

1 Drunkards Guide

A successful Mag vs 13 check informs you of the direction to the nearest significant gathering of alcohol. If your check exceeds 23 you know the exact distance, direction, depth, and a mental picture of what the drink looks like. Significant means enough to guide you to a local tavern or celebration, or maybe a dwarven house.

1 Hunters Guide

A successful Mag vs 13 check informs you of the direction to the nearest significant game creature(s). If your check exceeds 23 you know the exact distance, direction, depth, and a mental picture of what the beast looks like. Significant means enough feed 5 Medium sized people.

1 Seek Gold

A successful Mag vs 13 check informs you of the direction to the nearest significant quantity of Gold. If your check exceeds 23 you know the exact distance, direction, depth, and a mental picture of what the Gold looks like. Significant means at least 1 pound or 16 Gold Coin.

1 Seek Shelter

A successful Mag vs 13 check informs you of the direction to the nearest shelter. If your check exceeds 23 you know the exact distance, direction, depth, and a mental picture of what the shelter looks like. The shelter is big enough to hold at least 5 medium creatures and strong enough to protect from the current weather conditions. The shelter could be a cave, a shack, or an overhanging cliff.

1 Seek Water

A successful Mag vs 13 check informs you of the direction to the nearest significant body of water. If your check exceeds 23 you know the exact distance, direction, depth, and a mental picture of what the body of water looks like. Significant means enough water to not dry up in 10 days.

3 Herbologists Helper

A successful Mag vs 16 check informs you of the direction to the nearest specific plant. If your check exceeds 23 you know the exact distance, direction, depth, and a mental picture of what the plants surrounding looks like.

3 Seek Settlement

A successful Mag vs 13 check informs you of the direction to the nearest significant settlement. If your check exceeds 23 you know the exact distance, direction, depth, and a mental picture of what the settlement looks like. Significant means enough to guide you to a hommlet or village.

5 Find the Path

A successful Mag vs 16 check provided you with you a vague mental map of the fastest way to get from where you are to a place you either know or can see. This mental map fades after 1 minute and grants +2d6 to checks related to navigating to that place.

7 Delvers Deliverer

A successful Mag vs 16 check provided you and up to 6 others with you a mental compass to the nearest exit from the cavern or dungeon to the surface. This mental compass fades after one hour and grants +2d6 to checks related to finding your way to the exit.

7 Friend Finder

A successful Mag vs 16 check provided you with you a mental compass to your friend. This mental compass fades after 10 minutes and grants +2d6 to checks related to finding your friend.

0 ***Lesser Charm of Icarus***

At any time in the next 10 minutes if you fall more than 10' you are protected by the effects of Feather Fall, descending at 60' per round and not receiving damage when you land. This spell ends after you land safely.

1 ***Comfortable Winds***

Surround yourself with a swirling, comfortable breeze, which lasts for 10 minutes. You can direct the wind to dramatically blow your cape back, keep the dust down, or other minor shiny things.

2 ***Decent of the King***

For the next minute you can walk on air horizontally, choosing to descend as if walking down stairs. You cannot ascend.

3 ***Greater Charm of Icarus***

At any time in the next 10 hours if you fall more than 10' you are protected by the effects of Feather Fall, descending at 60' per round and not receiving damage when you land. This spell ends after you land safely.

4 ***Mass Levitate***

Levitate all creatures within 10' of you {yourself included} at a rate of 20' vertically per action. The spell expires when you stop concentrating. Creatures that move out of the area of affect will fall if above ground level.

5 ***Wings of Caurus***

Semi-transparent wings sprout from your shoulders, granting you a Flight speed equal to your base speed for one minute. You must maintain forward momentum. If you are airborne when the spell ends you are protected by the effects of Feather Fall.

6 ***Shared Charm of Icarus***

Select up to 6 creatures within 10' of you to protect by the effects of Feather Fall at any time over the next 5 hours.

7 ***Wings of Skeiron***

Semi-transparent wings sprout from your shoulders and your ankles, granting you a flight speed equal to your base speed for 10 minutes. You do not need to maintain forward momentum and cannot fall unless its intentional.

8 ***Shared Wings***

Select up to 8 creatures within 10' of you to grant the 'Wings of Caurus' for ten minutes

9 ***Cloud Step***

Semi-transparent wings sprout from your shoulders and your ankles, granting you a flight speed equal to your base speed for one hour. You do not need to maintain forward momentum and cannot fall unless its intentional.

10 ***Wings of the Zephyr***

Semi-transparent wings sprout from your shoulders, granting you a Flight speed equal to your base speed for one minute. You must maintain forward momentum. If you are airborne when the spell ends you are protected by the effects of Feather Fall. Once per round as an action you can flex your wings and direct a blast of air in an arc that deals 1d6 damage to creatures within 30' on a successful Mag vs Mental Def roll. This attack disperses flying

- 0 ***Courage of the Master***
Your touch fills the beast with bravery, granting a bonus 1d6 to attacks and resists weak Fear effects for one minute.
- 1 ***Animal Freindship***
Focus on one animal within 30' to befreind, if your Mag vs Mental Def succeeds the creatures attitude towards you is magically enduced freindship for one minute. The animal may remain friendly afterwards... or not. Who knows.
- 2 ***Hold Beast***
With a successul Mag vs Mental Def, your touch freezes an animal in place, immobile as a statue. Each round re-roll the attack, the animal is freed after one minute or the first failed roll.
- 3 ***Fear-Stricken***
Focus on a single animal within 30' and scare it with the force of your will. Each round make a Mag vs Mental Def, on a success the animal flees from the slightest danger and suffers a 1d6 penalty on attack, damage, and attribute rolls. On the first failed check the animal becomes Shaken. After one minute or on the second failed check the animal is free from your attack.
- 4 ***I Command Thee***
Speak a one or two word command to animals within 30' in one arc. Each round make a Mag vs Mental Def check to compel the animal to perform the commanded action to the exclusion of others. The spell expires within 1 minute.
- 5 ***Subtle Command***
Focus on one animal within 30' and speak a one or two word command, and compel the animal to perform the commanded action to the exclusion of others. The spell expires in 1 minute. You do not need to enforce the command each round.
- 6 ***Calm the Beasts***
Focus on up to 6 animals that are within a 10' area no more than 30' away. Each round make a Mag vs Mental Def check to magically enduced freindship and a moderate calm effect. The spell expires in 10 minutes
- 7 ***Your Eyes are My Eyes***
Chose a creature within 100' and give it a simple command like 'head north'. Each round make a Mag vs Mental Def to continue to enforce your directions. You can chose to blind yourself to your local environment and view through the animals senses. The spell expires in 10 minutes.
- 8 ***Dream of the Hunt***
Force your will on all animals within 40' to force them into a deep slumber. Each round make a Mag vs Mental Def. The first failure allows the animals to sleep lighter. The second failure results in a light sleep, and they awake at the third failure. Animals sleeping when the spell expires in 1 minute will continue to sleep normally.
- 9 ***Stampede***
Project your will in an arc out to 30', all creatures struck by your Mag vs Mental Defence attack are Fear-stricken, however you do not need to make checks in subsequent rounds. The effect lasts for 1 minute
- 10 ***We are Friends, not food***
Select up to 10 animals that are all within a 20' area up to 100' away from you, with a successful Mag vs Def and concentration for one full round you can coerce them to see things your way. For example thinking you are your friends are allies and their erstwhile masters are enemies. This 'these are not the droids you are looking for' effect lasts for 10 minutes, but is limited to the understanding of an animal.

12 ***Marionnette***

Force your will on a creature within 100' and take it over completely with a successful Mag vs Mental Def. You control its actions and can blind yourself locally and use its senses. The spell lasts for 10 minutes.

0 *Shambling Skeleton*

Summon a basic Skeleton to serve you as best it can. It will defend you, but dissipates after 1 minute

1 *Lesser Skeletal Armor*

Garb yourself with a garish armor made of bones, Gain SOAK 2

2 *Monstrous Skeleton*

Summon a Monstrous Skeleton to server you as best it can. It dissipates after 1 minute.

3 *Skeletal Warrior*

Summon a basic Skeleton, equipped with LongSword and ChainMail (Soak 8). It will defend you, but dissipates after 1 minute.

4 *Skeletal Armor*

Garb yourself with a garish armor made of bones, Gain SOAK 4

5 *Flaming Skeletal Warrior*

Summon a Skeletal Warrior that deals an additional +1d6 Fire damage, has an increased Speed +4, and ignites flammable objects that it touches.

6 *Monstrous Skeletal Warrior*

Summon a Monstrous Skeleton that has an increased Speed +4 and adds +2d6 fire damage to its attacks. It will defend you, but dissipates after 1 minute.

7 *Skeletal Squad*

Summon 5 Skeletal Warrior to fight your battles. They dissipate after 1 minute.

8 *Greater Skeletal Armor*

Garb yourself with a garish armor made of bones, Gain SOAK 16

9 *Flying Flaming Skeletal Warrior*

Just what it says, this guy Flies!

10 *Elite Skeletal Squad*

Summon a 2 Monstrous Skeletal Warrior to fight your battles. They dissipate after 1 minute.

0 **Snuff**

Touch a target to deal 1d6 Air damage or blow out a torch or candle.

1 **Candle Punch**

Thrust a compressed ball of air at a target within 30', dealing 1d6 damage and blowing out torches or candles.

2 **Dispersing aura, lesser**

Call forth a strong wind that disperses magical mist or cloud within 10' of you. This lasts for one minute

3 **Dispersing aura, greater**

Grant up to 4 creatures within 10' with a Dispersing Aura, Lesser

4 **Blowback**

Call forth a gust of wind that surges out 10' from you, dealing 1d6 Air damage. Medium sized or smaller targets must roll End vs 13, adding ay SOAK Air to the check. Failure results in being knocked back 1' for each point by which they missed the DC. If the target is driven over 10' or is driven into a solid surface, they take 1d6 Impact damage that bypasses SOAK from Armor.

5 **Knockdown Strike**

Strike a target for 1d6 Air damage. Gigantic sized or smaller targets must roll End vs 21, adding ay SOAK Air to the check. Failure results in being knocked back 1' for each point by which they missed the DC. If the target is driven over 10' or is driven into a solid surface, they take 1d6 Impact damage that bypasses SOAK from Armor.

6 **Knockdown Weapon**

Enchant a weapon to release a 'Knockdown Strike' spell on its next successful hit within 1 minute.

7 **Scattering Winds**

Call forth a gale that surges down and explodes outwards 20' from a point withing 30; dealing 1d6 Air damage. Gigantic sized or smaller targets must roll End vs 21, adding ay SOAK Air to the check. Failure results in being knocked back 1' for each point by which they missed the DC. If the target is driven over 10' or is driven into a solid surface, they take 1d6 Impact damage that bypasses SOAK from Armor.

8 **Blasting Winds**

Call forth a gale that surges through an arc out to 30, striking up to 8 creatures and dealing 1d6 Air damage. Gigantic sized or smaller targets must roll End vs 21, adding ay SOAK Air to the check. Failure results in being knocked back 1' for each point by which they missed the DC. If the target is driven over 10' or is driven into a solid surface, they take 1d6 Impact damage that bypasses SOAK from Armor.

9 **Pounding Winds**

Designate a focal point with touch of your hand, which becomes the target for pounding by compressed air that deals 1d6 damage each round for one minute. On the first strike, Gigantic sized or smaller targets must roll End vs 21, adding ay SOAK Air to the check. Failure results in being knocked back 1' for each point by which they missed the DC. If the target is driven over 10' or is driven into a solid surface, they take 1d6 Impact damage that bypasses SOAK from Armor.

9 **Scorching Winds**

Call forth a gale that surges down and explodes outwards 20' from a point withing 30; dealing 3d6 Fire damage. Gigantic sized or smaller targets must roll End vs 21, adding ay SOAK Air to the check. Failure results in being knocked back 1' for each point by which they missed the DC. If the target is driven over 10' or is driven into a solid surface, they take 1d6 Impact damage that bypasses SOAK from Armor.

10 **Swing for the Fences**

Enchant a weapon to release a 'Move Mountains' spell on its next successful hit within 1 minute.

- 0 **Dessicating Touch**
Deliver a touch of necrotic energy that deals 1d6 damage to the target.
- 1 **Dessicating Ray**
Deliver a bolt of necrotic energy to a single target within 30', dealing 1d6 damage
- 2 **Inflict Wounds**
Deliver a touch of necrotic energy that deals 3d6 damage to the target
- 3 **Painful Blast**
Cast an arc of necrosis out to 30', dark tendrils streak into your opponents dealing 1d6 damage.
- 4 **Drain Energy**
Creatures within a 10' area within 30' suffer 1d6 necrotic damage and become fatigued { 1d6 penalty to Str and End checks, and -1 Speed} for one minute or passes an END check vs your Mag
- 5 **Blinding Blast**
Cast an arc of necrosis out to 30', dark tendrils streak into your opponents eyes blinding them {-2 to Agi checks and -2 Speed, opponents have total concealment} or passes an END check vs your Mag
- 6 **Vampiric Assault**
Creatures within 30' suffer 2d6 damage while you heal 1d6 points
- 7 **Life Leach**
Select up to 7 creatures within a 10' area within 30'. Those creatures take 1d6 necrotic damage each round for one minute
- 8 **Exhaustions Mantle**
One creatures within 30' suffers 1d6 necrotic damage and becomes exhausted { 3d6 penatly to Str and End checks, and -2 to Speed} for one minute or passes an END check vs your Mag
- 9 **Paralyzing Gaze**
Fix your eyes on a target within 30', dealing 2d6 damage and paralyzing the target {unable to move until succeeds at an END check vs your Mag check}
- 10 **Power Word Kill**
Tell one opponent within 100' to Die horribly, dealing 8d6 necrotic damage
- 12 **Enfeebling Burst**
Target up to 12 creatures within a 20' radius, causing blindness, fatigue and drain 5 points of STR for one minute.

0 ***Ghost Touch***

Select a weapon to enhance, that weapon can strike incorporeal creatures. This lasts for one minute

1 ***Magic Missile***

Cast a bolt of force at a target within 30', creatures struck by your attack (Mag vs Mental Defence) take 1d6 Force damage.

2 ***Long Shot***

Cast a bolt of force at a target within 100', creatures struck by your attack (Mag vs Mental Defence) take 1d6 Force damage.

3 ***Heavy Bolt***

Cast a bolt of force at a target within 30', creatures struck by your attack (Mag vs Mental Defence) take 3d6 Force damage.

4 ***Multi-Missile***

Cast up to 4 missiles at separate targets that are within an arc and 30' feet of you, creatures struck by your attack (Mag vs Mental Defence) take 2d6 Force damage.

5 ***Continuous Missile***

For one minute you may spend an action to cast a Magic Missile at a target within 30'

6 ***Missile Barrage***

Cast up to 6 missiles at separate targets that are within an arc and 100' feet of you, creatures struck by your attack (Mag vs Mental Defence) take 1d6 Force damage.

7 ***Forceful Blast***

Cast a barrage of missiles in a 30' cone, creatures struck by your attack (Mag vs Defence) take 2d6 Force damage and fall prone.

8 ***Heavy Barrage***

Cast up to 8 missiles at separate targets that are within an arc and 100' feet of you, creatures struck by your attack (Mag vs Mental Defence) take 3d6 Force damage.

9 ***Annihilation Bolt***

Cast a bolt of force at a target within 30', creatures struck by your attack (Mag vs Mental Defence) take 9d6 Force damage.

10 ***Ballista Barrage***

Cast up to 10 missiles at separate targets that are within an arc and 100' feet of you, creatures struck by your attack (Mag vs Mental Defence) take 5d6 Force damage.

13 ***Distant Touch***

As long as you can see that far, cast a Magic Missile at a target within one mile.

- 0 **Empower**
Gain a bonus die to STR attribute checks, to include STR based damage, for 1 minute. You can be targeted by spells that affect the Earth Element.
- 1 **Weaken**
Target a creature within 10' and pass a Mag vs Mental Def, that creature suffers a 1d6 penalty to STR attribute checks, to include STR based damage, for one minute.
- 2 **Brutal Slam**
Select a weapon to enhance, that weapon's attacks ignore up to 4 points of SOAK.
- 3 **Tough Skin**
Gain SOAK 4 for 10 minutes
- 4 **Laborers Strength**
Gain an effective STR score of 20 {5D6} for the purposes of your Carry capacity {920 lbs} and opposed STR checks. This STR does not change your STR related damage. This strength slips away in 10 minutes
- 5 **Strength of a Hill Giant**
Gain +5 to your STR attribute for one minute. This may change your DEF, Speed and STR dice.
- 6 **Enlarge**
Your stature grows, gaining the next size increment. You gain +1 to Speed, -2 to DEF, and are Empowered. If your new size is bigger than Medium you also gain +5 SOAK and a REACH of +1. This effect lasts for 1 minute.
- 7 **Shrink**
Touch a creature and pass a Mag vs END check to reduce the creatures size by 1 or 2 categories. For each category they will lose +1 Speed and gain +2 DEF. They may lose SOAK and Reach gained by their larger size. This effect lasts for one minute.
- 8 **Shared Strength**
Select up to 8 creatures within 10' of you to grant the 'Strength of a Hill Giant'.
- 9 **Brute Squad**
Select up to 9 creatures within 10' of you to grant Enlarge.
- 10 **Become the Turtle Bear**
For 10 minutes you are Empowered, gain +8 SOAK, and can select a weapon to enhance with the ability to ignore up to 8 points of SOAK.
- 11 **You are the Brute Squad**
Gain the benefits of both Enlarge and Strength of a Giant for one minute

- 0 **Dancing Lights**
A handful of shimmering, obviously magical lights dart about and around you, dimly lighting your square. The lights fizzle out after a minute.
- 0 **Mend Wood**
Repair 1d6 damage to wooden objects
- 1 **Dab of Spice**
Intensify the aroma and taste of a meal, but chow down quickly! The chef gets a bonus 2d to his culinary check, but only if the meal is consumed within 10 minutes.
- 1 **Dowse Water**
If you succeed at a Mag vs 13 check, you learn the direction to the nearest body of water. If you beat the check by 10 or more, you learn the specific distance, depth, and approximate size of the body of water.
- 1 **Gloom**
Touch an object, which radiates shadows over a 20' area. This obscures vision similar to the darkness of a moonlit night. The gloom fades after 10 minutes.
- 1 **Hat of Disguise**
Don a figurative hat and alter your appearance, granting a 2d bonus to an attempt to disguise yourself. This bonus lasts for 10 minutes.
- 1 **Hidey Hole**
Touch an object to create and open rift in space that leads to a small compartment or closet. You can open or close the entryway with two actions. The compartment ceases to exist after 10 minutes, expelling anything left inside unceremoniously out into the normal world. Warning, there is not much air so if you are hiding you better hold your breath!
- 1 **Mage Hand**
Concentrate to summon a floating hand that is capable of lifting up to 10 pounds or manipulating simple, light objects. The hand disappears if it goes farther than 30' from you or when the spell ends after one minute
- 1 **Mud Mold**
Shape a small object out of dirt or clay which can be anything values at 2GC or less. This object is crude and obviously magical but functions normally. The object lasts for 10 minutes and then crumbles into dust.
- 1 **Translate**
Choose one language, for one minute you can understand, read, and write that language

- 0 **Mend Tome**
Restore lightly damaged parchment, scrolls, books, or tomes with a touch. Mends 1D of damage.
- 1 **Mark of the Warrior**
Dab war-paint onto the face to grant +1 die to attack rolls for the next hour.
- 2 **Script Armor**
Scribe symbols on your armor to gain +2 Defense for the day
- 3 **Magic Circle against Evil**
Draw a two dimensional bounded figure on the object or creature to be warded. For 10 minutes Evil creatures attempting to move within 10' of the circle must pass a Will check vs your Magic or be stopped in its tracks. The creature that fails this attempt cannot try again for 1 minute, but can attack with ranged weapons or spells. If the warded creature approaches an Evil Creature, that creature must move away.
- 4 **Alarm**
Trace a Symbol on an entryway, the next Person who passes through in the next 24 hours triggers a loud voice stating "Intruder Alert". The Voice repeats itself every couple of rounds until silenced by the caster or 1 minute passes.
- 5 **Magic Circle against creatures**
Draw a two dimensional figure of a beast on an object or creature to be warded. For 1 hour, natural creatures attempting to move within 10' of the circle must pass a Will check vs your Magic or be stopped in its tracks. The creature that fails this attempt cannot try again for 1 minute, but can attack with ranged weapons or spells. If the warded creature approaches a natural creature, that creature must move away.
- 6 **Sickening Sigil**
Draw a Sigil that lies in wait for someone to touch it in the next 24 hours. When touched, the creature must pass an END check vs your Magic or become Nauseated {-3 die penalty to STR and END checks, -2 speed penalty}. Failure results in being Sickened {-1 die penalty to STR and END checks, -1 speed penalty}. This effect lasts for 1 minute
- 7 **Symbol of Imprisonment**
Scribe a Symbol that lasts for 1 hour. The next Person to pass by the Symbol must pass a Will check vs your Magic or become bound in place for 1 hour. Each minute the Person may re-attempt the Will check to become free of the Symbol.
- 8 **Symbol of Sleep**
Scribe a Symbol and define a triggering action to occur within the next 7 days. When that action occurs within 10' of the Symbol all creatures within 10' must pass a Will check vs your Magic or fall to sleep. Sleeping creatures may attempt another Will check at the end of each turn to wake, or may be woken by firm shaking or injury. The sleep lasts 1 minute if not woken earlier.
- 9 **Symbol of Fear**
Scribe a Symbol and define a triggering action to occur within the next 7 days. When that action occurs within 10' of the Symbol all creatures within 10' must pass a Will check vs your Magic or become Frightened {Flees from perceived danger and suffers a -1 penalty on attack rolls, damage rolls, and attribute checks}. If they pass the check by more than 5 points they are unaffected, otherwise they become Shaken {suffers a -1 penalty on attack roll

10 ***Symbol of Insanity***

Scribe a Symbol and define a triggering action to occur within the next 7 days. When that action occurs within 10' of the Symbol all creatures within 10' must pass a Will check vs your Magic or become Confused {at the start of each round the target rolls 1D6 to determine their actions: 1 - wander away using two actions, 2 or 3 - look around and do nothing, 4 or 5 - attack the nearest creature in a fit of rage, 6 - momentarily gain control of your

15 ***Symbol of Death***

Scribe a Symbol and define a triggering action to occur within the next 7 days. When that action occurs within 10' of the Symbol all creatures within 10' must pass an Will check vs your Magic or take 6D6 Death damage. This damage attacks the soul and is not affected by any SOAK except 'Soak Death'

1 Mage Buckler

Call forth a buckler made of Force that provides +1 defense. The buckler dissipates in 1 minute.

2 Mage Weapon

Call forth a metal melee weapon that costs 25 GC or less. The weapon dissipates in 1 minute.

3 Mage Armor

You encase the target in an invisible suit of weightless armor that provides SOAK 4. The armor dissipates in 10 minutes.

4 Mage Plate

You encase the target in an invisible suit of weightless armor that provides SOAK 11. The armor dissipates in 10 minutes.

5 MasterCraft Weapon

Call forth a Mastercraft metal melee weapon that costs 25 GC or less. The weapon dissipates in 10 minutes.

6 MasterCraft Musket

Call forth a Mastercraft musket, ammunition, and a horn of gunpowder. The weapon dissipates in 1 minute.

7 Weapons of Sharpness

Select up to 7 weapons within 10 feet of you. These weapons gain a bonus 3d6 Force damage for the next minute.

8 Pocket Armory

You create weapons and armor worth up to 10,000 GC, filling up an area 20-ft. in diameter. There can be any weapons and armor of your choice, typically Superior quality so you can easily equip ten men each with two Superior weapons, a Superior shield, and Superior armor. The equipment dissipates to nothing after one hour.

9 MasterCraft Mage Plate

You encase the target in an invisible suit of weightless armor that provides SOAK 15. The armor dissipates in 10 minutes.

10 Unique Weapon

Call forth a Unique quality (+5) metal melee weapon that costs 25 GC or less. The weapon dissipates in 10 minutes.

0 Light Touch

For one minute, gain a +1d6 bonus to AGI attribute checks

1 Defensive Footwork

For one minute gain +2 DEF

2 Coryphee

For one minute your AGI attribute is temporarily increased by 2 points. This generally grants +1d6 dice to AGI checks and AGI based damage rolls. You also gain +1 Move and your horizontal jump increases by 4'. Your Def may also increase.

3 Guiding Strike

Apply a Hex to a weapon, on the next successful strike you can choose to make a Mag vs Mental Def to curse the target with a -6 DEF penalty to metal weapons.

4 Coryphee Troupe

Designate up to 4 creatures that are within 10' of you to gain the benefits of the Coryphee spell.

5 Sujet

For ten minutes your AGI attribute is temporarily increased by 4 points. This generally grants +2d6 dice to AGI checks and AGI based damage rolls. You also gain +2 Move and your horizontal jump increases by 8'. Your Def may also increase.

6 Protection from Normal Missiles

Designate up to 6 creatures that are within 10' of you to gain +6 DEF against missile weapons

7 Dansuer

For ten minutes your AGI attribute is temporarily increased by 6 points. This generally grants +2d6 dice to AGI checks and AGI based damage rolls. You also gain +3 Move and your horizontal jump increases by 12'. Your Def may also increase.

8 Dervish

For ten minutes gain a Light Touch and +6 Def against missile weapons and an additional +6 DEF against metal weapons.

9 Dansuer Troupe

Designate up to 9 creatures that are within 10' of you to gain the benefits of the Dansuer spell.

10 Premier

For one minute your AGI attribute is temporarily increased by 10 points. This generally grants +3d6 dice to AGI checks and AGI based damage rolls. You also gain +5 Move and your horizontal jump increases by 20'. Your Def may also increase.

- 0 **Sylvan Tongue**
Gain a +1d6 Charm bonus to your next Animal Handling check
- 1 **Summon War Hound**
Call a War Hound to fight with you for one minute. You have to pass a Animal Handling check vs 17 or the Hound just defends you and will not act offensively. The War Hound has Scent and Tracking skills
- 2 **Summon Wolf**
Call a Wolf to fight with you for one minute. You have to pass a Animal Handling check vs 18 or the Wolf just defends you and will not act offensively. The Wolf has Trip and Tracking skills
- 3 **Summon Friendly Wolf**
Call a Wolf to fight with you for one minute. You have to pass a Animal Handling check vs 18 or the Wolf just defends you and will not act offensively. You gain a +1d6 Charm bonus to this check. The Wolf has Trip and Tracking skills
- 4 **Summon Winter Wolf**
Call a Winter Wolf to fight with you for 10 minutes. You have to pass a Animal Handling check vs 18 or the Wolf just defends you and will not act offensively. The Wolf has Trip and Tracking skills, and its natural attacks deal an additional 1d6 Cold damage.
- 5 **Summon Bear**
Call a Bear to fight with you for one minute. You have to pass a Animal Handling check vs 19 or the Bear just defends you and will not act offensively. You gain a +1d6 Charm bonus to this check. The Bear has Trip and Tracking skills and gains +1d6 to Attacks from a Brave charm effect.
- 6 **Summon Wolf Pack**
Call a Pack of four Wolves to fight with you for 10 minutes. You have to pass a Animal Handling check vs 21 or the Pack just defends you and will not act offensively. The Wolves have Trip and Tracking skills.
- 7 **Summon Friendly Wolf II**
Summon a Friendly Wolf to adventure with you for 5 hours.
- 8 **Summon Winter Wolf Pack**
Call a Pack of four Winter Wolves to fight with you for 10 minutes. You have to pass a Animal Handling check vs 21 or the Pack just defends you and will not act offensively. The Wolves have Trip and Tracking skills, and their natural attacks deal an additional 1d6 Cold Damage.
- 9 **Summon Dire Wolf**
Call a Dire Wolf to fight with you for 10 minutes. You have to pass a Animal Handling check vs 18 or the Wolf just defends you and will not act offensively. You gain a +1d6 Charm bonus to this check. The Wolf has Trip and Tracking skills and gains +1d6 to attacks from a Brave charm. The Large size modifies the base Wolf by adding +6 STR, +6 END, +5 SOAK and results in a DEF of 20 and a Natural Damage of 3d6.
- 10 **Summon Dire Bear**
Call a Dire Bear to fight with you for 1 minute. You have to pass a Animal Handling check vs 19 or the Bear just defends you and will not act offensively. You gain a +1d6 Charm bonus to this check. The Enormous size modifies the base Bear by adding +10 STR, +5 END, +5 SOAK and results in a DEF of 40 and a Natural Damage of 5d6.

12 **Peasants Hovel**

Create a simple one-room structure to sleep in for the night. The hovel dissipates in 10 hours

15 **Peasants House**

Create a simple house, one- to three-room house is made of wood and has a thatched roof, stone fireplace with a cheerily burning fire {that doesn't require wood or make smoke} and standard cooking utensils. The house dissipates after 10 hours.

20 **Hidden Hovel**

Touch a surface and create a doorway to a pocket dimension and step into a Peasants House. You can close or reopen the door with two actions, and can choose whether to leave the appearance of a door on the surface. When the spell expires anyone and anything left in the House gets unceremoniously expelled.

20 **Merchants House**

Create a furnished simple house, one to three room, made of wood and has a thatched or slate roof, a stone fireplace with a cheerily burning fire {that doesn't require wood or make smoke, and standard cooking utensils. The bedrooms have decent beds, the main room has couches and chairs. There are magical lanterns in each room that can be shuttered to darken the room. The house dissipates after 10 hours

25 **Hidden House**

As Hidden Hovel, but you step into a Merchants House

25 **Mayors Grand House**

Create a 4 to 10 room house, similar to the Merchants house except in size.

30 **Nobles Mansion**

Create a two story house with 10 to 20 rooms, similar to the Merchants house except in size

35 **Fortified Keep**

Create a fortified two story stone building containing 4 to 10 rooms. The armory is equipped with enough weapons and armor to equip 10 warriors. The walls are reinforced and have a toughness of 50, SOAK of 50, and 50 points of structure for every 5' section of wall and roof. Your completely defensible position evaporates in 10 hours.

35 **Hidden Grand House**

As Hidden Hovel, but you step into a Mayors Grand House

45 **Hidden Mansion**

As Hidden Hovel but you step into a Nobles Mansion

- 0 **Flaming Finger**
Deal 1d6 Fire damage with a touch of your hand, flammable objects like cloth or tinder ignite
- 1 **Flaming Candle Punch**
Thrust a bead of Fire at a target within 30', dealing 1d6 Fire damage with a Mag vs Mental Def
- 2 **Flaming Palm Strike**
Deal 3d6 Fire damage with a touch of your hand, flammable objects like cloth or tinder ignite
- 3 **Fire Arrow**
Enchant a weapon to deal an additional 3d6 Fire damage on its next successful hit within 1 minute.
- 4 **Searing Fire Ball**
Cast a Fireball that deals 2d6 Fire damage. In addition creatures and objects in the area catch fire taking 1d6 Fire damage at the start of their turn. If the creature has SOAK Fire 5, they do not catch on fire. They may take and action to extinguish the flames with an AGI vs 13.
- 5 **Searing Palm Strike**
Deal 3d6 Fire damage with a touch of your hand and the target catches fire taking 1d6 Fire damage at the start of their turn. If the creature has SOAK Fire 5, they do not catch on fire. They may take and action to extinguish the flames with an AGI vs 13.
- 6 **Scorching Palm Strike**
Deal 8d6 Fire damage with a touch of your hand, flammable objects like cloth or tinder ignite
- 7 **Scorching Candle Punch**
Thrust a bead of Fire at a target within 30', dealing 8d6 Fire damage with a Mag vs Mental Def
- 8 **Flaming Weapon**
Select a weapon to enhance, that weapon deals an additional +2d6 Fire. This lasts for one minute
- 9 **Bonfire**
A 10' area within 30' bursts into flame, dealing 8d6 Fire damage to all within the area, flammable objects like cloth or tinder ignite
- 10 **Friendly Bonfire**
A 10' area within 30' bursts into flame, dealing 8d6 Fire damage to up to 10 targets while bypassing everything else, flammable objects like cloth or tinder ignite
- 11 **Immolating Palm Strike**
Deal 12d6 Fire damage with a touch of your hand, flammable objects like cloth or tinder ignite
- 12 **Immolating Candle Punch**
Thrust a bead of Fire at a target within 30', dealing 11d6 Fire damage with a Mag vs Mental Def

- 0 **Cast Vision**
Select a point within 800' and concentrate to view a 20' radius from that point. Creatures within view may notice that they are being observed magically if they pass a WILL vs your Magic check. The spell ends when you cease concentrating or 1 minute, whichever is less.
- 1 **Magic light**
Touch an object to transform it so that it shines with a bright light in a 20' radius {and dim light an additional 20'}. This light lasts for 10 minutes.
- 2 **Darkvision**
You Gain Darkvision with a range of 60' for one minute
- 3 **Blindsight**
You gain the ability to see invisible creatures within 30'. This effect lasts for 10 minutes
- 4 **Omnivision**
You gain the ability to see through solid objects within 30' and ignore all forms of concealment except for darkness. This effect lasts for 10 minutes
- 5 **Shared Darkvision**
Select up to 5 creatures within 10' of you to grant darkvision with a range of 60'. The vision lasts for 10 minutes
- 6 **Shared Blindsight**
Select up to 6 creatures within 10' of you to grant blindsight with a range of 30'. The vision lasts for 10 minutes
- 7 **Shared Omnivision**
Select up to 7 creatures within 10' of you to grant Omnivision with a range of 30'. The vision lasts for 10 minutes
- 8 **True Sight**
Gain Darkvision, Blindsight, and Omnivision with a range of 60'. The vision lasts for 10 minutes.
- 9 **Stalkers Alarm**
During the next week, the first invisible creature to approach within 30' triggers a Blindsight spell that targets you, immediately revealing the creature.
- 10 **Banish the Dark**
During the next week, if you enter Magical Darkness you immediately benefit from a casting of Darkvision that lasts for 10 minutes
- 11 **Shared True Sight**
Select up to 11 creatures within 10' of you to grant True Sight with a range of 60'. The vision lasts for 10 minutes

0 Shape of the Fey

You can gain the outward appearance, size and shape of a Fey creature that is your size or up to two categories smaller. This is a physical change, but does not change your attributes {other than size}. You revert to your normal shape in one minute

1 Lasting Shape of the Fey

As 'Shape of the Fey', but the duration is 10 minutes

2 Fey Blood

As 'Shape of the Fey', but the transformation is more than skin deep. Gain Low-light Vision, the ability to choose to not leave tracks in a woodland environment, and gain +2 bonus to mental defense. You can also be affected by spells that target Fey creatures.

3 Skin of the Brownie

As Fey Blood, you take on the appearance of a Brownie, a small fey with a large head. You can the ability to take an action to become invisible until the start of your next turn. Your physical stats become Str 2, Agi 3, End 2

4 Skin of the Selkie

As Fey Blood, you take on the appearance of a Naiad, or water spirit. You gain the ability to breathe underwater and a Swim speed equal to your base speed. Your physical stats become Str 2, Agi 3, End 2

5 Skin of the Korred

As Fey Blood, you take on the appearance of a Korred, like a wild-haired and bearded small-folk. As an action you can step into a boulder and teleport to another boulder within 30'. Your physical stats become Str 4, Agi 2, End 4

5 Skin of the Phooka

As Fey Blood, you take on the appearance of a Phooka, similar to Ewok. As an action you can step into a tree and teleport to another tree within 30'. Your physical stats become Str 2, Agi 3, End 2

5 Skin of the Slyph

As Fey Blood, you take on the appearance of a Slyph, or Air spirit. You gain a fly speed equal to your base speed, SOAK 10 Air, and Vulnerable Earth. Your physical stats become Str 2, Agi 3, End 2

6 Skin of the Dryad

As Fey Blood, you take on the appearance of a Dryad or Tree Spirit. You gain the ability to transform into a tree, SOAK 10, and ignore difficult terrain due to unndergrowth. Your physical stats become Str 2, Agi 2, End 3

6 Skin of the Lurker in the Light

As Fey Blood, you take on the appearance of a Lurker in the Light, a small Fey. You gain a blur effect (1d6 penalty to hit you while in dim light, 2d6 penalty while in bright light). Once per day you can teleport to a point within view that is illuminated with bright light. Your physical stats become Str 4, Agi 4, End 2

9 Baleful Myconid

Target a creature within 30' to transform into a Myconoid. With a successful Mag vs Mental Defence, the creature shrinks up to two size categories to Small size, Speed is reduced to 4. They also gain the ability to telepathically communicate with all nearby Myconoids or telepaths. They lose the ability to speak, which can impact on some methods of casting spells. Their physical stats become Str 2, Agi 2, End 3

10 ***Skin of the Grimm***

As Fey Blood, you take on the appearance of a Grimm, a 9 foot tall with glistening black flesh, a mouth filled with a double row of sharp fangs, and arms ending in claw-like hands filled with broken black fingernails. You shift up to 2 size categories towards Large size, gain an Unearthly SOAK 10, +5 to Mental Defence, and a bonus 2d6 Damage to your natural attack. You are also Evil. Your physical stats become Str 17, Agi 9, End 13

- 0 **Cast Vision**
Choose a location that is within 800' and within sight, then close your eyes to be able to see that location as if you were standing at the chosen location. Your vision is limited to 20' and creatures within your view may notice that they are being watched if they pass a INT check against your Magic roll.
- 1 **Telekinetic Theft**
As a move action you can move an object within 30' that weighs less than 10 pounds, or manipulate an Tiny objects from a distance. Delicate activity, such as picking locks or tying shoelaces requires passing an INT check 12 or higher and you may have a penalty to any related skill check. This effect lasts for 10 minutes.
- 2 **Guard Dog Dreams**
This charm causes animals to fall asleep for 10 minutes that fail a Will check against your Magic roll. They sleep through noises but are woken by injury or shaking. Each round they recheck Will versus your Magic roll to see if they wake up. The spell lasts for 10 minutes and affects a 10' radius from a point within 30' of you when you cast it.
- 3 **Slip**
As a move action you can teleport up to 30' once in the next 10 minutes.
- 4 **Spider Climb**
You gain Spider Climb for 10 minutes
- 5 **Invisibility**
You become entirely invisible for 10 minutes. Even when creatures know exactly where you are, you still gain the benefit of full cover. Invisibility grants you a +5 die bonus to checks made to hide (failing the check doesn't mean that you have been seen, just that you've made a noise or given away your location some other way).
- 6 **Purge Poison**
All poison within 10' of you is neutralized. Creatures within the area of affect that have natural poisons may avoid having their internal poison stores neutralized if they pass a Strenuous END check (DC 19).
- 7 **Thieves Compass**
Concentrate {Magic Check 13 or higher} on a specific object. You gain the knowledge of the general distance and direction to that specific object . If your Magic Check was 23 or higher, you learn the exact distance, direction, and get a mental picture of where the object is. If the objects are within 60 you are aware of how many there are and can concentrate {one action} to learn the specific location of each. This effect lasts for one hour and y
- 8 **Improved Invisibility**
As Invisibility, and your scent is masked. You do not leave a scent trail.
- 9 **Guards Slumber**
This charm causes creatures to fall into a deep slumber for 10 minutes if they fail a Will check against your Magic Roll. If they pass their check they only fall asleep and can be woken with shaking. Affected creatures do not get to make additional WIL checks to wake up, and slumbering creatures will continue to sleep normally after the spell expires. The spell lasts for 10 minutes and affects a 10' radius from a point within 30' of you when you
- 10 **Ghost Walk**
You can walk through solid material as if it were air for the next 10 minutes. You can choose to climb or descend at a 45 degree angle while walking through solid materials.

12 ***Blink***

You can spend an action to teleport up to 30' as many times as you want in the next 10 minutes

- 0 **Flaming Weapon**
Select a weapon to enhance, that weapon deals an additional +1d6 Fire. This lasts for one minute
- 1 **Spark**
you can create a small flame in your hand, enough to light tinder or to cause 1 die of heat damage to a target you touch.
- 2 **Command Fire Elemental**
Telepathically give an Fire Elemental within 30' a simple command {one or two words}. If you succeed on a Mag vs Mental Def, the elemental follows your command to the exclusion of other activities for that round. Each round, roll the check again to enforce the command. This effect ends in one minute or when you fail a check.
- 3 **Hearth Fire**
Call into being a small fire, appropriate for cooking on or heating a small room. The fire burns without consuming any fuel and does not create smoke. At you option, the firelight can be dim. The fire lasts for one hour.
- 4 **Flame Bow**
Summon to your hand a Long Bow made of pure flame, arrows appear as you draw the bowstring back. The bow is Superior and deals 5d6 Fire damage if you have the skill to support it. The bow dissapates into smoke after one minute or when dispelled.
- 5 **Animate Fire**
Tranform a normal fire within 30' into a similar sized Fire Elemental that deals an additional +1d6 Fire damage with its Slam attack. Warning, Fire elementals are not known for following orders and you have no special control over this one.
- 6 **Flaming Sphere**
Create a Sphere of fire that burns anyone it touches for 1d6+1 Fire damage. You can move the Sphere 30' by spending a move action. When not moving, it only deals 1 point of Fire damage to creatures that touch it. The sphere collapsed after one minute
- 7 **Fire Shield**
You become engulfed in flame for 10 minutes (which does not harm you), granting you a +4 DEFENSE bonus. Anyone who attacks you with a melee attack takes 3 dice of heat damage, while anyone entering or starting a tun in a square adjacent to you takes 1 dice of heat damage.
- 8 **Wall of Flame**
Select 8 contiguous squares to fill with a sheet of fire. Creatures that enter or remain in the wall take 1D6 Fire damage and must pass a Challenging AGI check {13} or catch fire, taking 1d6 Fire damage each round until they can put the fire out. Creatures with SOAK 20 vs Fire do not catch fire.
- 9 **Fire Cage**
Surround a square within 30' with 10' walls of solid flame. Creatures trapped within the cage suffer 1d6 Fire damage each round. Touching the walls deals 3d6 Fire damage. The cage dissapates in one minute
- 10 **Greater Animate Fire**
As Animate fire and Command Fire Elemental, however the elemental does not get a chance to shrug off your command each round. And the Elementals Slam attacks deal an additional +2d6 Fire

0 **Breath of Smoke**

Exhale a dark cloud of smoke into the square ahead of you, which provides concealment {-2d6 penalty to ranged attacks}. The cloud remain in place for 1 minute unless dispersed by wind. Moderate wind (20mph) takes 4 rounds to disperse while a Strong wind (30mph) takes only one round.

1 **Spark**

Breath on a flammable object, like tinder or cloth, to ignite it

2 **Flaming Spittle**

Spit at a target within 30, dealing 2d6 Fire damage on a hit by your Mag vs Mental Defense

3 **Aura of Ash**

You and up to five allies within 10' of you are surrounded by an aura of ash, which provides concealment for up to one minute.

4 **Obscuring Breath**

Exhale a dark cloud of smoke that is filled with burning embers in an arc out to 30'. Creatures in the area hit by your Mag vs Mental Defence sufer 1d6 Fire damage. A Smoke Cloud remains, obscuring vision through it and providing concealment to those within the edges of the cloud.

5 **Flaming Spit**

Spit at a target within 30, dealing 4d6 Fire damage on a hit by your Mag vs Mental Defense

6 **Burning Breath**

Exhale a stream of flame in an arc out to 30' that deals 3d6 damage to those creatures hit by your Mag vs Mental Defense

7 **Burning Man**

Exhale a jet of smoke that envelopes one creature within 30' and expands to a 10' deep cloud of smoke and ash. If the target is hit by your Mag vs Mental Def, they suffer 1D6 damage and catch fire, suffering 1d6 Fire each round until extinguished by an Agi vs 13 or the end of the spell. The smoke cloud attaches to them and moves with them, completely obscuring vision.

8 **Incinderary Cloud**

Exhale a dark cloud of smoke that expand to cover a 20' area within 30', which provides concealment {-2d6 penalty to ranged attacks} to anyone at the close edge of the cloud and completely obscures anyone inside or beyond the cloud. Creatures within the cloud hit by your Mag vs Mental Defense suffer 1d6 Fire damage each round. The cloud remain in place for 1 minute unless dispersed by wind. Moderate wind (20mph) takes 4 rounds to disperse while a

9 **Spit Bomb**

Arc your Spit to strike within 30', where it exploded in a blast hitting all within 20' dealing 5d6 Fire damage with a successful Mag vs Mental Defense. Medium sized or smaller creatures in the area must make an End vs 10 check or be blown away from the blast by 5'.

10 **Dragons Breath**

Your breath blasts in an arc up to 100' away, dealing 4d6 Fire damage to any in its path. The fire curls around cover and other barriers to find its foes and leaking through cracks and crevasses to burn those hiding beyond.

12 **Burning Cloud**

Exhale an Incinderary Cloud that also ignites creatures and object within it. Burning creatures may attempt an Agi vs 13 to put the fire out. You can move the cloud 30' by spending an action.

0 Flame Hand

Your hand is limned with fire for one minute. You can ignite flammable objects by touch and once you can deliver 1d6 Fire damage by touch

1 Warriors Rush

Gain +4 to your base speed for one minute.

2 Back off!

Creatures must pass a Will vs your Magic check in order to attack you in melee. If they fail they can only attack you with spells or ranged weapons until the spell ends in one minute.

3 Warriors Ward

You gain +6 Defense against metal attacks for one minute.

4 Fire Limned Warrior

Conjure an Chainmail armor (SOAK 8) and a LongSword that are limned with Fire that deals 3d6 Cutting plus 1D6 Fire damage. The armor and weapon dissipate in 10 minutes.

5 I want to be a hero

Become Heroic for one minute, gaining +2 Die to attacks, damage, and attribute checks. Magical Fear effects are negated.

6 Soul of the Elemental

Infuse yourself with the element of Fire, gaining SOAK 10 for 10 minutes.

7 Flame Mail

Conjure a set of Mastercraft Chain Mail (SOAK 14) that it limned with fire, providing warmth and protection from cold (SOAK 5 COLD). The armor dissipates in 10 minutes.

8 Flame Blade

Conjure an Artisan LongSword of pure fire that grants +4d to attack and deals 8d6 Fire damage and ignites flammable items on contact, The sword requires a 4 Ranks of Longsword to wield effectively. The sword dissipates in 1 minutes.

9 Enter the Brawl

Dive into the scrum of battle without fear. Creatures must pass a Will vs your Magic check in order to attack you, if they fail they cannot attack you for the next minute or until you attack them. Additionally, you heal 1D6 per round. Both these effects last 10 minutes.

10 Battle Glory

Drink in the spirit of the Dervish, for 10 minutes you get an additional action each round and your sword deals +2d damage and ignores SOAK from armor and shields.

0 Frost Weapon

Select a weapon to enhance, that weapon deals an additional +1d6 Cold damage This lasts for one minute

1 Ice Dart

Target a creature within 30' with a shard of ice that deals 1d6 Cold damage.

2 Chill Aura

A wave of chilled air spreads out in every direction, dealing 2d6 Cold damage to all creatures within 10'.

3 Weakening Touch

Your touch deals 1d6 Cold damage and saps 5 points of SOAK from the target.

4 Popsicle Puppy

Target a creature within 30 feet with a MAG vs Mental Defence, if hit the creature takes 1d6 Cold damage and loses 5 points of SOAK for one minute. Creatures that are Small size or smaller are encased in ice, requiring a STR vs 13 to break free, or 10 points of Impact damage, or 5 points of Fire damage.

5 Creeping Cold

A wave of freezing mist swirls in an arc reaching out 30', ignoring cover. Creatures struck by your Mag vs Mental Defence take 3d6 Cold damage and lose 1 point of SOAK.

6 Snow Globe

Select a 20' area within 30' that fills with a swirling ice storm. Creatures that are struck by your attack (Mag vs Mental Defence) take 2d6 Cold damage. Creatures and objects up to Large are frozen, losing 5 points of SOAK for 1 minute. Creatures smaller than Medium are encased in ice and are unable to move or breathe, and may suffocate. An action can be taken to attempt a STR vs 13 check to break the ice, or simply deal 10 points of impact dama

7 Ice Wave

A rush of ice crashing away from you in a line up to 100', dealing 1d6 damage to creatures and objects in its path. Creatures must attempt a STR vs your Mag or fall prone and get pushed away a number of feet equal to the amount they failed the check. They take an additional 1d6 damage for each 5' they are pushed.

8 Lingering Snow Globe

Cast a Snow Globe that clings to up to 8 creatures within the area of affect, dealing 1d6 Cold damage each round and sapping 2 points of SOAK.

9 Weapon of Winters Wrath

Select a single weapon to deliver the cold of the deep artic winter. One attack in the next minute gains a bonus 9d6 damage, usually leaving a frozen corpse behind.

10 Turn to Ice

Target a creature within 30 feet with a MAG vs Mental Defence, if hit the creature takes 1d6 Cold damage and loses 15 points of SOAK for one minute. Creatures that are Large size or smaller are encased in ice, requiring a STR vs 21 to break free, or 30 points of Impact damage, or 10 points of Fire damage.

11 Greater Snow Globe

Select a 30' area within 100' that fills with a swirling ice storm. Creatures that are struck by your attack (Mag vs Mental Defence) take 2d6 Cold damage. Creatures and objects up to Enormous are frozen, causing them to lose 10 points of SOAK for 1 minute. Creatures smaller than Large are encased in ice and are unable to move or breathe, and may suffocate. An action can be taken to attempt a STR vs 16 check to break the ice, or simply deal 10 poi

0 **Hustle**

Gain +2 to your base speed for 1 minute

1 **Forest Stride**

You can move through woodland areas and thick undergrowth without any speed reduction, for 1 minute

2 **Snow Stride**

Gain +2 to your base speed and you can walk on snow or ice without suffering movement or balance penalties. This lasts for 10 minutes.

3 **Water Stride**

Gain +4 to your base speed and you can walk on liquid as if it was solid ground for 1 minute

4 **Long Stride**

Gain +4 to your base speed for 1 hour.

5 **Climbers Charm**

Gain a climb speed equal to your base speed, and you are not required to make any climb checks to traverse vertical or horizontal surfaces. You do not suffer the usual penalties in combat for climbing. This lasts for 10 minutes.

6 **Gangs Hustle**

You and up to 5 allies within 10' of you gain +6 to your base speed for one hour

7 **Natures Stide**

You and up to 6 allies within 10' of you are unhindered by snow, ice, undergrowth, and gain +6 to your base speed. This lasts for 10 minutes

8 **Quicklings Stride**

Gain +22 to your base speed for 10 minutes

9 **Unfettered Step**

For 10 minutes you may move and attack normally, even under the effects of magical or mundane effects that impede movement such as paralysis, Compel effects, Move Death effects, Drain Time, grappled, held, pinned or restrained. This spell also allows you to move and attack normally underwater as well as confers the ability to breath underwater.

10 **Eat my Dust**

Gain +8 to your base speed for 1 minute. As you move within 10' of creatures you may elect to target them, up to 10 creatures. If they fail a WILL check vs your Magic they are Stilled and unable to move from its spot under its own power until the spell expires.

12 **Mass Overland Haste**

You and up to 11 allies within 10' of you gain +4 to their base speed for the day. In overland travel, double the number of hexes that can be traversed.

0 **Command**

You can speak one word command and the creature you are touching is compelled to do your bidding. Each round the creature may attempt a Will Check vs your Magic to negate the effect.

1 **Fear-Stricken**

Target a 10' radius within 30'. Creatures who enter or remain in the area must pass a Will check vs your Magic or become Shaken {-1 die on attack rolls, damage rolls, and attribute checks}. Each creature gets a WILL check against your Magic at the start of their turn to negate the effect. Creatures who make the Will save do not need to check again even if they re-enter the area. This effect lasts for one minute.

2 **Confound**

Target a 10' radius within 30'. Creatures who enter or remain in the area must pass a Will check vs your Magic or become Confused {at the start of each round the target rolls 1D6 to determine their actions: 1 - wander away using two actions, 2 or 3 - look around and do nothing, 4 or 5 - attack the nearest creature in a fit of rage, 6 - momentarily gain control of your senses and act normally.}. Each creature gets a WILL check against your Magic a

3 **Stop, or I shall say Stop again!**

Target a 10' radius within 100'. Creatures within the area that can understand your language are compelled to do your bidding. Each round the creature may attempt a Will Check vs your Magic to negate the effect.

4 **Hold Person**

Target one Person within 30' to bind them in place for one minute.

5 **Command Word: Sleep**

Creatures within a 30' cone to fall into a deep slumber for 1 minute if they fail a Will check against your Magic Roll. If they pass their check they only fall asleep and can be woken with light shaking. Affected creatures may make new Will checks each round to wake. Slumbering creatures will continue to sleep normally after the spell expires.

6 **Hag's Guarding Eye**

Select an entryway to set the Hag's Eye on for the day. When the first creature passes through the entryway a Sense-Link is established. Up to 5 other creatures that pass through the entryway within the next 10 minutes are also targeted by the Sense-Link. You can communicate simple concepts and emotions, as well as view through the affected creatures senses during the next 10 minutes. Each creature gets a WILL check against you Magic each round t

7 **Hero of the Hour**

You gain +2 dice on all Attack rolls, Damage Rolls, and Attribute checks for one hour. Additionally you are immune to Fear-based effects.

8 **Voice from On High**

Target up to 8 creatures within a 20' radius from up to 500' away to telepathically communicate. The targets may make a Will save each round to close the telepathic link.

9 **Imprison**

Target a 10' radius within 100'. People within the area are bound in place for one minute. In addition, none of the creatures attacks, spells, or abilities can cross the boundary of the area.

- 10 ***Panicked Mob***
Target up to 10 creatures within a 20' radius within 30'. Creatures who fail their WILL vs your Magic become Panicked {-2D penalty to attribute checks, drop held items and may only take move actions that end farther away from you or any other threat it encounters. If cornered, the creature will cower and take no actions}. Those who pass the check are Shaken and must flee from you or any other threat it encounters. If cornered they can fight. If t
- 11 ***Mental Archeologist***
Select up to 11 creatures within 100' that are within 10' of each other. If they fail their WILL check vs your magic, you can concentrate as an action to search the creatures minds for specific information. This effect lasts 1 minute and the creatures do not get additional WIL checks to resist nor do they know you are interrogating them.

1 Gloom Gobs

Create 3 drops of darkness that radiate shadows in a 20' area, creatures with darkvision can see normally through the gloom.

1 Hand of Darkness

project pure darkness forward from your hand, blocking even darkvision. You can drop the darkness in place or keep it attached to you hand

2 Ghost Sounds

Create a noise at a point you can see within 100'.

3 Invisibility

Visually protected by a complex illusion, walk unseen for one minute

4 Barricade

Create a barricade of Shadow and Death, blocking a passage up to 20' wide. The barricade has a Toughness of 7 and 42 structure {break 21}, but deals 1 point of damage when touched..even through a weapon.

4 Mage Plate

Don a chitaneous armor that is filled with dark swirling motes. The armor grants +12 SOAK

5 Ambush

Select a passageway to set an ambush, the first sentient creature {non-animal} that reaches that point triggers a blast that covers an arc going 30' up the passage dealing 2d6 Shadow Damage and extinguishing non-magical torches. The ambush is expires in 30 minutes

7 Clinging Darkness

A bolt of darkness speeds up to 100' to strike a 10' area, dealing 3d6 Shadow damage and extinguishing any light source the size of a cooking fire or smaller, even magical ones. {vs Magical light sources make an opposed Mag check adding the MP of the spell}

9 Smothering Web

A tangle of pure, semi-solid shadow-stuff sprays in an arc out to 30' away from you. The shadow stuff absorbs the air and blocks movement, allowing only 5' per action. Melee attacks suffer a -1d6 to hit and damage. Ranged attacks are impossible except for bolts and rays. The area radiates a dim gloom. Creatures within begin suffocating {End dice pool to not pass out}

0 **Mending**

Your touch restores 1D of Structure to mundane items made from natural materials {wood, fabric, etc..}

1 **Just what I needed**

Conjure any small tool made of metal from thin air to use. The tool is obviously magically created and dissipates in 1 minute.

2 **Repair Weaponry**

Pass your hand over a pile of worn and damaged metal weapons and/or armor, restoring 2d6 structure to metal object within a 5' area.

3 **Mystic Lantern**

A small glass globe filled with light floats in the air which lights up the 20' radius, with dim light an additional 20'. You can concentrate to have the globe move at a rate of 30' per action.

4 **Laborers Strength**

Gain an effective STR score of 20 {5D6} for the purposes of your Carry capacity {920 lbs} and opposed STR checks. This strength slips away in 10 minutes

5 **Create Food and Water**

Conjure a workman's meal and pure water, enough to feed about 10 people. Any food not consumed within 10 minutes dissipates into nothing.

6 **Pony Cart**

Conjure a pony and cart, ready to help transport heavy items for the day

7 **Tensors Floating Disk**

Conjure a 3' diameter disk of force that can hold up to 800lbs. As an action you can concentrate to move the disk up to 10' vertically or 30' horizontally. The disk dissipates after 10 minutes, dropping any items that were on it when the spell expires.

8 **Field Hospital**

Fill a small room with comfortable, fresh air and conjure bundles of bandages, gauzes, and 5 cots. You can choose the temperature. The conjured items dissipate after a day.

9 **Repair Breach**

Target a section of stone wall within 30', the wall recovers 2D of Structure each round for one minute (10 rounds)

10 **Move Earth**

Target up to 16 Cubic Yards of earth within 100' to move. As an action you can concentrate to move the mass of dirt up to 10' vertically or 30' horizontally. After dumping the dirt somewhere you can grab another mass of earth. The spell expires in 10 minutes, all allowing the quick development of earthen berms, bulwarks, and ditches.

- 0 **Cast Vision**
Choose a location that is within 800' and within sight, then close your eyes to be able to see that location as if you were standing at the chosen location. Your vision is limited to 20' and creatures within your view may notice that they are being watched if they pass a INT check against your Magic roll.
- 1 **Translate**
Choose one language, for one minute you can understand, read, and write that language
- 2 **Improved Cast Vision**
As Farsight, however you can 'walk' your perspective at a rate of 10' per round
- 3 **Finder**
Touching the ground and concentrate {Magic Check 13 or higher} on a specific object, type of object, or element. You gain the knowledge of the general distance and direction to that specific object or to the nearest significant quantity of the object or elements. If your Magic Check was 23 or higher, you learn the exact distance, direction, and approximate size of the objects or element. If the objects are within 60 you are aware of how many there
- 4 **Ghost Hands**
As Walking Farsight, in addition you can manipulate objects within your field of view as if you had a strength of 12. This includes opening doors, moving papers around, shoving people, and the like. Delicate activity, such as picking locks or tying shoelaces requires passing an INT check 12 or higher and you may have a penalty to any related skill check.
- 5 **Invisibility**
You become entirely invisible for 10 minutes. Even when creatures know exactly where you are, you still gain the benefit of full cover. Invisibility grants you a +5 die bonus to checks made to hide (failing the check doesn't mean that you have been seen, just that you've made a noise or given away your location some other way).
- 5 **Tactile Tracking**
Touch an object and concentrate {Magic Check 13 or higher}, you can select a time period to review as a time-lapsed visual. The longer the time period, the more gaps exist in the time-lapsed review. Take a -1 Die penalty to your check if the time period is over a month ago, -2 die if over a year, and -3 die if over a century ago.
- 6 **Freedom of Movement**
Effects that reduce or stop your movement do not affect you for 1 minute. This includes paralytic poisons, Compel effects, Move Death effects, Drain Time effects, grappled, held, restrained, grabbed, pinned, or elemental resistance such as moving underwater.
- 7 **Expeditious Retreat**
You gain +18 to your base Speed for 10 minutes
- 8 **Speedy Spider**
You gain Spider-Climb, invisibility, and +6 to your Speed for 10 minutes
- 9 **Fins and Gills**
You gain the ability to breathe water, a Swim speed equal to your base Speed, and gain +2 on Swim related checks for 1 hour
- 10 **Overwatch**
As Farsight, however your visual range is 80' and the spell lasts up to 10 minutes. Generally this spell is used to gain a birds eye view over an area by selecting a location 40 or 50' above the ground

0 **Venom Handler**

Gain Soak 2 vs Poison for 1 minute

1 **Lesser Venomed Strike**

Your blade drips with a weak poison that adds 1d6 poison damage to your attacks. This effect lasts for one minute.

2 **Ensnare**

Target 1 Medium or smaller creature within 30' and roll Mag vs Agi, if successful the target is wrapped in a strong silken cocoon and will begin to suffocate. It, or its allies, can attempt to break free by spending a full round and pass a STR check vs 10. This effect lasts for 1 minute

4 **Spider Climb**

You gain Spider Climb for 10 minutes

5 **Venomed Strike**

Your blade drips with a poison that adds 3d6 poison damage to your attacks. This effect lasts for one minute.

6 **Spider Shape**

You transform into a Large Monstrous Spider, gaining a Str of 16 (9d6), Agi of 6 (4d6), and End of 10 (6d6). You also gain natural armor with a SOAK of 10, a Climb speed of 14 (70'), a poisonous Bite (9d6: 4d6 stabbing and crushing damage: venom 6d6 vs End; 2d6 poison), a Web attack (4d6: range 6; restrains), low-light vision, and 8 legs. This form lasts for 1 hour.

7 **Web**

Cast a web 30' away and Ensnare Enormous creatures or smaller in a 20' radius. The STR check to break free is vs 16.

8 **Greater Venomed Strike**

Your blade drips with a strong poison that adds 4d6 poison damage to your attacks. This effect lasts for one minute.

10 **Phase Spider Shape**

As Spider Shape, your attacks can ignore SOAK from armor and can affect incorporeal creatures.

0 **Breath of Fog**

Exhale a small bank of fog {10' deep} that obscures vision or provides concealment to creatures in the edge of the fog bank {-2 to hit}

1 **Spark**

1D6 Lighting damage to one target within 30. The target is also blinded for one round.

2 **Blowhard**

one target within 30' takes 1D6 Wind damage and must pass a Challenging END check {13} or be knocked backward 5'. If they roll a 9 or less they are knocked back an additional 5' and end up prone. Creatures with SOAK may negate being knocked back based on their size; Large creatures, Medium creatures with a SOAK of 5, and Small creatures with a SOAK of 10.

3 **Call Storm**

Shape the local weather

4 **Oncoming Storm**

Cloak yourself in silence for 10 minutes, your movement makes no sound

5 **Syncopating Spark**

One target within 100' takes 1D6 lightning damage each round for one minute. Once dead, the corpse twitches in a strange dance as the electrical current continues to spike through the muscles.

6 **Lightning Bolt**

One target within 30' takes 6D6 lightning damage and is blinded for one round.

7 **Call Rain**

Shape the local weather in a half-mile radius in ways that are typical for the season and terrain. This weather builds up over 10 minutes and then fades as normal weather would

8 **Wind Wall**

Select 8 contiguous squares to fill with the power of the wind. Creatures that enter or remain in the wall take 1D6 damage from the shrieking wind and must pass a Challenging END check {13} or be knocked back 5'. If they roll less than 9 they are knocked back an additional 5' and end up prone. Creatures with SOAK may negate being knocked back based on their size; Large creatures with a SOAK of 10, Medium creatures with a SOAK of 15, and Small cre

9 **Suffocating Aura**

You are surrounded by a fog could that steals the breath from all but you. The fog cloud extends 30 feet and moves with you. Enemies that enter the area start a countdown pool based on their END attribute and they pass out when the countdown pool expires. Any physical action they take removes 1 die from the pool. If they leave the aura, the pool refreshes at a rate of equal to their END dice. This aura lasts for one minute.

10 **Lighting Storm**

Exhale a cone of lightning that strikes everything within 60'. Targets take 2D6 Lightning damage. The ground and metal objects within the area are heated to a dull red and creatures in contact or within 5' of the objects must pass an END check of 13 or take 1 point of damage each turn for one minute. SOAK of 10 protects you from the heat of objects within 5' and SOAK of 15 protects you from all the heat damage.

- 0 **Thorns**
Select one blundgening weapon or one shield or one set of armor. The weapon deals +1d6 slashing damage, or the shield can be used as a spiked shield, or the armor deals 1d6 piercing damage to anyone who grabs, constricts, or engulfs you. This effect lasts for 1 minute
- 1 **Splinter**
Cast a wooden splinter at a target within 30', dealing 1d6 peircing damage on a hit (Mag vs Def)
- 2 **Covered Portal**
Brambles fill a 5' square, obscuring any medium sized passageway or door in that square. Creatures may push their way through with a STR vs 13, taking 1D6 slashing damage as they move through and destroying the bramble. They may also cut or burn through by dealing at least 20 points of damage. This bramble continues to live on naturally once the spell expires, but may wither and die rapidly depending on the season and locale.
- 3 **Shillelagh**
Summon a High Quality Cudgel to hand that deals 3d6 Impact damage as long as you have at least 1 rank of skill at Clubs. The Cudgel dissapates in 1 minute
- 4 **Entangle**
An area with a 20' radius within 30' explodes with a sudden burst of wild growth with plants and vines snatching at creatures. The area is considered heavy undergrowth and creatures struck by your Mag vs Mental Def attack have their speed reduced by 2 while in the area. The plants subside to normal after 1 minute
- 5 **Wall of Thorns**
Brambles fill up to 6 contiguous squares, starting at a point within 30' of you. The magically close behind creatures that push their way through, but can be destroyed with cuts and fire. These brambles last for 10 minutes before dissipating.
- 6 **Spikes**
As an action, cast a spike at a target within 30', dealing 1d6 peircing damage on a hit (Mag vs Def). The spell lasts for 1 minute.
- 7 **Greater Shillelagh**
Summon a MasterCraft Cudgel to Hand that deals 5d6 Impact damage, as long as you have at least 3 ranks of skill at Clubs. The cudgel ignores SOAK from Armor and shields, but dissipates in 1 minute.
- 8 **Blast of Thorns**
A fan of Spikes blast in a cone reaching 30' in front of you, on a hit (Mag vs Def), deals 3d6 Piercing Damage, and causes the target to bleed 1d6 health at the start of their turn for the next 2 turns (Bleeding bypasses all SOAK).
- 9 **Wall of Deadly Thorns**
Create a Wall of Thorns that contains viscious, lashing vines and branches. At the start of the turn of any creature within 5' of the wall, these reach out and strike using your Mag vs Def, dealing 1d6 slashing damage on a hit.
- 10 **Strangling Thorns**
An area with a 30' radius within 30' explodes with a sudden burst of wild growth with thorn covered plants and vines snatching at creatures. The area is considered heavy undergrowth and creatures struck by your Mag vs Mental Def have their speed reduced by 4 while in the area. At the start of each creatures turn, the vines struck using your Mag vs Def, dealing 1d6 slashing damage on a hit. The plants subside to normal after 1 minute.

- 0 **Flaming Weapon**
Select a weapon to enhance, that weapon deals an additional +1d6 Fire. This lasts for one minute
- 1 **Fire Dart**
Cast a bolt of fire at a target within 30', creatures struck by your attack (Mag vs Mental Defence) take 1d6 Fire damage.
- 2 **Fire Bolt**
Cast a bolt of fire at a target within 100', creatures struck by your attack (Mag vs Mental Defence) take 1d6 Fire damage.
- 3 **Fire Fan**
Spray fire in an arc, creatures within 30' struck by your attack (Mag vs Mental Defence) take 1d6 Fire damage.
- 4 **Blazing Path**
Strike the ground and blaze of fire shoots up and raged 20 squares, creatures in the path struck by your attack (Mag vs Mental Defence) take 1d6 Fire damage.
- 5 **Fire Ball**
Select a 20' area within 100' to ignite a ball of fire. Creatures that are struck by your attack (Mag vs Mental Defence) take 1d6 Fire damage. Flammable material such as exposed oil or paper catches fire.
- 6 **Meteor Strike**
Launch a flaming sphere at a 10' target within 500'. Creatures that are struck by your attack (Mag vs Mental Defence) take 2d6 Fire damage. Flammable material such as exposed oil or paper catches fire.
- 7 **Fuel-Air Explosive**
Select a 30' area within 100' to ignite a mist of highly flammable liquid. The resulting explosion of fire wraps around barriers and ignores cover. Creatures that are struck by your attack (Mag vs Mental Defence) take 2d6 Fire damage. Flammable material such as exposed oil or paper catches fire.
- 8 **Lesser Meteor Shower**
Launch a flaming sphere that splits into multiple meteors and strike at a 30' target within 500'. Creatures that are struck by your attack (Mag vs Mental Defence) take 2d6 Fire damage. Flammable material such as exposed oil or paper catches fire.
- 9 **Searing Fire Ball**
Cast a Fireball that deals 2d6 Fire damage. In addition creatures and objects in the area catch fire taking 1d6 Fire damage at the start of their turn. If the creature has SOAK Fire 5, they do not catch on fire. They may take and action to extinguish the flames with an AGI vs 13.
- 10 **Thermonuclear Grenade**
Select a 10' area within 30' to incinerate. Targets within the area struck by your attack (Mag vs Mental Defence) take 1d6 Fire damage. All objects and creatures catch fire, even stone, and take 1d6 Fire damage at the start of the turn. This damage ignores the SOAK of objects. Normally non-flammable items stop burning after a minute or when someone spends an action to put the fire out. Extinguishing the fire requires an AGI vs 21. This is reduced
- 11 **Greater Meteor Shower**
Launch a flaming sphere that splits into multiple meteors and strike at a 30' target within 500'. Creatures that are struck by your attack (Mag vs Mental Defence) take 5d6 Fire damage. Flammable material such as exposed oil or paper catches fire.