



Magic & Spells

Magic is a theorem used by Magic-Users to manipulate the fabric of reality called – the veil. The veil hangs over all of existence and separate our world from the world beyond. Within the veil are living entities responsible for the blowing of the wind, the blooming of flowers, the fall of rain etc. Magic-Users experiment with the veil, developing formulae that allows them to bind these entities and control them. These formulae are called ‘spells’. These spells are not hard science but are experimentations with the veil; they are dangerous and alive.

Grimoires

Magic-Users create prisons for these living spells to contain their power. These prisons are called Grimoires. Each grimoire houses one living spell. The secrets of the formulae within Magic-Users’ grimoires is highly coveted from one Magic-User to another. So Magic-Users protect their grimoires with wards and magic traps and shape them into innocuous objects to hide them from prying eyes. These grimoires must be identified and divined, the formulae interpreted, for Magic-Users to access the imprisoned spells within.

Learning Spells through Divination

A Magic-User begins the game with 3 randomly determined spells in grimoires. Roll d66.

When your Magic-User comes in to possession of another’s grimoire, they must divine the formula contained within. You do this by testing Divination.

Each grimoire has a modifier that is subtracted from your Magic-User’s Divination skill, depending on the spell contained within. If this test is successful your Magic-User interprets the formula correctly, unlocking the secret of the magic hidden inside. If the test is failed, the Magic-User has misinterpreted the formula and stumbled into one the former owner’s secret safeguards within the grimoire.

Divination Test Factors

- ◆ Do you spend a week’s worth of time sequestered with the grimoire in your Seclisium? +1
- ◆ Have you studied another spell from the same Magus? +1
- ◆ Do you know a spell from the same school of magic? +1
- ◆ Have you attempted to Divine this spell before? +1
- ◆ Individual spell formulas may have factors listed from -3 to -0.

You may divine a spell during camp as work. It takes one turn to divine a spell in town.

Memorizing Spells

Once per day your Magic-User studies their grimoires and memorizes the spells contained within. This imprints the spell into the Magic-User’s mind, where it writhes seeking its escape. A Magic-User may imprint a number of spells in their mind equal to their level. This can be in any combination that they wish, whether duplicates of the same spell or unique spells. These imprints remain entrapped in the Magic-User’s mind for 1 day or until the spell is disgorged from the Magic-User’s mind when cast.



Casting Spells

Casting spells can be a dangerous business. There are three ways to cast a spell; as a Ritual, from a spell scroll and from memory.

Rituals

Any spell may be cast as a ritual. This is the least dangerous way to cast a spell, but it still is costly. Casting a spell as a ritual requires 1d6x10 minutes (1d6 turns) to cast and the Magic-User must have all spell components related to the spell to cast it. Once the spell is cast, the components are used up. No rolls are required. Casting a spell as a ritual does not use up a spell slot.

Casting From a Scroll

Any spell that has been scribed onto a scroll can be cast by reading the formula aloud. Reading the spell can be dangerous. Make a language test to read the scroll aloud. On a success you cast the spell successfully, consuming the scroll in the process. If you fail there are consequences.

Casting From Memory

This is the most dangerous way to cast a spell. Make an Arcanist test. If you fail there are consequences. After the spell is cast, it escapes from the Magic-User's mind and resides again within their grimoire.

Transmogrification

When necessary, a Magic-User may transform a spell they have imprinted onto their mind. Doing this warps the effect of the spell into one of offense or defense. Casting a spell in this way causes it to escape from the Magic-User's mind. If the spell is transmogrified offensively, the veil is tapped into to deal damage. This deals 2D6 damage that may be dealt to one target, or split between targets nearby the Magic-User.

If the spell is transmogrified defensively – it may be used to counter another spell that is cast in the magic-user's vicinity. The Magic-User may protect one person per level with this defensive casting.

Spell Components

Each spell is listed with a spell component that aids in the casting of that spell. Spell components are required for casting all Rituals. Spell Components count as tools when casting a spell from memory. They give a +1 bonus to your Arcanist rank prior to casting the spell. The components are consumed in the process.

Scribing Spell Scrolls

Scribing a Spell Scroll requires that you have the spell memorized. You must test your Language skill to successfully scribe the scroll in a manner that entraps the magic on the scroll. A modifier is listed with each spell in the list for the difficulty of scribing the scroll.

New scrolls may be created during camp by doing work. It takes one town turn to scribe a scroll in town.



Magic-User Spells

The following section lists the most common spells.

Adjure Flame

With but subtle word you coax the spirit of fire awake eager to do your bidding.

Source: Sight

Casting Time: Instant

Duration: 1 turn per level

Components: An ember

Adjure Flame Factors:

- ◆ Casting: -1
- ◆ Divination: -1
- ◆ Scribe a Scroll: -1

Adjure Flame Effect:

You take control of a fire burning within sight. You may cause it to grow, shrink or change. You may also command the fire to explode dealing 1d6 damage per level to all nearby the flame. This ends the spell.

Aria

You invoke a swirling cacophony of air spirits to bare you aloft.

Source: Sight

Casting Time: Instant

Duration: 1 turn per level

Components: a feather

Adjure Flame Effect:

- ◆ Casting: 0
- ◆ Divination: -1
- ◆ Scribe a Scroll: -1

Aria Effect:

The target of the spell is carried on roaring winds as if flying. They may travel in any direction intended. They may not communicate while flying with anyone outside of the winds.

Astral Projection

You step out of your body as your essence walks unseen among the astral realm.

Source: Self

Casting Time: 1 turn

Duration: 1 turn per level

Components: a small iesham stone

Astral Projection Factors

- ◆ Casting: -1
- ◆ Divination: -2
- ◆ Scribe a Scroll: -3

Astral Projection Effect:

Your spirit leaves your body behind, tethered with an astral flagellum to walk unseen in the realm between worlds. The length of the astral cord is 10 feet per level, and you may pass through physical objects up to 1 foot thick per level, though you are bound by cold iron and cannot pass through it. Beings in the astral realm and creatures that possess *the second sight* are able to see you, but you are invisible to all others.

Awaken Earth

With a stentorian voice you rouse the great spirit of a hill or other distinct stone.

Source: Self

Casting Time: 1 turn

Duration: 1 turn per level

Components: an ancient root dug up

Awaken Earth Factors:

- ◆ Casting: -1
- ◆ Divination: -1
- ◆ Scribe a Scroll: -2

Awaken Earth Effect:

You awaken a hill or large natural stone. It will follow your simple commands but is extremely slow. It can move great weights and carry you atop it.





Black Bolt ■■■

A blackened prismatic bolt of necromancy leaps from your finger tips draining the life force of your enemy.

Source: Self

Casting Time: Instant

Duration: Instantaneous

Components: a sorcerer's mummified finger

Black Bolt Factors:

- ⊗ Casting: -1
- ⊗ Divination: -1
- ⊗ Scribe a Scroll: -1

Black Bolt Effect:

You kill one creature whose level is equal to or less than yours. The target saves vs Magic; on a success or if the target's level exceeds your own the Black Bolt deals 2d6 damage.

Circle of Protection ■■■

You draw a circle with a bit of chalk and bone dust, enchanting it against those with maleficent intent.

Source: the Drawn Circle

Casting Time: 1 turn

Duration: 1 turn per level.

Components: Bird bones spread in a circle.

Circle of Protection Factors:

- ⊗ Casting: -2
- ⊗ Divination: -2
- ⊗ Scribe a Scroll: -2

Circle of Protection Effect:

A number of people equal to the caster's level are protected inside the immobile circle. Anyone outside the circle with harmful intentions cannot cross or disturb the circle.

Clairaudience ■■■

You inscribe a rune upon a conduit of choice, to see what it sees and hear what it hears.

Source: Touch

Casting Time: 1 turn

Duration: 1 turn per level

Components: a peice of urim

Clairaudience Factors:

- ⊗ Casting: -1
- ⊗ Divination: -1
- ⊗ Scribe a Scroll: -1

Clairaudience Effect:

You place your rune upon an object. As long as the rune remains on the object you may meditate and perceive the surroundings of the object – what it sees, hears, or smells.

Commune with Waters ■■■

You bathe yourself in fresh waters communing with the spirits within.

Impetus: Self

Casting Time: 1 turn

Duration: 1 turn per level

Components: a small bronze bell

Commune with Waters Factors:

- ⊗ Casting: -1
- ⊗ Divination: -1
- ⊗ Scribe a Scroll: -1

Commune with Waters Effect:

You parley with the fickle sprits of water. They will follow your simple commands allowing you to raise, lower or part the water.

Devil Stalker

You conjure forth a malevolent spirit to hunt down and kill a target of choice.




Source: the Drawn Circle

Casting Time: 666 turns

Duration: 1 day per level.

Components: a pentagram drawn with (insert ingredient) with a bit of the target placed in the middle.

Devil Stalker Factors:

-  Casting: -3
-  Divination: -3
-  Scribe a Scroll: -3

Devil Stalker Effect:

A spirit of murder appears ready to negotiate terms. If terms are accepted it will hunt down the target and kill them. These spirits are often upset about being summoned.

Eldritch Darts

You form bolts of pure aether from beyond the veil and hurl them at your foes.




Source: Self

Casting Time: Instant

Duration: 1d6 +level rounds.

Components: shards of flint.

Eldritch Darts Factors:

-  Casting: -0
-  Divination: -1
-  Scribe a Scroll: -2

Eldritch Darts Effect:

You can throw bolts of force for the duration of this spell. Roll to hit as normal. You can target creatures that you can see or hear. Bolts of force deal 1d4 damage.

Ensorcelling Tongue

You lock eyes and whisper enchanting words that supplant themselves into the target's mind.




Source: Hearing

Casting Time: Instant

Duration: 1 day per level.

Components: a wooden staff carved in the form of a snake or the tongue or a creature that writhes on the ground.

Ensorcelling Tongue Factors:

-  Casting: -3
-  Divination: -2
-  Scribe a Scroll: -2

Ensorcelling Tongue Effect:

The target – subject to a saving throw, rewrites their Drive to “I will follow the command of my friend, the sorcerer”.

Gleam

You summon an insubstantial spirit to light the dark passages before you.




Source: Sight

Casting Time: Instant

Duration: 1 turn per level.

Components: a firefly or piece of luminescent fungus

Gleam Factors:

-  Casting: 0
-  Divination: 0
-  Scribe a Scroll: -1

Gleam Effect:

A spirit of radiance appears and burns as a torch, shedding light but no heat. You can move it at will as far as you have sight.



Goëtia

With a force of will you beseech the name of an entity and call it forth.

Source: Self

Casting Time: 1d8 turns

Duration: Instantaneous

Components: The true name of the entity.

Goëtia Factors:

- ◆ Casting: -2
- ◆ Divination: -2
- ◆ Scribe a Scroll: -3

Goëtia Effect:

You call a creature to you from another plane. If the true name of the entity is known, incant it during the ritual and the named creature will appear. Otherwise, there is no care for what may emerge from beyond the veil. Determine the entity using the table provided with *Petition the Alfar*. They will seek to negotiate terms to further their own goals and drives, if they are willing to parley at all.



Hekate's Keys

With a loud knock you cause chains to fall and locks to open before you.

Source: Self

Casting Time: 1 turn

Duration: Instantaneous

Components: see effects

Hekate's Keys Factors:

- ◆ Casting: 0
- ◆ Divination: -1
- ◆ Scribe a Scroll: 0

Hekate's Keys Effect:

You magically fashion the exact key needed to open a lock. The ingredient needed requires a sacrifice. This sacrifice is consumed after the key is used. Roll 1d6; 1) a finger no longer needed, 2) a person's sight, 3) a secret revealed, 4) an important item, 5) a magic scroll, 6) a bit of your life essence (1d4 damage).

Hex

With a beguiling smile you turn foe into friend.

Impetus: Self

Casting Time: Instant

Duration: 1 day per level

Components: a very smooth pebble

Hex Factors:

- ◆ Casting: -1
- ◆ Divination: -1
- ◆ Scribe a Scroll: -1

Hex Effect:

You change a creature's disposition towards you. Hostile creatures become neutral, neutral become friendly, friendly become infatuated. Neutral and friendly creatures will do favors for you. Both will require you do a favor for them in return. Neutral characters demand the favor now, friendly characters can wait.

Lightning Lure ☣☣

You entice lightning into a glass bottle or copper rod to be expelled later.

Impetus: Sight

Casting Time: Instant

Duration: Special.

Components: a glass bottle or a copper rod

Lightning Lure Factors:

- Casting: -2
- Divination: -1
- Scribe a Scroll: -1

Lightning Lure Effect:

You place a glass bottle or copper rod in an auspicious place to entice lightning into it. You may later discharge the trapped lightning, dealing 1d6 damage per level to all within the path of the bolt. For each damage die that shows a 6, the lightning leaps to another nearby target not within the bolt's original path, dealing an additional 1d6 damage. If that damage die shows a 6, it leaps again and so on until no 6's are rolled. You may lure the lightning again if a proper trap is set up within the path of the bolt. If the trap is ever fully submerged in water, the spell automatically discharges dealing full damage to all nearby.



Mists of Tartarus ☣☣

You call forth the frozen mists from depths unseen to choke life from your enemies.

Source: Self

Casting Time: Instant

Duration: 1 round per level.

Components: petal of a corpse flower

Mists of Tartarus Factors:

- ◆ Casting: -1
- ◆ Divination: -1
- ◆ Scribe a Scroll: -2

Mists of Tartarus Effect:

The noxious frozen vapors effect all the breath it in. Roll 1d6.

1. Save vs Magic or die.
2. Deals d6 damage per round and anyone killed by frozen mist rises as an ice revenant.
3. Deals d6 damage per round and metal items freeze and shatter if vulnerable.
4. Frost gathers around the eyes blinding the targets until they receive treatment.
5. The biting cold draws the strength out of the targets dealing a d3 strength damage.
6. The cold slows all enemies who act at half speed.



Palace of Memories

You raid the consciousness of a magic-user manipulating their mind and memories.

Impetus: Sight

Casting Time: Instant

Duration: Instantaneous

Components: a copper coin

Palace of Memories Factors:

- ◆ Casting: -2
- ◆ Divination: -1
- ◆ Scribe a Scroll: -3

Palace of Memories Effect:

You examine the consciousness of another magic-user. They may save vs magic to keep you out. If they fail you manipulate their memories and choose one:

- ◆ Steal a prepared spell from them and memorize it.
- ◆ Implant a spell from your memory into theirs.
- ◆ Void any number of prepared spells from their mind.

If they save with a 20n, they reverse the spell upon you.

Petition the Alfar

You unbind your consciousness from this realm and float among the dimensions querying a creature from beyond.

Impetus: Self

Casting Time: 1d8 turns

Duration: Instantaneous

Components: Brimstone and Snow

Petition the Alfar Factors:

- ◆ Casting: -2
- ◆ Divination: -2
- ◆ Scribe a Scroll: -2

Petition the Alfar Effect:

You petition the spirits of the land for information on a given subject. If the true name of the entity is known, sing it during the ritual and the named creature will answer. Otherwise, determine the entity at random from the list below. These entities have their own desires and drives and may seek to further those goals through this interaction.



Table 2

Name	Form	Domain of Influence
Elgr & Eolh	Twin Elk Brothers	Healing, Rescuing, Protecting
Holla	A beautiful woman, white as snow	The Wild Hunt, Spinning, Beasts
Hertha	A woman riding in a cart pulled by two cows	Peace, Fertility, Harvest
Moder	A monstrous elk with the face and arms of a woman	Immortality, Nature, Sorrow
Paimon	A beautiful man, riding a crowned camel	Secrets, Teaching, Prescience
Deywos	A one armed man with white hair	Day Sky, War, Wind
Vargr	A massive black wolf	Chaos, Destruction, Hunger
Jór	A horse with fused rider and skeletal heads that vomit oil	Death, Plague, Mourning
Nótt	A one armed woman with black hair	Night Sky, Crossings, Tranquility
Haléth	A woman of great heart and strength	Pride, Strength, Stewardship
Raugr	A stern woman clad in mail	Truth, Battle, Undeath
Winefrede	A young woman with golden halo, carrying her head	Protection, Unwanted Advances, Honor
Veles	A beautiful shapeshifting maiden of cloud and air	Hunting, Dancing, Love
Gwyrðh	A large arbor knight with axe	Covenants, Honor, Nature
Hårga	A giant bearded man	Reciprocity, Sacrifice, Spring
Surtra	A cowled woman holding a flaming flower	Fire, Healing, Safe Passage Over Water
Syra	A cowled woman made of damp earth	Protection Against Plague, Sin Eating
Vernr	An elderly man, naked, riding a spotted horse	Dreams, Omens, Memories
Furcas	A cruel old knight riding a pale horse with cruel weapon	Philosophy, Divination, Magic
Voldrun	A great hideous being riding a black goat	The Wild Hunt, Revenge, Desire





Poltergeist ☣☑

You draw a spirit back from beyond the grave, binding it to your will.

Source: Touch

Casting Time: Instant

Duration: 1 night per level.

Components: Momento Mori

Poltergeist Factors:

- ◆ Casting: 0
- ◆ Divination: -1
- ◆ Scribe a Scroll: -1

Poltergeist Effect:

You summon a wicked spirit back from the dead to haunt a person or place. The spirit is insubstantial but can manifest physically by making sounds, visually appearing, or by manipulating physical objects. There is a 3-in-6 chance the haunting will become permanent after the duration elapses.

Portal ☣☑

You open a doorway that transports you through space from one location to another.

Source: Touch

Casting Time: 1 turn

Duration: Instantaneous.

Components: an iron door knocker

Portal Factors:

- ◆ Casting: -1
- ◆ Divination: -2
- ◆ Scribe a Scroll: -3

Portal Effect:

You inscribe a rune upon a door the first time you cast this spell. The next time you cast this spell you cast it upon another door. You may travel through that door and exit through the door containing the portal rune. The distance between the two doors does not matter, as they magically act as the same doorway.

Prismatic Ward ☣☑☑

But with subtle gesture a prism of light surrounds you refracting light and magic spell.

Source: Self

Casting Time: 1 turn

Duration: 1 turn per level

Components: Fluorite

Prismatic Ward Factors:

- ◆ Casting: -1
- ◆ Divination: -1
- ◆ Scribe a Scroll: -1

Prismatic Ward Effect:

A brilliant prism of light surrounds you and a number of people equal to your level. All magic ceases to function inside this prism.

Reality Shift ☣☑☑

With a flare of kaleidoscopic color you shift reality to the otherworld.

Source: Self

Casting Time: 1 turn

Duration: 1 night per level.

Components: a gem

Reality Shift Factors:

- ◆ Casting: -1
- ◆ Divination: -2
- ◆ Scribe a Scroll: -3

Reality Shift Effect:

You shift everything within a luminescent sphere to a mirror dimension. It instantly disappears from this reality, and appears in the exact same location in a mirror reality. Anyone within the sphere can still view through the sphere as if they were still present but are invisible and insubstantial to anyone looking into the sphere. The sphere is 10ft around per level and is centered on you. You must remain within the sphere for the duration, and nothing else may leave either.

Recalling Rune ☒☒☒

With a snap of the finger or blink of an eye you recall an item into your grip.

Source: Touch

Casting Time: 1 turn

Duration: Instantaneous

Components: a piece of twine

Recalling Rune Factors:

- ⊗ Casting: -1
- ⊗ Divination: -2
- ⊗ Scribe a Scroll: -3

Recalling Rune Effect:

You inscribe a rune of recalling onto an item in your possession. At a later time of your choosing you may summon that item to your current location.

Rise! ☒☒☒

With a force of will, you command a departed's spirit back into its festering corpse.

Source: Sight

Casting Time: 1 turn

Duration: 1 night per level

Components: smoke exhaled onto the body of the deceased.

Rise! Factors:

- ⊗ Casting: -2
- ⊗ Divination: -2
- ⊗ Scribe a Scroll: -2

Rise! Effect:

You summon spirits back from the dead to re-inhabit their departed corpses. You may summon a number of creature levels (HD) equal to your level. After the spell's duration, roll 1d6. The undead thralls 1) gain independence and turn on their former master, 2-3) become catatonic and stand in place waiting until they rot away, 4-5) breakdown becoming corpses again, 6) dissolve into acidic slime.

Rune of Revisitation ☒☒☒

You magically appear in a blink of an eye back to your revisitation rune.

Source: Touch

Casting Time: 1 turn

Duration: Instantaneous

Components: a pinch of chalk dust

Rune of Revisitation Factors:

- ⊗ Casting: -1
- ⊗ Divination: -2
- ⊗ Scribe a Scroll: -3

Rune of Revisitation Effect:

You inscribe a magical rune of teleportation into a place under the open sky. As long as the rune sits undisturbed, you and a number of people equal to your level may magically teleport back to the location of the rune. This magic teleports any normal items and clothing with the people but there is a 3-in-6 chance that anything cumbersome vanishes in the process.

Sands of Nyx ☒☒☒

A sprinkling of dust appears from beyond the veil and sings you into a deep restful sleep.

Source: Sight

Casting Time: Instant

Duration: 1 turn per level

Components: lavender petals

Sands of Nyx Factors:

- ⊗ Casting: -1
- ⊗ Divination: -1
- ⊗ Scribe a Scroll: -1

Sands of Nyx Effect:

You target a number of creatures equal to your level, they must save vs magic or fall into a deep restful slumber. Subtle sounds and movement will not wake them, but loud noises or slaps to the face will.





Shield of the West Wind ☁☁

With a word of power, you command swirling winds to defend you from encroaching missiles.

Source: Self

Casting Time: Instant

Duration: 1 turn per level

Components: a piece of black tourmaline

Shield of the West Wind Factors:

- ◆ Casting: 0
- ◆ Divination: 0
- ◆ Scribe a Scroll: -1

Shield of the West Wind Effect:

You summon winds to deflect small missiles like stones, arrows, and spears. You may defend a number of targets equal to your level.

Talisman ☁☁

You transfer the essence of your soul into a talisman to ensnare an unsuspecting host.

Source: Touch

Casting Time: 1 turn

Duration: 1 turn per level

Components: an important keepsake

Talisman Factors:

- ◆ Casting: -2
- ◆ Divination: -2
- ◆ Scribe a Scroll: -3

Talisman Effect:

You leave your body behind as a shell and transfer your soul into a talisman such as a trinket or piece of jewelry. Your senses become attuned to the talisman and you perceive what it perceives. You may attempt to possess a creature that comes into contact with the talisman (save vs magic). If your new host body is slain you must save vs luck to find your original body again, or be trapped beyond the veil.

The Binding ☁☁

You summon ethereal chains from beyond the veil to bind and hold a target.

Source: Sight

Casting Time: Instant

Duration: 1 round per level

Components: a link of chain

The Binding Factors:

- ◆ Casting: -1
- ◆ Divination: -1
- ◆ Scribe a Scroll: -1

The Binding Effect:

The sorcerer binds a number of creatures whose total levels are less than or equal to the sorcerer's level -subject to a saving throw. They may not move or act while affected by the spell.

Veil of Vanishment ☁☁

You fade from sight, traveling unseen beyond the veil.

Source: Self

Casting Time: Instant

Duration: 1 round per level

Components: an eyelash covered in wax

Veil of Vanishment Factors:

- ◆ Casting: -1
- ◆ Divination: -1
- ◆ Scribe a Scroll: 0

Veil of Vanishment Effect:

You become invisible to mortal eyes, but shine like a beacon to those with a Wizard's Sight, or those that live beyond the veil. While traveling under the veil you exist in both worlds, both this and the one beyond the veil.

Vivify

With a touch you bring life to a statue.

Source: Touch

Casting Time: 1 turn

Duration: 1 round per level

Components: a piece of clay

Vivify Factors:

- ◆ Casting: -1
- ◆ Divination: -2
- ◆ Scribe a Scroll: -3

Vivify Effect:

You cause a stone statue to come to life. It breathes, its heart beats, and it hungers, though it has no soul. If the stone was once living -as in petrification, it returns the person to life permanently. At the end of the spell's duration roll 1d6; 1) it returns to stone in the exact location where the spell ended; 2) it crumbles into a pile of broken rocks; 3) it dissolves into a living sludge of meat and viscera; 4) it remains flesh but falls catatonic, 5) it is possessed by an incorporeal spirit 6) it strangely gains sentience on its own.



Weather Witch

You supplicate to the spirits of air and wind, water and storm, and shape the weather for the coming day.

Source: Self

Casting Time: 6 turns

Duration: 1 day per level

Components: burnt bits of earth and wood mixed in a stone bowl filled with water.

Weather Witch Factors:

- ◆ Casting: -2
- ◆ Divination: -2
- ◆ Scribe a Scroll: -2

Weather Witch Effect:

You may command the weather in the general area to shape it from what is determined by the GM. The weather takes effect on the next day and lasts for 1 day per level. The weather may only be changed per the current season factors below.

Whispers of the Wise

Spirits of sages long past swarm around you speaking truths into your ears.

Source: Self

Casting Time: Instant

Duration: 1 turn per level

Components: A message burnt upon a scroll

Whispers of the Wise Factors:

- ◆ Casting: 0
- ◆ Divination: -1
- ◆ Scribe a Scroll: -1

Whispers of the Wise Effect:

You summon spirit translators to interpret on your behalf. This allows you to read or comprehend written languages and mystic symbols. You may also understand spoken languages and communicate with other spirits and animals.



Wizard's Sight

You gaze between the veil and your eyes reveal sights unseen to mere mortals.

Source: Self

Casting Time: Instant

Duration: 1 turn per level

Components: a pinch of talc

Wizard's Sight Factors:

- ◆ Casting: 0
- ◆ Divination: -1
- ◆ Scribe a Scroll: 0

Wizard's Sight Effect:

You can see the very presence of magic. Sorcerers' auras radiate with the spells entrapped within their mind, and magical enchantments seem to shine with prominence or drip with glittering hue. This also reveals the invisible.

Zephyr Rune

You scratch a rune into a surface that absorbs and transmits the air around it.

Source: Touch

Casting Time: 1 turn

Duration: Instantaneous

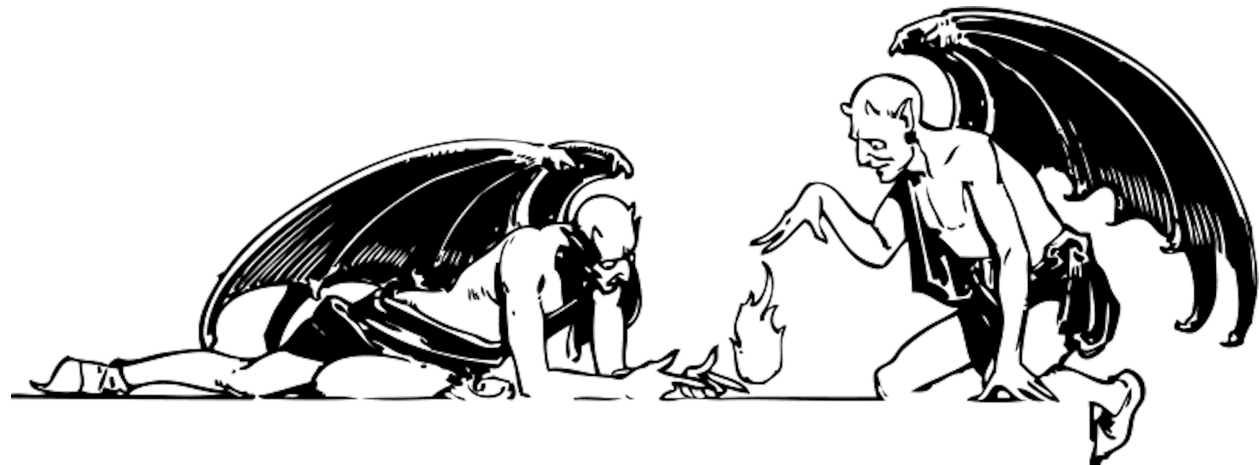
Components: a stick of yew

Zephyr Rune Factors:

- ◆ Casting: -1
- ◆ Divination: -2
- ◆ Scribe a Scroll: -3

Zephyr Rune Effect:

You magically transfer the air around the Zephyr Rune into the lungs of a number of people equal to your level. They do not need to breathe themselves while this magic is in place.



Miscasting Spells

Shaping the chaos of the void to the caster's will is a dangerous task. When the Arcanist skill test is failed during casting the GM should introduce complications to the situation. The spell will cast, usually, but will have different affects. Below you can find a list of spell effects for Magical Mishaps.

- ❖ All nearby non-magical metal melts.
- ❖ Your spell book bursts into flames.
- ❖ You spell is inverted, casting the opposite intent.
- ❖ A wicked wind blows through the area, extinguishing all light.
- ❖ Magical energies cause runes to appear on the skin of the magic-user.
- ❖ A randomly determined person is marked with a demonic ward. Each time the person sleeps, a Devil Stalker comes forth to kill them.
- ❖ The magic-user grows long, curved, goat-like horns.
- ❖ The spells burns a pulsing blue hole in the fabric of reality. All who witness this must save vs Terror as they look upon things that should not exist. On a success your Will, Intelligence, or Wisdom is increased by 1. On a failure one is decreased by 1d6.
- ❖ Pure magical energy sprouts from the magic-user's head creating an anti-magic area where no magic functions nearby the magic-user for 1d4 days.
- ❖ The magic-user spontaneously combusts in a gout of flame. All flammable material close to the magic-user is destroyed in the fire. There is a 2-in-6 chance of the combustion ending each day.
- ❖ It begins to rain small squids or slug-like creatures around where the spell was cast for 1d6 hours.
- ❖ All vegetation within a mile of where the spell was cast withers and dies.
- ❖ All moisture is removed from the magic-user's head and their skin grows tight and takes on the look of mummification.
- ❖ The magic-user's mind is magically transferred to the nearest conscious being. There is a 1-in-6 chance this is permanent or it lasts 1d6 days.

- ❖ Magical energy runs amok within the magic-user's mind. Save vs Magic or simultaneously cast all prepared spells at once.
- ❖ A psychic wave emanates from the magic-user. Any creature with prepared spells must save vs Magic or randomly cast one prepared spell.
- ❖ All shadows nearby the magic-user animate and attempt to kill everyone around.
- ❖ All nearby non-magical metal turns into glass that resonates a soft hum.
- ❖ All animals and vermin within 100ft are awakened and gain sentience.
- ❖ All water the magic-user touches is turned to blood.
- ❖ The magic-user forms a large white scar over their face.
- ❖ The magic-user's face becomes blurry and faded for 1d10 days.
- ❖ The magic-user's mind is opened to the wisdom of the universe. Increase Wisdom, Will, and Lore by 1 point each.
- ❖ The magic-user grows dozens more sets of teeth, only some of these sets are in their mouth.
- ❖ The magic-user's head doubles.
- ❖ The magic-user's tongue bursts into flames dealing 2d4 damage. From then on when the caster talks, thick black smoke escapes from their mouth.
- ❖ The magic energy escapes from the magic-user's eyes as fire shoots from them. From then on their eyes are black voids with burning embers within.

