Alignment: Neutral
Rank: Grand
HP Dice: 4d6+1
Size: Large
Movement: 5 / Fly 8
Defence: 1d6+2
Dodge: 2d6
Armour: 0

STR 3d6 **DEX** 4d6 **CON** 3d6
INT 1d6 **WIS** 2d6 **CHR** 1d6

Traits
Astral Movement: Ignores ordinary rough ground and may pass through narrow spaces a rigid-bodied creature of its size could not.
Relentless Pursuit: If it moved at least 2 squares before attacking, it gains +1 to the attack roll.
Void Pull: If it deals damage, the target must succeed on a **Strength challenge against the damage rolled** or be pulled 1 square toward it.
Astral Disruption: If it deals damage, the target must succeed on a **Resilience Skill challenge against the damage rolled** or become **Distracted**.

Attacks
Silver Claw - a slicing strike of hardened astral force; 2 attacks; Attack 4d6; Damage 2d6 Air; Range 1.
Thought Lance - a linear projection of force; 1 attack; Attack 3d6+1; Damage 2d6+1 Air; Range 6.

Astral Sentinel

Huge Astral Entity

A broad, upright construct of silver geometry, with thick limbs and stable stance. It appears built rather than grown, with symmetrical, deliberate proportions.

Alignment: Decent
Rank: Epic
HP Dice: 6d6
Size: Huge
Movement: 4 / Fly 8
Defence: 2d6
Dodge: 1d6+1
Armour: 1

STR 4d6 **DEX** 3d6 **CON** 4d6
INT 1d6 **WIS** 2d6 **CHR** 1d6+1

Traits
Astral Movement: Ignores ordinary rough ground and may pass through narrow spaces a rigid-bodied creature of its size could not.
Perfect Line: Ignores partial cover when making ranged attacks.
Void Pull: If it deals damage, the target must succeed on a **Strength challenge against the damage rolled** or be pulled 2 squares toward it.
Astral Disruption: If it deals damage, the target must succeed on a **Resilience Skill challenge against the damage rolled** or become **Distracted**.
Unyielding Form: Gains +1d6 on challenges to resist forced movement or being knocked **Prone**.

Attacks
Astral Halberd - a sweeping polearm of force; 2 attacks; Attack 4d6+1; Damage 3d6 Air; Range 1.
Void Lance - a straight-line projection; 1 attack; Attack 4d6; Damage 3d6 Air; Range 7.

Astral Executor

Huge Astral Entity

A refined, blade-limbed entity with a narrow torso and extended reach, appearing almost humanoid but stripped to clean geometry. It moves with exact timing and minimal wasted motion.

Alignment: Callous
Rank: Otherworldly
HP Dice: 7d6
Size: Huge
Movement: 5 / Fly 9
Defence: 2d6
Dodge: 2d6
Armour: 1

STR 4d6 **DEX** 5d6 **CON** 4d6+1
INT 1d6+1 **WIS** 2d6 **CHR** 1d6+1

Traits
Astral Movement: Ignores ordinary rough ground and may pass through narrow spaces a rigid-bodied creature of its size could not.
Relentless Pursuit: If it moved at least 2 squares before attacking, it gains +1 to the attack roll.
Perfect Line: Ignores partial cover when making ranged attacks.
Void Pull: If it deals damage, the target must succeed on a **Strength challenge against the damage rolled** or be pulled 2 squares toward it.
Astral Disruption: If it deals damage, the target must succeed on a **Resilience Skill challenge against the damage rolled** or become **Distracted**.
Executioner's Precision: Gains +1d6 damage against **Distracted** targets.

Attacks
Astral Blade - a precise cutting strike; 2 attacks; Attack 5d6; Damage 3d6 Air; Range 1.
Judgement Lance - a focused projection; 1 attack; Attack 5d6; Damage 3d6+1 Air; Range 8.

Astral Leviathan

Giant Astral Entity

A massive elongated body, part serpent and part geometric construct, with a continuous flowing form that appears to swim through space rather than stand within it.

Alignment: Callous
Rank: Mythic
HP Dice: 8d6
Size: Giant
Movement: 5 / Fly 10
Defence: 2d6
Dodge: 2d6
Armour: 2

STR 5d6 **DEX** 5d6 **CON** 5d6
INT 1d6+1 **WIS** 2d6+1 **CHR** 2d6

Traits
Astral Movement: Ignores ordinary rough ground and may pass through narrow spaces a rigid-bodied creature of its size could not.
Perfect Line: Ignores partial cover when making ranged attacks.
Void Pull: If it deals damage, the target must succeed on a **Strength challenge against the damage rolled** or be pulled 3 squares toward it.
Astral Disruption: If it deals damage, the target must succeed on a **Resilience Skill challenge against the damage rolled** or become **Distracted**.
Gravitic Presence: A creature beginning its turn adjacent must succeed on a **Strength challenge against 1d6** or be unable to move farther away that turn.

Attacks
Void Jaws - a large engulfing bite; 2 attacks; Attack 6d6; Damage 4d6 Air; Range 1.
Silver Beam - a long-range projection; 1 attack; Attack 5d6; Damage 4d6 Air; Range 9.

ETHEREAL PLANE

Veil Spark

Small Ethereal Entity

A pale, wavering point of mist-light no larger than a clenched fist, surrounded by a faint distortion as though seen through wet glass. It does not fly so much as flicker from one position to another.

Alignment: Neutral
Rank: Minor
HP Dice: 1d6+1
Size: Small
Movement: 3 / Fly 6
Defence: 1d6+1
Dodge: 2d6+1
Armour: 0

STR 1d6-2 **DEX** 2d6+2 **CON** 1d6+1
INT 1d6-1 **WIS** 1d6+1 **CHR** 1d6

Traits
Ethereal Drift: The veil spark ignores ordinary rough ground and may pass through narrow openings or thin barriers a rigid-bodied creature of its size could not.
Flicker Step: If the veil spark moved before attacking this

turn, attacks made against it suffer -1 until the start of its next turn.
Veil Touch: If the veil spark deals damage, the target must succeed on a **Resilience Skill challenge against the damage rolled** or become **Distracted**.

Attacks
Veil Sting - a brief stab of pale force and chill mist; 1 attack; Attack 2d6; Damage 1d6 Air; Range 3.

GHOSTLING

Small Ethereal Entity

A small, loosely humanoid wisp of pale vapour and dim inner light, its outline constantly loosening and reforming. It passes through clutter and cover without slowing.

Alignment: Neutral
Rank: Moderate
HP Dice: 2d6
Size: Small
Movement: 4 / Fly 7
Defence: 1d6+1
Dodge: 2d6+1
Armour: 0

STR 1d6-1 **DEX** 3d6 **CON** 2d6
INT 1d6-1 **WIS** 1d6+1 **CHR** 1d6

Traits
Ethereal Drift: The ghostling ignores ordinary rough ground and may pass through narrow openings or thin barriers a rigid-bodied creature of its size could not.
Flicker Step: If the ghostling moved before attacking this turn, attacks made against it suffer -1 until the start of its next turn.
Unsteady Contact: If the ghostling deals damage, the target must succeed on a **Resilience Skill challenge against the damage rolled** or become **Distracted**.

Attacks
Phasing Claw - a quick raking pass of half-solid force; 1 attack; Attack 2d6+1; Damage 1d6+1 Air; Range 1.
Mist Dart - a compact projection of pale ethereal pressure; 1 attack; Attack 2d6; Damage 1d6 Air; Range 4.

PHASE HOUND

Medium Ethereal Entity

A lean quadruped of pale mist and translucent musculature, visible in full only for moments at a time. It runs directly through light obstacles, curtains, reeds, and clutter as though they were not there.

Alignment: Decent
Rank: Major
HP Dice: 3d6
Size: Medium
Movement: 5
Defence: 1d6+1
Dodge: 2d6
Armour: 0

STR 2d6 **DEX** 3d6 **CON** 2d6+1
INT 1d6-1 **WIS** 1d6+2 **CHR** 1d6

Traits
Ethereal Drift: The phase hound ignores ordinary rough ground and may pass through narrow openings or thin barriers a rigid-bodied creature of its size could not.
Slip Between: The phase hound may move through the space of a creature of Large size or larger, but may not end its movement there.
Veil Touch: If the phase hound deals damage, the target must succeed on a **Resilience Skill challenge against the damage rolled** or become **Distracted**.
Phase Drag: If the phase hound deals damage, the target must succeed on a **Strength challenge against the damage rolled** or be unable to move freely until the end of its next turn.

Attacks
Phasing Bite - a direct lunge of half-solid jaws; 1 attack; Attack 3d6; Damage 2d6 Air; Range 1.

VEIL STALKER

Large Ethereal Entity

A tall, thin predator-form with overlong limbs and a head or mask-like face that appears fully visible only from certain angles. It moves by sudden, silent displacements rather than a continuous stride.

Alignment: Neutral
Rank: Greater
HP Dice: 4d6+1
Size: Large
Movement: 5 / Fly 8
Defence: 1d6+2
Dodge: 2d6
Armour: 0

STR 3d6 **DEX** 4d6 **CON** 3d6
INT 1d6 **WIS** 2d6 **CHR** 1d6

Traits
Ethereal Drift: The veil stalker ignores ordinary rough ground and may pass through narrow openings or thin barriers a rigid-bodied creature of its size could not.
Slip Between: The veil stalker may move through the space of a creature of Large size or larger, but may not end its movement there.
Ambush Form: If the veil stalker moved before attacking this turn, it gains +1 to the attack roll.
Veil Touch: If the veil stalker deals damage, the target must succeed on a **Resilience Skill challenge against the damage rolled** or become **Distracted**.
Phase Drag: If the veil stalker deals damage, the target must succeed on a **Strength challenge against the damage rolled** or be unable to move freely until the end of its next turn.

Attacks
Veil Claw - a slicing strike of pale, half-solid force; 2 attacks; Attack 4d6; Damage 2d6 Air; Range 1.
Ghost Lance - a narrow projection of concentrated ethereal pressure; 1 attack; Attack 3d6+1; Damage 2d6+1 Air; Range 5.

GHOST BRUTE

Huge Ethereal Entity

A broad-shouldered, heavily built form of condensed pale vapour and semi-solid force, like a giant seen through deep fog. It appears slow until it phases forward in a single abrupt surge.

Alignment: Neutral
Rank: Grand
HP Dice: 6d6
Size: Huge
Movement: 4 / Fly 7
Defence: 2d6
Dodge: 1d6+1
Armour: 1

STR 4d6 **DEX** 3d6 **CON** 4d6
INT 1d6 **WIS** 2d6 **CHR** 1d6

Traits
Ethereal Drift: The ghost brute ignores ordinary rough ground and may pass through narrow openings or thin barriers a rigid-bodied creature of its size could not.
Phase Surge: If the ghost brute moved before attacking this turn, it gains +1 to the attack roll.
Unsteady Contact: If the ghost brute deals damage, the target must succeed on a **Resilience Skill challenge against the damage rolled** or become **Distracted**.
Phase Drag: If the ghost brute deals damage, the target must succeed on a **Strength challenge against the damage rolled** or be unable to move freely until the end of its next turn.
Half-Present Mass: The ghost brute gains +1d6 on challenges to resist forced movement or being knocked **Prone**.

Attacks
Phasing Fist - a crushing blow that lands half inside a target's guard; 2 attacks; Attack 4d6+1; Damage 3d6 Air; Range 1.
Veil Burst - a short-range pulse of dense pale force; 1 attack; Attack 4d6; Damage 3d6 Air; Range 5.

PHASE REAVER

Huge Ethereal Entity

A refined, predatory war-form of stretched limbs, narrow torso, and blade-like arms, with a face obscured by wavering mist. It flickers in and out of clarity even while standing still.

Alignment: Callous
Rank: Mythic
HP Dice: 7d6
Size: Huge
Movement: 5 / Fly 9
Defence: 2d6
Dodge: 2d6
Armour: 1

STR 4d6 **DEX** 5d6 **CON** 4d6+1
INT 1d6+1 **WIS** 2d6 **CHR** 1d6

Traits
Ethereal Drift: The phase reaver ignores ordinary rough ground and may pass through narrow openings or thin barriers a rigid-bodied creature of its size could not.
Slip Between: The phase reaver may move through the space of a creature of Huge size or smaller, but may not end its movement there.
Ambush Form: If the phase reaver moved before attacking this turn, it gains +1 to the attack roll.
Veil Touch: If the phase reaver deals damage, the target must succeed on a **Resilience Skill challenge against the damage rolled** or become **Distracted**.
Phase Drag: If the phase reaver deals damage, the target must succeed on a **Strength challenge against the damage rolled** or be unable to move freely until the end of its next turn.
Reaver's Precision: The phase reaver gains +1d6 to damage rolls against **Distracted** targets.

Attacks
Phase Blade - a precise cutting strike that slips through defence by partial phasing; 2 attacks; Attack 5d6; Damage 3d6 Air; Range 1.
Veil Spear - a straight thrust of condensed ghost-force; 1 attack; Attack 5d6; Damage 3d6+1 Air; Range 6.

VEIL HORROR

Giant Ethereal Entity

A vast, elongated entity of pale vapour, layered translucence, and shifting internal structure, like several overlapping bodies occupying one outline. Its full shape is never visible at once.

Alignment: Callous
Rank: Otherworldly
HP Dice: 8d6
Size: Giant
Movement: 5 / Fly 10
Defence: 2d6
Dodge: 2d6
Armour: 2

STR 5d6 **DEX** 5d6 **CON** 5d6
INT 1d6+1 **WIS** 2d6+1 **CHR** 2d6

Traits
Ethereal Drift: The veil horror ignores ordinary rough ground and may pass through narrow openings or thin barriers a rigid-bodied creature of its size could not.
Slip Between: The veil horror may move through the space of a creature of Huge size or smaller, but may not end its movement there.
Veil Touch: If the veil horror deals damage, the target must succeed on a **Resilience Skill challenge against the damage rolled** or become **Distracted**.
Phase Drag: If the veil horror deals damage, the target must succeed on a **Strength challenge against the damage rolled** or be unable to move freely until the end of its next turn.
Unfixed Presence: A creature beginning its turn adjacent to the veil horror must succeed on a **Resilience Skill challenge against 1d6** or become **Distracted**.

Attacks
Ghost Jaws - a huge engulfing bite or closing arc of layered semi-solid force; 2 attacks; Attack 6d6; Damage 4d6 Air; Range 1.
Veil Beam - a long projection of concentrated pale pressure; 1 attack; Attack 5d6; Damage 4d6 Air; Range 8.

FEYWILD

FEY SPARK

Small Fey Entity

A hand-sized knot of green-gold or blue-white light with fluttering leaf-like wings and a faint humanoid outline only visible when it pauses. It moves in short arcs and spirals, hovering just out of easy reach.

Alignment: Decent
Rank: Lesser
HP Dice: 1d6+1
Size: Small
Movement: 3 / Fly 6
Defence: 1d6+1
Dodge: 2d6+1
Armour: 0

STR 1d6-2 **DEX** 2d6+2 **CON** 1d6+1
INT 1d6 **WIS** 1d6+1 **CHR** 1d6+1

Traits
Fey Movement: The fey spark ignores ordinary rough ground and may move through undergrowth, hanging roots, and narrow gaps without penalty.
Dancing Flight: If the fey spark moved before attacking this turn, attacks made against it suffer -1 until the start of its next turn.
Glamour Sting: If the fey spark deals damage, the target must succeed on a **Resilience Skill challenge against the damage rolled** or become **Distracted**.

Attacks
Glamour Dart - a sharp pulse of coloured fey light; 1 attack; Attack 2d6; Damage 1d6 Air; Range 4.

Pixie Trickster

Tiny Fey Entity

A tiny, winged humanoid with delicate limbs, bright eyes, and insect-like or leaf-like wings, dressed in petals, bark, or stitched moonlit cloth. It smiles often, but never reassuringly.

Alignment: Decent
Rank: Minor
HP Dice: 2d6
Size: Small
Movement: 3 / Fly 7
Defence: 1d6+1
Dodge: 2d6+1
Armour: 0

STR 1d6-2 **DEX** 3d6 **CON** 2d6
INT 1d6+1 **WIS** 1d6+1 **CHR** 2d6

Traits
Fey Movement: The pixie trickster ignores ordinary rough ground and may move through undergrowth, hanging roots, and narrow gaps without penalty.
Distracting Glamour: If the pixie trickster deals damage, the target must succeed on a **Resilience Skill challenge against the damage rolled** or become **Distracted**.
Beguiling Presence: A creature beginning its turn adjacent to the pixie trickster must succeed on a **Resilience Skill challenge against 1d6** or suffer -1 to attack rolls against the pixie trickster until the start of its next turn.
Mischief Flight: If the pixie trickster moved before attacking this turn, it gains +1 to the attack roll.

Attacks
Needle Bow - a tiny dart or thorn projected with uncanny force; 1 attack; Attack 2d6+1; Damage 1d6 Piercing; Range 5.
Glamour Touch - a brief touch of dreamlike fey influence; 1 attack; Attack 2d6; Damage 1d6 Air; Range 1.

Fey Beast

Medium Fey Entity

A lithe woodland predator shaped like a hound, stag-cat, or horned fox, with luminous eyes, sleek fur or bark-like hide, and antlers, thorns, and luminous markings. It is unmistakably animal, but not natural.

Alignment: Neutral
Rank: Moderate
HP Dice: 3d6
Size: Medium
Movement: 5
Defence: 1d6+1
Dodge: 2d6
Armour: 1

STR 2d6 **DEX** 3d6 **CON** 2d6+1
INT 1d6 **WIS** 1d6+2 **CHR** 1d6+1

Traits
Fey Movement: The fey beast ignores ordinary rough ground and may move through undergrowth, hanging roots, and narrow gaps without penalty.
Predator's Grace: If the fey beast moved at least 2 squares before attacking, it gains +1 to the attack roll.
Glamour Bite: If the fey beast deals damage, the target must succeed on an WIS challenge against the damage rolled or become Distracted.
Springing Hunter: If the fey beast hits with Thorn Bite, the target must succeed on a **Strength challenge against the damage rolled** or be pushed back 1 square.

Attacks
Thorn Bite - a lunging bite from fangs, briars, or antlered jaws; 1 attack; Attack 3d6; Damage 2d6 Piercing; Range 1.

GLAMOUR STALKER

Large Fey Entity

A tall, elegant hunter with long limbs, a narrow face, and antlers, thorns, or a mantle of leaves and moth-wings. Its outline is beautiful at a distance and unsettling up close, with features that seem to shift when not directly watched.

Alignment: Neutral
Rank: Major
HP Dice: 4d6+1
Size: Large
Movement: 5
Defence: 1d6+2
Dodge: 2d6
Armour: 0

STR 3d6 **DEX** 4d6 **CON** 3d6
INT 1d6+1 **WIS** 2d6 **CHR** 2d6

Traits
Fey Movement: The glamour stalker ignores ordinary rough ground and may move through undergrowth, hanging roots, and narrow gaps without penalty.
Predator's Grace: If the glamour stalker moved at least 2 squares before attacking, it gains +1 to the attack roll.
Distracting Glamour: If the glamour stalker deals damage, the target must succeed on a **Resilience Skill challenge against the damage rolled** or become **Distracted**.
Entrancing Glance: A creature beginning its turn adjacent to the glamour stalker must succeed on a **Resilience Skill challenge against 1d6** or suffer -1 to attack rolls against the glamour stalker until the start of its next turn.
Hunter's Step: The glamour stalker may move through the space of a creature of Large size or larger, but may not end its movement there.

Attacks
Moonlit Claw - a slicing strike of enchanted talons or thorned fingers; 2 attacks; Attack 4d6; Damage 2d6 Air; Range 1.
Thorn Javelin - a projected spear of hardened briar or antler-light; 1 attack; Attack 3d6+1; Damage 2d6+1 Piercing; Range 5.

FEY GUARDIAN

Huge Fey Entity

A massive protector-form resembling a stag-lord, bark-skinned giant, or antler-crowned woodland sentinel, with a body of wood, vine, hide, and moonlit force. It stands broad and still until roused, then moves with startling speed for its size.

Alignment: Neutral
Rank: Greater
HP Dice: 6d6
Size: Huge
Movement: 4
Defence: 2d6
Dodge: 1d6+1
Armour: 1

STR 4d6 **DEX** 3d6 **CON** 6d6
INT 1d6+1 **WIS** 2d6 **CHR** 2d6

Traits
Fey Movement: The fey guardian ignores ordinary rough ground and may move through undergrowth, hanging roots, and natural rough ground without penalty.
Guardian's Stand: The fey guardian gains +1d6 on challenges to resist forced movement or being knocked **Prone**.
Bewildering Presence: A creature beginning its turn adjacent to the fey guardian must succeed on a **Resilience Skill challenge against 1d6** or become **Distracted**.
Rooting Blow: If the fey guardian deals damage, the target must succeed on a **Strength challenge against the damage rolled** or be unable to move freely until the end of its next turn.
Glamour Force: If the fey guardian deals damage, the target must succeed on a **Resilience Skill challenge against the damage rolled** or become **Distracted**.

Attacks
Antler Gore - a driving thrust of horn, branch, or thorned crown; 1 attack; Attack 4d6+1; Damage 3d6 Piercing; Range 1.
Briar Slam - a crushing blow of wood, root, and enchanted force; 1 attack; Attack 4d6; Damage 3d6 Bludgeon; Range 1.

WILD HUNT RIDER

Huge Fey Entity

A mounted hunter of the deep wild, either a pale knight on a spectral stag or a masked rider fused to a moonlit beast, always in motion and always pursuing. Its armour, tack, and antlers are all worked from thorn, bone, silver bark, or moon-metal.

Alignment: Callous
Rank: Grand
HP Dice: 7d6
Size: Huge
Movement: 6
Defence: 2d6
Dodge: 2d6
Armour: 1

STR 4d6 **DEX** 5d6 **CON** 4d6+1
INT 1d6+1 **WIS** 2d6 **CHR** 2d6

Traits
Fey Movement: The wild hunt rider ignores ordinary rough ground and may move through undergrowth, hanging roots, and narrow gaps without penalty.
Relentless Chase: If the wild hunt rider moved at least 2 squares before attacking, it gains +1 to the attack roll.
Hunter's Claim: If the wild hunt rider deals damage, the target must succeed on a **Resilience Skill challenge against the damage rolled** or become **Distracted**.
Run Down: If the wild hunt rider deals damage, the target must succeed on a **Strength challenge against the damage rolled** or be pushed back 1 square and knocked **Prone**.
Pursuer's Malice: The wild hunt rider gains +1d6 to damage rolls against **Distracted** targets.

Attacks
Hunt Spear - a long thrust from horseback or while charging; 2 attacks; Attack 5d6; Damage 3d6 Piercing; Range 1.
Moonshot - a cold bright arrow or bolt of fey force; 1 attack; Attack 5d6; Damage 3d6 Air; Range 7.

ARCHFEY AVATAR

Giant Fey Entity

A towering noble presence of the Feywild, shaped like an antler-crowned king, thorn-veiled queen, or impossible woodland sovereign whose garments, body, and environment seem to merge. Flowers may bloom where it steps and then blacken a moment later.

Alignment: Callous
Rank: Epic
HP Dice: 8d6
Size: Giant
Movement: 5
Defence: 2d6
Dodge: 2d6
Armour: 2

STR 5d6 **DEX** 5d6 **CON** 5d6
INT 2d6 **WIS** 2d6+1 **CHR** 3d6

Traits
Fey Movement: The archfey avatar ignores ordinary rough ground and may move through undergrowth, hanging roots, and narrow gaps without penalty.
Entrancing Majesty: A creature beginning its turn adjacent to the archfey avatar must succeed on a **Resilience Skill challenge against 1d6** or become **Distracted**.
Sovereign Glamour: If the archfey avatar deals damage, the target must succeed on a **Resilience Skill challenge against the damage rolled** or become **Distracted**.
Binding Bloom: If the archfey avatar deals damage, the target must succeed on a **Strength challenge against the damage rolled** or be unable to move freely until the end of its next turn.
Royal Cruelty: The archfey avatar gains +1d6 to damage rolls against **Distracted** targets.
Impossible Grace: If the archfey avatar moved before attacking this turn, attacks made against it suffer -1 until the start of its next turn.

Attacks
Thorn Sceptre - a heavy sweeping strike of crown-wood, thorn, and glamour; 2 attacks; Attack 6d6; Damage 4d6 Piercing; Range 1.
Moonfire Lash - a long arc of pale fey radiance; 1 attack; Attack 5d6; Damage 4d6 Air; Range 8.

Appendix 3: GMs Notes

Repairing Equipment

Equipment that has lost Protection, Deflection, Durability, or ordinary function may be repaired if the character has suitable tools, time, and materials. Armour is repaired with **Armour Use**, shields with **Shield Use**, weapons with the relevant weapon Skill, and locks, traps, mechanisms, and delicate gear with **Trickery**.

A repair Challenge restores one lost point of Protection or Deflection, repairs one broken weapon or tool, or restores one damaged item feature. An item reduced to 0 Protection, broken beyond ordinary use, or burned, shattered, rusted through, or magically ruined cannot be repaired in the field and requires a proper workshop.

Repair Situation	***Time Required***	***Materials Required***	***Repair Challenge***	***Result***
Simple field repair, such as tightening straps, binding a haft, patching leather, or fixing a loose fitting	10 minutes	5% of item value	1d6	Item remains usable; does not restore lost Protection or Deflection
Restore 1 lost Protection or Deflection to light armour, ordinary shields, simple weapons, or common gear	1 hour	10% of item value	2d6	Item regains 1 lost point
Restore 1 lost Protection or Deflection to medium armour, martial weapons, crossbows, locks, or complex tools	1 hour	15% of item value	3d6	Item regains 1 lost point
Restore 1 lost Protection or Deflection to heavy armour, fine weapons, delicate mechanisms, or specialist equipment	1 day	20% of item value	4d6	Item regains 1 lost point
Rebuild a destroyed mundane item in a proper workshop	1d6 days	50% of item value	Item's minimum use dice +1d6	Item is restored to usable condition
Repair a magical item's physical form	1d6 days	50% of item value, plus suitable rare materials	5d6 or higher	Physical form is restored; magical properties require GM approval

A failed repair wastes half the materials and produces no improvement. A Critical Failure wastes all materials and worsens the damage; the item loses 1 further point of Protection, Deflection, or Durability if it still has any remaining. A Critical Success restores the intended point and halves the repair time and saves half the material cost,

A character without suitable tools suffers –1d6 to the repair Challenge, and repairs on metal armour, crossbows, locks, and magical items is impossible without a forge, workshop, or specialist kit. Ordinary repairs cannot improve an item beyond its original listed values.

Creature Classifications

Balancing adventures often comes down to the creatures encountered; therefore, GMs should take care not to overwhelm PCs in combat.

Creatures are classified by **Creature Rank**, using the same ten-rank scale as Challenges, Spells, Conditions, and other major game effects: Lesser, Minor, Moderate, Major, Greater,

Grand, Epic, Otherworldly, Mythic, and Godlike. A creature's Rank is not determined by Size alone, nor by a single high Statistic. It is determined by the total danger the creature presents in play.

To classify a creature, first identify the highest Challenge Rank it can reliably impose. This is usually shown by its main attack roll, damage, spell effect, condition effect, poison, fear, charm, breath weapon, gaze, or other primary danger. Then compare that danger to the creature's durability, including Hit Points, Armour, Defence, Resilience, resistances, immunities, regeneration, and ability to avoid harm. Finally, adjust for battlefield advantages such as flight, burrowing, invisibility, ambush, reach, multiple attacks, spellcasting, summoning, intelligent tactics, or the ability to affect several targets at once.

A creature should normally be placed at the Rank where most of its meaningful threat lies. A creature with one unusually strong feature may sit at the lower Rank if it is fragile, slow, unintelligent, or easy to counter. A creature with modest attack dice may sit at a higher Rank if it is difficult to kill, acts many times, imposes severe Conditions, or controls the battlefield.

Creature Rank	***Typical Classification Standard***
Lesser	Weak or ordinary creatures that threaten only the untrained, isolated, wounded, or careless. Their attacks, defences, and powers are simple and low impact.
Minor	Common dangerous creatures, trained guards, wolves, goblins, skeletons, lesser beasts, and ordinary hazards with one reliable combat function.
Moderate	Serious adventuring threats with competent attack dice, meaningful damage, useful defences, or one dangerous special feature such as poison, pack tactics, or minor magic.
Major	Elite monsters or veteran foes that can seriously threaten a prepared party through strong combat dice, heavy damage, armour, conditions, spellcasting, or superior mobility.
Greater	Powerful monsters with several major advantages, such as flight and high damage, strong armour and resistance, multiple attacks, dangerous conditions, or battlefield control.
Grand	Creatures beyond ordinary mortal opposition, often able to dominate an encounter through raw force, magic, resilience, or several coordinated powers.
Epic	Legendary monsters that can defeat lesser parties outright, survive concentrated attack, and impose severe Conditions, area effects, or magical control.
Otherworldly	Supernatural or planar beings whose powers exceed natural limits, commonly possessing immunities, extraordinary movement, potent magic, and effects difficult to resist or cure.
Mythic	Saga-level beings whose presence reshapes the battlefield. Their attacks, defences, and powers are each individually dangerous, and they usually require preparation to defeat.
Godlike	Near-divine or world-threatening entities. Their powers may reshape terrain, ignore ordinary defences, impose catastrophic Conditions, or require special means before they can be truly defeated.

For quick classification, use this rule: **the creature's Rank should match the highest Rank of effect it can impose more than once during an encounter, unless its weaknesses clearly justify lowering it.**

For instance, A wyvern with a Major bite but a Greater poison may be a Greater creature if the poison is central to the encounter. A fragile cultist with one Greater ritual effect may remain Major if that power is slow, interruptible, or usable only once. A troll with Moderate attacks may be Greater if its regeneration, strength, and staying power make it function as a much harder threat.

The GM should consider five factors when assigning Rank: **offence, defence, endurance, powers, and tactics**. Offence

measures attack dice, damage, reach, number of attacks, and area effects. Defence measures Defence dice, Dodge, armour, resistances, immunities, and how hard the creature is to hit. Endurance measures Hit Points, Resilience, Recovery, regeneration, and morale. Powers include spells, poison, fear, charm, paralysis, flight, invisibility, summoning, and similar effects. Tactics measure intelligence, coordination, ambush ability, use of terrain, and whether the creature fights alone or as part of a group.

A creature's Rank is therefore its **encounter weight**, not merely its anatomy. A Large bear may be dangerous because of Size, Strength, damage, and resilience, but it remains a natural creature. A smaller demon may be ranked higher because it resists mundane weapons, teleports, terrifies foes, and imposes magical Conditions. In game, classify the creature by what it actually does to the party, not by how impressive it appears in description.

Now, dear GM, having said all that, if the Party decides to take on a powerful non-hostile creature and gets owned, that is not your fault.

Fantasy Classic Character Sheet

COMBAT STANCE

Attack Dice: _____

Defence Dice: _____

Dodge Dice: _____

DETAILS

Name _____

Level _____

Race _____

Gender _____

Background _____

Alignment: _____

Deity: _____

PERKS

_____

_____

_____

_____

_____

_____

_____

CONDITIONS

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

STATS & SKILLS

STR: _____

Athletics ☐☐☐☐ _____

Large Weapon ☐☐☐☐ _____

Shield Use ☐☐☐☐ _____

DEX: _____

Aimed Weapon ☐☐☐☐ _____

Dodge ☐☐☐☐ _____

Small Weapon ☐☐☐☐ _____

Sneak ☐☐☐☐ _____

Trickery ☐☐☐☐ _____

CON: _____

Armour Use ☐☐☐☐ _____

Recovery ☐☐☐☐ _____

Resilience ☐☐☐☐ _____

WIS: _____

Divine Magic ☐☐☐☐ _____

Nature Magic ☐☐☐☐ _____

Spot ☐☐☐☐ _____

INT: _____

Arcane Magic ☐☐☐☐ _____

Knowledge ☐☐☐☐ _____

Search ☐☐☐☐ _____

CHR: _____

Barter ☐☐☐☐ _____

Convince ☐☐☐☐ _____

Sorcery Magic ☐☐☐☐ _____

HEALTH

Max HP: _____

Current HP: _____

Wounds: ☐☐☐

Penalty: Roll_____ Move _____

Fatigue: ☐☐☐ Exhausted ☐

Penalty: Physical_____ Mental _____

COMBAT

Shield: _____

Protection: P_____ S_____ B_____

Durability: : P_____ S_____ B_____

Armour: _____

Protection: P_____ S_____ B_____

Durability : P_____ S_____ B_____

Weapon: _____

Damage Type: _____ Slots:_____

Min STR:_____ Damage:_____

Range: S_____ M_____ L_____

Weapon: _____

Damage Type: _____ Slots:_____

Min STR:_____ Damage:_____

Range: S_____ M_____ L_____

Weapon: _____

Damage Type: _____ Slots:_____

Min STR:_____ Damage:_____

Range: S_____ M_____ L_____

MEMORISED SPELLS

Name	Dice	Range	Shape	Duration	Damage	Description

EQUIPMENT

Normal LB Capacity _____

Item Slots (inc. backpack) _____

Gold: _____

Silver: _____

Copper: _____

Slot	Lbs	Name/Description
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		

Total Lbs _____

Back Page