

# Spellcasting

**Hellenistika / Barbarians of Lemuria**

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**Gullinkambi Games**

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# Spellcasting

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## **Acknowledgements**

To mangle a famous phrase: I stand on the shoulders of giants.

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## Version History

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This table will help ensure you have the latest version of this document

Version	Date	Summary of Changes
1.0	03/02/26	1st draft of document

## Spellcasters

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The Spellcaster career can be taken by anyone, although it is commonly combined with Alchemist, Priest or Shaman. Spellcasters who are not obviously Priests or Shamans are called by many names, including: enchanter, magician, sorcerer, warlock, witch & wizard. In the Hellenistika setting, magic is very different than in most fantasy RPGs.

1st, there is no academic tradition of magic; all magic is created via bargains with what are called "intermediary spirits". These creatures don't have to have nefarious intent (although they do exist); they can be the deities themselves, spirits of nature, benign elementals, helpful ghosts, knowledge spirits, etc. For Priests, the intermediary spirit is the deity they venerate the most (or 1 of the deity's servitors), while for Shamans it is a nature spirit(s). For all others, the player must decide which spirits their character works with when they take their 1<sup>st</sup> Rank of Spellcaster.

Second, magic is neither entirely safe nor entirely predictable. Failing a Spellcasting Roll represents losing control of the spell and can trigger detrimental, unpredictable or even disastrous side effects.

As a result, Spellcasters are widely regarded with suspicion and fear. There are few who will deal with them willingly without great need, as most Spellcasters are seen as amoral at best...

### Spellcasting Mechanic

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Casting a spell requires a Task Roll using the Mind Attribute & Spellcaster Career Rank (+/- modifiers).

### Mind Affecting Spells

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Spells that directly interfere with a person's psyche or his perceptions, such as mind control and mind reading, have an additional modifier based on the mind rating of the victim of the spell.

### Power Points

Characters with Ranks in the Spellcaster Career begin play with Power Points equal to 10 + their Spellcaster Rank.

### Spell Magnitude

All spells fall into 1 of four classes: Cantrips and spells of 1st, 2nd or 3rd Tier. Higher tier spells cost more Power Points to cast and increasing difficulty levels to successfully cast.

**Casting Spells**

Spell Tier	Difficulty	Modifier	Power Point Cost	Minimum Power Point Cost
Cantrip	Automatic	N/A	1	1
	Very Easy			
	Easy			
1st Tier	Moderate	-1	5	2
	Hard			
2nd Tier	Tough	-2	10	6
	Demanding	-4		
3rd Tier	Formidable	-6	15	11
	Heroic	-8		

**Spellcasting and Armor**

Magic is more difficult to perform while wearing armor.

**Effects of Armor on Spellcasting**

Armor	Protection	Penalties	Impact on Spellcasting
Light Armor	d6-3 (1)	Social if not concealed	+1 Power Point
Medium Armor	d6-2 (2)	Social <b>and</b> -1 Agility	+2 Power Points
Heavy Armor	d6-1 (3)	Social <b>and</b> -2 Agility	+3 Power Points

## Learning & Mastering Spells

Learning a new spell costs Advancement Points (APs). A new spell of the 1st Tier is 5, 2nd Tier is 7 and 3rd Tier is 10 Advancement to learn. Learning a more advanced version of an already-known spell is 2 APs cheaper to learn.

To learn spells of the 1st Tier, you must be at least 1 Rank in Spellcaster. To learn spells of the 2nd Tier, you must be at least Rank 3 and to cast spells of the 3rd Tier you must be at least Rank 5.

Having the Spellcaster Career at Rank 0 indicates you are an apprentice who understands magical theory but can only cast cantrips.

### *Learning & Mastering Spells*

Spell Tier	AP Cost to Learn	Minimum Career Rank to Learn at this Tier	AP Cost to Learn More Advanced Version of Lower Tier Spell	Cost to Master Spell at this Tier
Cantrip	N/A	0	N/A	0
1 <sup>st</sup> Tier	5	1	N/A	5
2 <sup>nd</sup> Tier	7	3	5	7
3 <sup>rd</sup> Tier	10	5	8	10

## Mastering Spells

Mastering a spell indicates the Spellcaster is more adept in its use than Spellcasters who merely know the spell. When you master a spell, you get a Bonus Die to cast that spell and permanently increase your maximum Power Points by 1. Each spell also grants an additional bonus for mastering it. The AP cost to master a spell is the same as it would be to learn it.

# Spell Tiers

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## Cantrips

These are very basic spells, allowing the Spellcaster to create some small effect with magic. Some examples include:

- Cause a coin to vanish
- Cause a rope to slither up a castle wall
- Cause a small spasm of pain (causes 1 lifeblood damage to the target)
- Cause momentary clumsiness (target drops an item being held or stumbles, etc.)
- Create a brief pool of light
- Create illusory image of a common object
- Create illusory sounds (the distant sound of laughter)
- Foul food or sour a jug of ale
- Impose a minor curse (-1 to the target's next task roll)
- Light a small fire
- Paralyze a foe (causes target to act last in the round's initiative order)
- Repair a common object

Such spells only require a Task Roll when directly affecting a sentient target or when the character casts the same cantrip repeatedly during the same scene (refer to Repetitive Casting, later in this book).

## 1<sup>st</sup> Tier Spells

These are the spells most commonly used during an adventure. Such sorcery might allow the Spellcaster to glide up the side of a cliff.

When a Spellcaster learns a new 1<sup>st</sup> Tier spell, they must select at least 1 item from the Casting Requirements (listed below). This is something the Spellcaster must do every time they wish to cast this spell. This is in addition to the 5 Power Points they must spend to cast the spell.

Spellcasters can reduce the Power Point cost of the spell by 1 Power Point for every additional Casting Requirement they can meet (in full). Refer to the Spellcasting Reference table (below) for more information.

**Note:** The minimum Power Point cost of a 1st Tier spell cannot be reduced below 2.

### Casting Requirements

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#### ***Auspicious Hour***

The spell may only be cast at a specific hour of the day.

#### ***Casting Time***

The spell will take at least d6 × 30 minutes of meditation, chanting, dancing, etc. to correctly execute.

#### ***Chaotic Burst***

Casting the spell creates a Chaotic Burst. The Referee will determine the effect when the spell is cast.

#### ***Eye Contact***

The Spellcaster needs to establish eye contact with their target, limiting most ranges to 15 ft. This requirement cannot be taken along with Line of Sight.

#### ***Group Ritual***

Requires d6 assistants, each with Spellcaster 0 or higher.

#### ***Intimate Materials***

A personal item of the intended target (example: a tile from the target building) is required.

#### ***Line of Sight***

The Spellcaster must be able to clearly see their intended target. This requirement cannot be taken along with Eye Contact.

#### ***Obvious Technique***

The Spellcaster must gesture, chant, dance or make strange sounds during the casting process.

### ***Ritual Cleansing***

The Spellcaster must ritually cleanse themselves. The cleansing is defined when the spell is learned. Examples include:

- Anointing their body with essential oil (ex: frankincense)
- Bathing in purified water
- Shaving all their body hair
- Smudging with sacred smoke (ex: sage)

### ***Ritual Sacrifice***

An animal (of at least the size of a lamb) must be sacrificed prior to casting.

### ***Special Item***

An ancient tome, heavy tablet or delicate scroll is required but is relatively easy to come by (some bartering, a short journey or a minor expenditure).

### ***Special Knowledge***

The Spellcaster must conduct lengthy research before they have the necessary information to cast the spell.

### ***Stranger Danger***

The eerie effects associated with the Spellcaster's intermediary spirit frighten people who encounter them, i.e. not the Spellcaster's allies and not their enemies. These effects can be almost anything, as long as they are frightening to "normal people". Examples include: milk curdling when you arrive, unpleasant odors, faint voices whispering when you are near, cats hissing at you, etc. You take a penalty die when dealing with people who don't know you.

### ***Wounds***

The Spellcaster suffers d3 lifeblood of damage when the spell is cast.

## 2<sup>nd</sup> Tier Spells

These are powerful sorceries indeed and are often only possible during the course of an adventure if appropriate research and preparations are made between adventures.

When a Spellcaster learns a new 2nd Tier spell, they must select at least 2 items from the Casting Requirements (listed below). This is something the Spellcaster must do every time they wish to cast this spell. This is in addition to the 10 Power Points they must spend to cast the spell.

Spellcasters can reduce the Power Point cost of the spell by 1 Power Point for every additional Casting Requirement they can meet (in full). Refer to the Spellcasting Reference table (below) for more information.

**Note:** The minimum Power Point cost of a 2nd Tier spell cannot be reduced below 5.

### Casting Requirements

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#### ***Casting Time***

The spell will take at least d6×2 hours of meditation, chanting, dancing, etc. to correctly execute.

#### ***Chaotic Burst***

Casting the spell creates 2 Chaotic Bursts. The Referee will determine the effects when the spell is cast.

#### ***Group Ritual***

Requires 2d6 assistants, each with Spellcaster 0 or higher.

#### ***Intimate Materials***

A personal item of the intended target (example: a tile from the target building) is required.

#### ***Lunar Calendar***

The spell may only be cast during a specific phase of the moon.

#### ***Permanent Focus***

The Spellcaster must undertake ritual tattooing to permanently inscribe the details of the spell on their person.

#### ***Personal Ordeal***

The Spellcaster must fast for 2d6 days.

#### ***Rare Ingredients***

An expedition is required to locate the necessary items to perform the magic – it will take d6 weeks and at least a purse of gold to obtain the necessary items.

### ***Ritual Cleansing***

The Spellcaster must ritually cleanse themselves. The cleansing is defined when the spell is learned. Examples include:

- Anointing their body with essential oil (ex: frankincense)
- Bathing in purified water
- Shaving all their body hair
- Smudging with sacred smoke (ex: sage)

### ***Ritual Sacrifice***

An animal (of at least the size of an adult bull) must be sacrificed prior to casting.

### ***Special Item***

An ancient tome, heavy tablet, true name of the target or delicate scroll is required and the item will prove difficult to obtain. It is rare or held in a distant land or at the top of a dark wizard's tower guarded by vicious winged apes!

### ***Stranger Danger***

The eerie effects associated with the Spellcaster's intermediary spirit frighten people who encounter them, i.e. not the Spellcaster's allies and not their enemies. These effects can be almost anything, as long as they are frightening to "normal people". Examples include: milk curdling when you arrive, unpleasant odors, faint voices whispering when you are near, cats hissing at you, etc. You take a penalty die when dealing with people who don't know you.

### ***Wounds***

The Spellcaster suffers d6+1 lifeblood damage when the spell is cast.

## 3<sup>rd</sup> Tier Spells

These are incredibly rare and powerful and are almost never cast during an adventure. They require significant research and preparations in order to be successful.

When a Spellcaster learns a new 3rd Tier spell, they must select at least 3 items from the Casting Requirements (listed below). This is something the Spellcaster must do every time they wish to cast this spell. This is in addition to the 15 Power Points they must spend to cast the spell.

Spellcasters can reduce the Power Point cost of the spell by 1 Power Point for every additional Casting Requirement they can meet (in full). Refer to the Spellcasting Reference table (below) for more information.

**Note:** The minimum Power Point cost of a 3rd Tier spell cannot be reduced below 10.

### Casting Requirements

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#### ***Casting Time***

To correctly execute, the spell will take at least 3d6 hours of meditation, chanting, dancing, etc.

#### ***Chaotic Burst***

Casting the spell creates 3 Chaotic Bursts. The Referee will determine the effects when the spell is cast.

#### ***Group Ritual***

Requires 3d6 assistants, each with Spellcaster 0 or higher.

#### ***Intimate Materials***

A personal item of the intended target (example: a tile from the target building) is required.

#### ***Personal Ordeal***

The Spellcaster must undertake ritual scarring and/or mutilation and bloodletting to achieve the right frame of mind for casting.

#### ***Place of Power***

There is only 1 place known to man where this spell may be cast. Where is it?

#### ***Ritual Cleansing***

The Spellcaster must ritually cleanse themselves. The cleansing is defined when the spell is learned. Examples include:

- Anointing their body with essential oil (ex: frankincense)
- Bathing in purified water
- Shaving all their body hair
- Smudging with sacred smoke (ex: sage)

***Ritual Sacrifice***

A herd (5d10) of animals (of at least the size of an adult bull) must be sacrificed prior to casting.

***Sentience Sacrifice***

A sentient being must be slaughtered to empower the spell.

***Special Item***

An ancient tome, heavy tablet, true name of the target or delicate scroll is required and the item will prove difficult to obtain. It is rare or held in a distant land or at the top of a dark wizard's tower guarded by vicious winged apes!

***Stranger Danger***

The eerie effects associated with the Spellcaster's intermediary spirit frighten people who encounter them, i.e. not the Spellcaster's allies and not their enemies. These effects can be almost anything, as long as they are frightening to "normal people". Examples include: milk curdling when you arrive, unpleasant odors, faint voices whispering when you are near, cats hissing at you, etc. You take a penalty die when dealing with people who don't know you.

***The Stars Are Aligned***

The spell may only be cast when the necessary stars and planets are correctly aligned.

***Wounds***

The Spellcaster suffers 2d6+1 lifeblood damage when the spell is cast.

# Casting Spells

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## Range

Range affects casting spells in the same manner as it does with Ranged attacks, giving a penalty to cast. Spells have Range Increments just like ranged weapons. However, casting a spell at Point-Blank range confers no bonuses.

## Success

If you succeed on the Spellcasting Roll, the spell works as intended and you pay the Power Point cost. On a Mighty Success, the spell works much better than intended and you pay only half the Power Point cost (round down). Possible effects might include affecting double the usual number of targets, doubling the duration, adjusting the mechanical effects by +/-2 or doing +1d6 damage.

## Failure

If you fail the Spellcasting Roll, the spell fizzles and nothing happens, but you still pay the Power Point cost. If you roll a On a 2 or 3, you pay the Power Points for the spell and must roll on the Spell Failure table. The Referee will determine the effects when the time comes.

## Touching Unwilling Targets

Some spells have a range of Touch. Against an unwilling target, the Spellcaster rolls an Unarmed Combat attack. This touch does no damage (it is not a punch, as this would ruin concentration on the spell).

## Cones

Some spells affect an area listed as a cone. Unless otherwise stated, all sides of a cone are the same length. So a "20 ft cone" is 20 ft on every side (e.g. the cone is an equilateral triangle).

## Maintaining Spells

A Spellcaster can have several spells active at once. Maintaining 1 such spell is not too difficult, but each spell after the first with an ongoing duration (of less than a day) incurs a -1 penalty to subsequent Spellcasting Rolls as it becomes harder to concentrate.

## Repetitive Casting

Magic warps reality. One side effect of this is that it becomes progressively more difficult to cast the same spell again during a scene. Each time a Spellcaster attempts to cast the same spell, they suffer a cumulative -1 to their Spellcasting roll AND the cost of the spell increases by a cumulative +1 Power Point.

## Recovering Power Points

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### Cantrips

A Spellcaster recovers up to 50% of their total Power Points (spent on Cantrips) at either noon or midnight. The player decides which when creating the character, but cannot change it in the future.

### 1<sup>st</sup> Tier Spells

A Spellcaster recovers up to 5 Power Points (spent on 1<sup>st</sup> Tier Spells) at either noon or midnight. The player decides which when creating the character, but cannot change it in the future.

### 2<sup>nd</sup> Tier Spells

A Spellcaster recovers up to 5 Power Points (spent on 2<sup>nd</sup> Tier Spells) once per lunar month. The player decides which when creating the character, but cannot change it in the future.

### 3<sup>rd</sup> Tier Spells

A Spellcaster recovers up to 5 Power Points (spent on 3<sup>rd</sup> Tier Spells) once per lunar month. The player decides which when creating the character, but cannot change it in the future.

**Note:** whenever a Spellcaster casts a 3<sup>rd</sup> Tier spell, 1 Power Point is **permanently lost**. The player can choose to sacrifice an **Attribute** point instead (down to negative numbers if necessary). Example: the player could sacrifice 1 point of Appeal to reflect the toll the spell takes on their body.

**Spellcasting Reference Table**

Level	PP Cost	Minimum PP Cost	Power Point Recovery
Cantrip	1	1	Up to 50% of total, at noon or midnight (choose when character is created)
1st Tier	5	2	4 at noon or midnight (choose when character is created)
2nd Tier	10	5	4 per lunar month (choose specific day when character is created)
3rd Tier	15	10	4 per lunar month (choose specific day when character is created (see note below))

**Note:** Whenever the Spellcaster casts a 3rd Tier spell, 1 Power Point is permanently lost. The Spellcaster can alternatively sacrifice an Attribute point instead; for example, the Spellcaster could sacrifice 1 point of Appeal to represent unnatural aging. This can reduce the Attribute down to negative numbers.

## Spellcasting Archetypes

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Unlike D & D and other similar games, there are no standard lists of spells for particular spellcasting archetypes. The one exception is healing spells, which are the domain of priests of the Sklapiri, who worship Sklaporo (Sovereign of Healing) & his family members, including Agilara, Akasoro, Epiara, Isara, Makoro, Pankara, Pollara & Telsoro.

### Note on Spell Availability

I am trying to get this book finished as soon as possible, so I am not reviewing the source material as closely as I would like. I reserve the right to modify these lists as the campaign advances, to ensure the available spells conform to my setting.

### 2<sup>nd</sup> and 3<sup>rd</sup> Tier Spells

Will be added at a later date.

## Priest / Templar

Priests are the earthly agents of divinity in Hellenistika. Everyone worships the entire pantheon, but Priests serve specific deities and their areas of interest. Templars are Warriors who serve specific deities and their areas of interest. Temples and shrines can be found almost everywhere. However, if you wish your Priest to be able to cast spells, you must also take Ranks in the Spellcaster Career.

## Shaman

The physical world is inherently alive. All elements of nature (including trees, rivers, rocks and places) possess a distinct, living soul, spirit or consciousness. Shamans have the power to interact with these spirits. However, if you wish your Shaman to be able to cast spells, you must also take Ranks in the Spellcaster Career.

## Spellcaster

Spellcasters who are not Priests or Shamans are called by many names, including: enchanter, magician, sorcerer, warlock, witch & wizard. In the Hellenistika setting, magic is very different than in most fantasy RPGs.

## Starting Cantrips & Spells

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Cantrips are small, free form magical effects that can be cast on the fly with no preparation. Please refer to page 8 for examples of the kinds of things cantrips can be used for. I encourage you to think of 3-5 that you think would fit your character, so that you have something to reference during the game.

Spellcasters start with three 1<sup>st</sup> Tier spells with +1 per Spellcaster Career Rank. I encourage you to think about the kind of intermediary spirit(s) you will interact with for your spells and to choose spells that are thematically consistent with your concept.

## Magical Specialties

---

Some Spellcasters are especially adept at specific types of spells that fit a particular theme. These Magical Specialties comprise a short list of spells that fit the theme. A Spellcaster with that magical specialty can cast spells from that list even if they are not normally on the list for their casting type.

If such spells are already on the Spellcaster's list, they cast those spells with a discount of 1 Power Points (to a minimum of 1). Further, mastering spells from the specialty list gives a discount of 2 APs (to a minimum of 3 APs). A Spellcaster can have up to two Magical Specialties.

The downside of having a Magical Specialty is that it is harder to master other spells, increasing the AP cost by 1. If the Spellcaster has two Magical Specialties, the cost to master other spells is increased by 2.

Putting together the magic system has taken much longer than I had hoped. I created several new spells and rewrote others to suit my own tastes. I need to get this book out tonight, and I have run out of time. I will add the spells to the Specialty sections at a later date.

Also, if you think of a specialization that makes sense to you, please share it with me and I will consider adding it to the ones below.

## **Air**

These spells will be added at a later date.

## **Darkness**

These spells will be added at a later date.

## **Earth**

These spells will be added at a later date.

## **Enchantment**

These spells will be added at a later date.

## **Fire**

These spells will be added at a later date.

## **Ice**

These spells will be added at a later date.

## **Illusion**

These spells will be added at a later date.

## **Kinetic**

These spells will be added at a later date.

## **Life**

These spells will be added at a later date.

## **Light**

These spells will be added at a later date.

## **Lightning**

These spells will be added at a later date.

## **Luck**

These spells will be added at a later date.

## **Mental Awareness**

These spells will be added at a later date.

## **Mental Power**

These spells will be added at a later date.

## **Nature**

These spells will be added at a later date.

## **Protection**

These spells will be added at a later date.

## **Self-Mastery**

These spells will be added at a later date.

## **Transmutation/Conjuring**

These spells will be added at a later date.

## **Utility**

These spells will be added at a later date.

## **Valor**

These spells will be added at a later date.

## **Voice**

These spells will be added at a later date.

## **Water**

These spells will be added at a later date.

## Spell Descriptions

---

This section contains the descriptions of individual spells, broken up by Tier. The Power Point cost and casting difficulty are listed at the start of each Circle.

Each spell description begins with the spell's Range increment. If a Range says (Max), this means the spell does not use Range Increments and instead has a fixed range.

Mastery explains the benefit of mastering that particular spell for the Spellcaster (in addition to the Bonus Die to cast and permanent +1 Power Point increase). If a choice is given, the Spellcaster may choose which Mastery effect to apply at the time the spell is cast.

The rest of the information on how the spell works is explained in the text of the spell description.

### 1<sup>st</sup> Tier Spells

**Power Point / Spell:** 5 (minimum: 2)

**Casting Difficulty:** 0 to -1

#### Analyze Corpse, Lesser

---

For 1 hour, the Spellcaster can examine the corpse of a "normal" animal (this includes humans, but NOT other sentient creatures). The spell will detail the cause of death and any other injuries, conditions or diseases the corpse was suffering from when it died. The spell gives accurate results for any corpse that has been dead for no more than 1 year. For each additional Power Point the Spellcaster spends, the time of death can be pushed back 10 years.

**Range:** 100 ft. (Max)

**Mastery:** Duration increased to 4 hours or range is doubled (formerly Sense Life)

#### Calm

---

This spell allows the Spellcaster to counter the effects of terror, anger and despair in themselves and 1 nearby ally. Recipients of the spell immediately make an additional Fear Check with +1 to the roll for each Career Rank of the Spellcaster.

If they succeed, they also get a Bonus Die to resist subsequent Fear Checks until the spell ends. The spell lasts five minutes per Rank in the Spellcaster Career.

**Range:** 5 ft.

**Mastery:** Fully removes Fear for 1 ally or provides additional Fear Check (as above) to up to 4 allies

## Charm

---

This spell allows the Spellcaster to make the target of the spell believe they are the faithful friend of the Spellcaster. The subject must be able to hear the Spellcaster, understand their language and see into the Spellcaster's eyes.

Charm cannot affect animals or monstrous beasts, only humans or other sentient creatures. The Spellcaster gains a Bonus Die to any attempt to convince the Charmed subject of anything. The subject is also willing to answer any questions the Spellcaster asks.

If the Spellcaster is threatened, the subject will defend them to the best of their ability (though they won't try to kill their existing allies, they would try nonlethal or verbal means to defend the Spellcaster).

If the Spellcaster harms the subject or by inaction allows the subject to be harmed, the spell ends; otherwise, it lasts for a day (but can be re-cast the next day to continue the effect).

**Range:** 10 ft.

**Mastery:** Target has Penalty Die on their Defense test

## Climbing

---

The Spellcaster can climb any surface (no matter how smooth) at the same speed they normally move. The difficulty of any Task Roll to climb is reduced by 3. If this reduces the difficulty to 0 or less, the Spellcaster automatically climbs the surface without rolling.

If the difficulty is still 1 or higher, the Spellcaster rolls, but gets a Bonus Die. If the Spellcaster falls and a vertical surface is within arm's reach, they can use an action to grab on and halt their fall after only dropping 20 ft.

If the Spellcaster is in a chase, give the Spellcaster two Bonus Dice to any roll involving climbing. This spell lasts for a scene.

**Range:** Self

**Mastery:** Duration increased to 1 hour (formerly Scale Sheer Surface)

## Danger Sense

---

This spell can be cast as an Interrupt whenever a nearby ally of the Spellcaster is in danger. Once cast, treat it as though the affected ally had spent a Hero Point to reduce or evade the danger. Any subsequent effects will affect the target as normal.

**Range:** 20 ft.

**Mastery:** Affects two allies (formerly Urgent Warning)

## Detect Lies

---

The Spellcaster gains increased ability to discern truth from lies for 1 round per Rank. The difficulty of any attempt to deceive the Spellcaster is increased by 2. Please note this spell only detects deliberate deceptions; it will NOT work if the target honestly believes what they are saying.

**Range:** Self

**Mastery:** Duration is 1 scene (formerly Sense Truth)

## Detect Living Thing (Animal)

---

For 1 hour, the Spellcaster can detect the presence of living animals within range, even if they are hidden from view (though not if they are magically invisible). The Spellcaster senses that living organisms exist within range (but not distance or direction), what kind of animal, size and roughly how many (one, a few, dozens, hundreds, etc.).

If the Spellcaster focuses on a particular lifeform that they can see within range, they can learn more about it. They can determine its species, age and health (including current and maximum Lifeblood), whether it is edible or any special properties it might have. The spell does not see through magical disguises.

This spell can be reversed to detect dead animals.

**Range:** 100 ft. (Max)

**Mastery:** Duration increased to 4 hours or range is doubled (formerly Sense Life)

## Detect Living Thing (Plant or Fungi)

---

For 1 hour, the Spellcaster can detect the presence of living plants within range, even if they are hidden from view (though not if they are magically invisible). The Spellcaster senses that living organisms exist within range (but not distance or direction), what kind of plant, size and roughly how many (one, a few, dozens, hundreds, etc.).

If the Spellcaster focuses on a particular lifeform that they can see within range, they can learn more about it. They can determine its species, age and health (including current and maximum Lifeblood), whether it is edible or any special properties it might have. The spell does not see through magical disguises.

This spell can be reversed to detect dead plants.

**Range:** 100 ft. (Max)

**Mastery:** Duration increased to 4 hours or range is doubled (formerly Sense Life)

## Detect Magic

---

This spell allows the Spellcaster to sense the presence of magic in any form within the range of their usual senses. Anything the Spellcaster can already see will be surrounded by a faint aura if it is affected by magic. The aura will also indicate the type of magic affecting it. The Spellcaster can make a -2 test to learn something specific about the magic (it's general purpose or its level of strength).

Invisible things or items that are concealed from view cannot be found via this spell. If the magic has been deliberately hidden, the Spellcaster will need to make a test against the Career Rank of the opposing Spellcaster. The spell lasts for 1 scene.

**Range:** Line of Sight

**Mastery:** Bonus Die to learn about magic or find hidden magic (formerly Sense Magic)

## Diagnosis, Lesser

---

For 1 hour, the Spellcaster gets a Bonus Die to any attempt to diagnose or treat a medical condition "normal" creature (this includes humans, but NOT other sentient creatures).

**Range:** 100 ft. (Max)

**Mastery:** Duration increased to 4 hours or range is doubled (formerly Sense Life)

## Empathy

---

The Spellcaster is able to sense the emotional state of living beings within range for 1 scene. Anybody unwilling may make a Defense test adding Mind or Appeal (whichever is higher) against the Spellcaster's Rank. If successful, their emotions are unreadable.

**Range:** 50 ft. (Max)

**Mastery:** Duration extended to 1 hour

## Energy Resistance, Lesser (type)

---

The Spellcaster may grant protection to themselves or to an ally, against a particular type of harm, which is chosen when you learn this spell and added to the title in place of "Energy". Possible choices include acid, cold, electricity, heat, radiant and sonic, etc.

The subject of the spell gets a Bonus Die to any roll to resist the effects of this type of harm and has 1d6+1 Protection against damage caused by it and is not made uncomfortable by ambient amounts of the energy type. The benefits last for 1 hour. You may learn this spell multiple times. Each time it applies to a different type of energy.

**Range:** Touch

**Mastery:** +3 hours duration or affect two targets

## Energy Weapon (type)

---

This spell forms a melee weapon out of pure energy for the Spellcaster to wield. Alternatively, they can sheathe an existing weapon in an aura of that energy (without harming the weapon).

When the Spellcaster learns this spell, they declare what type of energy their spell uses. Possible choices include acid, cold, electricity, heat, radiant and sonic, etc. So, “Whip of Electricity” or “Saber of Flame” are example forms this spell could take.

This weapon does the same damage as a normal weapon of its type +1d3. When a 3 is rolled on this extra damage die, the target must make a Fear roll

This spell lasts 1 scene.

**Range:** Touch

**Mastery:** Duration extended to 1 hour (formerly Weapon of Energy)

## Enlarge Object

---

The Spellcaster causes a nonmagical object up to 5 ft. in any dimension to grow up to double in dimensions and increases its mass and volume by a factor of eight. An object worn or held by an unwilling target adds that target’s Defense to the difficulty to cast this spell. It cannot be used to damage an object or its wearer. For minor adjustments (like making clothing fit) the spell can be permanent. For more significant changes, the spell lasts for 1 hour or can be made permanent by paying 5 APs. If the object is broken (or melted down), the spell is broken and the object shrinks to its original size. It is worth noting that casting this spell on mediums of exchange, such as gold and gems, is considered a form of counterfeiting, which would be very severely punished.

**Range:** 10 ft.

**Mastery:** Permanence costs 3 AP; can resize magical objects to fit (formerly Grow/Shrink Object)

## Feather Fall

---

This spell can be cast as an Interrupt whenever the Spellcaster finds themselves falling from a great height. The Spellcaster and up to two additional people who are holding the Spellcaster slow their falling speed to 30 ft. per round, gently touching down on the ground without taking any damage.

**Range:** Self

**Mastery: Spellcaster** can affect allies within 20 feet, up to four total (formerly Gentle Fall)

## Fire Weaving

---

For 1 scene, the Spellcaster can increase or decrease the intensity of a fire they can see within range by 1 level as a Minor Action as long as the fire has fuel to burn. Reducing a fire below 1 damage per round extinguishes the flames. The area that can be affected is a 10 ft. radius. Instead of adjusting the fire's intensity, the Spellcaster can make the fire move or spread within the area.

**Range:** 20 ft.

**Mastery:** Radius increased to 20 ft. (formerly Control Fire)

## Focus, Lesser

---

The Spellcaster takes a calming breath and concentrates. If successfully cast, the Spellcaster gains a Bonus Die on their declared Task Roll. The difficulty to cast this spell is the same as that of the Task Roll in question.

**Range:** Self

**Mastery:** Affect 1 ally who can see and hear the Spellcaster instead.

## Foraging

---

For 1 scene, the Spellcaster can sense nearby edible plants, game animals and sources of drinkable water within range. It is particularly useful for finding important wild herbs.

**Range:** 500 ft. (Max)

**Mastery:** +500 ft. to range (formerly Find Sustenance)

## Healing, Lesser

---

The Spellcaster lays their hands on a wounded target and fills them with healing energy. The target recovers 1d3 Lifeblood.

**Range:** Touch

**Mastery:** Heal two targets or heal 4 Lifeblood instead of 1d3 (formerly Healing Hands)

## Illusion, Lesser

---

The Spellcaster creates a small-scale illusion that can be seen. By expending an extra Power Point for each component, the Spellcaster can make the illusion be heard, smelt or even felt by those within the vicinity.

Anyone who interacts with the illusion (i.e. touch, shoot, etc.) may roll a Mind check to see if they realize what it is. Each additional component beyond Sight imposes a -1 penalty to the Mind check.

In addition to making an illusion appear in empty air, the Spellcaster can instead choose to use Illusion (Minor) to disguise an existing creature or objects as something else (but if they have Distinctive Appearance, this is expressed in any disguise).

If the spell is cast during combat, it lasts for 1 round +1 round per Rank in the Spellcaster Career. If cast outside of combat, it lasts for a scene (or until a combat ensues, in which cast it lasts a few additional rounds, as described previously).

The spell can be used to represent a single creature or object of up to Medium size.

**Range:** 20 ft.

**Mastery:** Penalty Die to the Mind test or illusion can be up to Huge size; the Spellcaster chooses when the spell is learned (formerly Minor Glamour).

## Invisible Porter

---

This creates a dish of force that can carry up to 100 lbs. per Rank. It floats behind the Spellcaster for 4 hours.

**Range:** 5 ft. (Max)

**Mastery:** Double Duration (formerly Towing Dish)

## Light Weaving

---

With this spell, you bring light to the darkness, as brilliant as the day or as subtle as a candle. This spell is mainly used by adventurers to light the way in dark ruins or wilderness. The light can create bright light as large as a 50 ft. radius and then Very Dim in an additional 100 ft. radius and can either move with the Spellcaster or be fixed to an object or location. It lasts for a day or until it is expended. The Spellcaster can choose to expend the spell in order to blind enemies in a dazzling flash of light. This has a range increment of 30 ft. and affects all targets within as large as a 15 ft. radius. Every target in the area must roll an Agility test, with a difficulty equal to the Spellcaster's Career, getting a bonus to the roll based on their Range from the Spellcaster (roll for Pawns as a group). Creatures may add +1 to their roll per 10 Lifeblood over 10. Those who fail are stricken blind for 1d6 rounds. Creatures who live underground have a Penalty Die to their Defense test.

**Range:** Special

**Mastery:** Blindness does not affect allies, Bonus Die to blindness duration (formerly Light Bearer)

## Lock/Unlock

---

This spell causes an unlocked door, chest or similar object to become magically sealed shut, even if the object in question normally has no lock on it at all. Destroying the object by hacking it with an axe might work, but the object gains +1d6 Protection against this. Forcing the object open requires a -6 task, assuming it can be pushed open with brute force. Forcing an object open does not end the spell and the object will shut itself and lock again almost immediately upon being forced open. The Lock spell lasts for a day and the duration can be extended an additional day by spending an additional point of Power Points.

The Unlock spell is the reverse of Lock and they are always learned together. If the object is locked by normal means, the difficulty of this test is reduced by 1 category (with a -1 lock automatically opening). If the object is locked by magic, the difficulty is equal to the Rank of the Spellcaster who locked it.

**Range:** 10 ft.

**Mastery:** Bonus Die to unlock, +1 day duration to lock

## Mark Object

---

When cast, the Spellcaster can magically mark a nonmagical object that they can carry in 1 hand. They may have 1 such object marked at any given time and a mark cannot supersede that of another Spellcaster. This mark can be used as the focus of a Retrieve Object spell at a later time.

**Range:** Touch

**Mastery:** You may have up to 1 object marked per Rank in Spellcaster Career

## Mind Shield

---

The Spellcaster must meditate for ten minutes when they cast this spell. For four hours, any attempt to invade or influence their mind has a Penalty Die. If the Spellcaster must roll to resist such an effect, they get a Bonus Die. This spell does not require the Spellcaster to maintain concentration while it is active.

**Range:** Self

**Mastery:** Double Duration

## Murk (type)

---

For 1d6+1 rounds, the Spellcaster fills a 10 ft. radius bubble with something that obscures vision, like darkness or dense fog (choose when this spell is learned). The Spellcaster is immune to the effects of the Murk, but their allies are not. This gives a bonus die to all attempts to sneak / hide. The Murk cannot be dispelled before the duration ends.

**Range:** 10 ft.

**Mastery:** Radius is 15 ft. (formerly Obscuring Veil)

## Natural Weapon (type)

---

This spell allows the Spellcaster to transform their body and gain natural weapons like claws, horns, hooves, tails, teeth, etc. The Spellcaster must choose which type when they learn the spell.

The spell lasts for 2 rounds / Rank in Spellcaster.

**Note:** If the Spellcaster already has natural weapons, they may instead use the spell to give themselves +1 to hit and damage with them for the duration.

**Range:** Self

**Mastery:** Cast as an Interrupt, choose 2 abilities or extend duration to 1 scene.

### **Claws and Teeth**

---

You now have powerful claws doing 1d3 dmg and a bite that does 1d6-1. If you split your action to attack with both claws and both hit, you may make a bite attack for free with -2 to hit.

### **Hooves**

---

Your run speed increases by 50%. Your hooves do 1d6-1 dmg. If you split your action to attack with both hooves and both hit, you may make a free Shove/Trip against that target.

### **Horns/Tail**

---

You can headbutt or tail slap for 1d6-1 damage with an Unarmed Combat attack. If you caused damage, your target has a Penalty Die on their next attack or Initiative Roll).

### **Infectious Bite**

---

Your bite is an Unarmed Combat attack that does 1d3+1 damage. In addition, roll a d6 whenever you bite someone. If the result is a "6" that victim is weakened by illness that causes them to lose 1 Composure for 1d3 days).

### **Venomous**

---

Your bite or sting is an Unarmed Combat attack that does 1d3+1 damage. In addition, the victim has been injected with venom. Each round, the victim must make a -2 Strength test or lose 1 Lifeblood. Once a victim has successfully avoided damage, the poison has run its course and the effect ends.

## **Power Weaving, Lesser**

---

The Spellcaster gives access to up to 3 of their remaining Power Points to an ally they touch. This access lasts as long as the Spellcaster willingly maintains this touch.

**Range:** Touch

**Mastery:** Zero Power Points needed to cast this spell (formerly Channel Power)

## **Protection**

---

This spell lets you improve the target's defenses against enemies. When you cast this spell, the target's Defense increases by +1 for a number of rounds equal to your Career.

**Range:** 10 ft.

**Mastery:** +1 more Defense and Protection (formerly Bolster Defense)

## Purify Food & Drink

---

Food and water within range of this spell are cleansed of poison, insects and disease and are safe to eat or drink. Spoiled food becomes edible again.

**Range:** 10 ft. (Max)

**Mastery:** Double the range to 20 ft. (formerly Purify Rations)

## Push/Pull (method)

---

This spell allows the Spellcaster to push or pull a person or object with a sudden burst of force (choose the method when this spell is learned). When used to push, it acts as the Shove/Trip maneuver, substituting the Spellcaster's Career Rank for their Unarmed Combat Attribute. It can be cast as an Interrupt.

Against Pawns, they can affect an entire group at once. When used against a light unattended object (like a weapon), the object can be moved a number of feet equal to the roll to cast the spell in a general direction (the Spellcaster cannot pull an object right into their hand, but they can pull it generally towards them). A heavy object can be knocked over, but not otherwise moved.

**Range:** 10 ft.

**Mastery:** Bonus Die to shove, doubles distance object can be moved

## Repair Object

---

The Spellcaster can repair a broken object with ease, accomplishing a number of hours' worth of repair work in a few minutes. The number of hours' worth of repairs is equal to the Spellcaster's Rank in the Spellcaster Career. For most simple objects, simply casting the spell successfully guarantees success.

For inventions and contraptions, however, this spell does not provide the requisite knowledge to make the repairs, it simply speeds the time required to make them. The Spellcaster will still need the appropriate Rank in the Alchemist / Crafter / Smith Career (or have a specialist instructing them).

**Range:** 5 ft.

**Mastery:** Bonus Die to rolls made to repair or heal (formerly Repair)

## Retrieve Object, Lesser

---

When cast, the Spellcaster can teleport a previously marked object (refer to Mark Object spell description) to their hand from up to 100 yards away

**Range:** Touch

**Mastery:** You may have up to 1 object marked per Rank in Spellcaster Career

## Sensory Enhancement (type)

---

This spell gives the Spellcaster the either the Keen Vision, Keen Hearing or Keen Scent Boon for two hours. If the Spellcaster spends a Hero Point to notice something, roll 1d6. On a 4-6, they may keep the Hero Point.

**Range:** Self

**Mastery:** Double duration (formerly Augment Senses)

## Sentry

---

The Spellcaster wards the area within range of the spell. If any new person or creature enters the warded area a loud alarm will sound inside the warded area (it cannot be heard outside). The Spellcaster can set the Sentry spell to ignore small creatures like rodents or birds. The Sentry remains active for eight hours.

**Range:** 20 ft. (Max)

**Mastery:** Increase range to 30 ft. or allows only the Spellcaster to hear the alarm or allows the alarm to be heard from 500 feet outside its range.

## Shadow Weaving

---

This spell affects the Spellcaster and any allies who wish to be affected. The area of effect is a 5 ft. radius per Rank of the Spellcaster. The spell creates shadows that allow anyone affected to hide much more effectively, granting a Bonus Die to any Career tests to do so or giving a Penalty Die to any attempts to notice a person hidden by the shadows. The spell only aids those who are actively hiding. If a recipient of the spell attacks or does something else to call attention to themselves or is noticed, the effect ends for that person. The spell lasts for 1 scene.

**Range:** Special

**Mastery:** Area doubles to 10 ft. radius (formerly Concealing Shadows)

## Shrink Object

---

The Spellcaster causes a nonmagical object up to 5 ft. in any dimension to shrink down to half its dimensions and one-eighth in mass and volume. An object worn or held by an unwilling target adds that target's Defense to the difficulty to cast this spell. It cannot be used to damage an object or its wearer. For minor adjustments (like making clothing fit) the spell can be permanent. For more significant changes, the spell lasts for 1 hour or can be made permanent by paying 5 APs. If the object is broken (or melted down), the spell is broken and the object returns to its original size.

**Range:** 10 ft.

**Mastery:** Permanence costs 3 Advancement; can resize magical objects to fit (formerly Grow/Shrink Object)

## Sixth Sense

---

The Spellcaster must meditate for ten minutes, after which they gain a greater awareness of their own safety for the next six hours (this does not require maintaining concentration). When they are in immediate danger, they get a bad feeling. The Spellcaster gains a Bonus Die on rolls to avoid being surprised and Initiative. They have half the usual penalties when unable to see (round down). The Spellcaster can also Parry Ranged attacks with a melee weapon.

**Range:** Self

**Mastery:** Double duration, can also sense when an ally within 50 ft. is in danger.

## Skinwalking

---

The Spellcaster chooses an animal they can see within range. For 1 scene, they can perceive whatever the animal perceives with the acuity of the animal's own senses while the Spellcaster keeps their eyes closed.

**Range:** 10 ft.

**Mastery:** Duration extends to 1 hour (formerly Beast Passenger).

## Sleep/Rouse

---

This spell allows the Spellcaster to make 1 creature that can see and hear them lull into a sleepy trance. If the target is not currently in a combat situation, they must roll a Mind Test (with a penalty based on the Spellcaster's Career Rank). Creatures with 20 or more Lifeblood get a Bonus Die to this roll and mindless creatures are immune.

Instead of targeting a single creature, the Spellcaster can choose to target a group of up to five Pawns or small creatures of 5 Lifeblood or less. If they fail, they fall asleep and remain asleep for 2d6 hours unless they are roused by extremely loud noise or somebody spending round shaking them. A Spellcaster may also use this spell to suddenly rouse targets from sleep (essentially as a reversal of this spell).

If the target is in combat or has just been roused from sleep, they must roll a Mind Test as above. If they fail, they feel lethargic for 1d3 hours, increasing the difficulty of all Task Rolls and Combat rolls by 2 and reducing movement speed to half. As above, Pawns or small creatures can be targeted as a group up to as many as five.

**Range:** 30 ft. (Max)

**Mastery:** Affect twice as many targets or impose Penalty Die to Mind roll (formerly Slumber Trance)

## Speak with Animals

---

This spell allows the Spellcaster to verbally communicate with animals for an hour. While others will hear barking, hissing, clicks or other animal noises, the Spellcaster will hear the animal talking in their native language and the animals will hear the Spellcaster's words in noises familiar to them. The spell does not confer extra intelligence or knowledge to the animals, so the Spellcaster will likely need to use simple words to get their point across. Nor does the spell compel animals to obey the Spellcaster or behave outside their nature, though being able to communicate with them does give the Spellcaster a Bonus Die to any rolls made to persuade animals.

**Range:** Self

**Mastery:** +2 hours duration (formerly Beast Speech)

## Stagger

---

The Spellcaster causes some effect that hinders the target of the spell for 1 scene or until they shake it off. The effect takes place in a 5 ft. radius within range. When the Spellcaster learns this spell, they decide what the staggering effect will be. Pain, weakness, noise, numbness, confusion are all examples of effects that can be used to Stagger (and the Spellcaster should rename the spell appropriately). The effect determines what Quality is used with Defense to resist it (the Referee and player will work this out). The difficulty is the Spellcaster's Rank.

Targets that fail the Quality +Defense test lose 1 Composure. Staggered targets can shake off the effect by spending a Major Action or Yielding Advantage on their turn. A target that loses all Composure is also At a Loss. Multiple castings of this spell are cumulative.

**Range:** 20 ft.

**Mastery:** Area becomes 10 ft. radius

## Swiftiness

---

You invigorate your body to run and jump much further than you normally can for 1 scene. Your movement speed increases by 20 ft. and you can use up to half your movement speed in a single horizontal leap or a quarter of your move speed leaping vertically. You get a Bonus Die on all Task Rolls that involve running, jumping, swimming or climbing including Footwork. Balancing gives you no penalties. This stacks with the benefits of Born Athlete or mastered maneuvers.

**Range:** Self

**Mastery:** Duration increased to 1 hour (formerly Fleet of Foot)

## Telepathy, Lesser

---

This spell allows the Spellcaster to open telepathic communication with people they can see within range for 1 scene. The spell only affects willing people the Spellcaster chooses. Anybody affected can hear the Spellcaster's thoughts that are deliberately broadcast and the Spellcaster can hear thoughts that are deliberately broadcast back. The Spellcaster cannot invade their private thoughts or memories, nor can they accidentally hear the Spellcaster's. In essence, this simply allows those involved to silently carry on a verbal conversation with willing participants.

**Range:** 50 ft. (Max)

**Mastery:** Duration extended to 1 hour or range is doubled

## Temperature Weaving (type)

---

The Spellcaster points at an object they can see and it begins to fill with intense heat or cold. If the object is worn or held by a creature, add their Defense to the difficulty to cast this spell. Unattended objects are automatically affected. For 1 round per Rank of the Spellcaster, the object takes 1d2 damage from the temperature change, as does anything touching the object. The heat version of the spell will ignite nearby flammable objects once it has dealt 4 damage. The cold version of the spell will cause items to shatter if they take enough damage.

**Range:** 20 ft.

**Mastery:** Bonus Die to damage roll (formerly Heat Object)

## Terrain Hazard, Lesser

---

When the Spellcaster learns this spell, they choose a specific type of terrain hazard they can produce and then rename the spell accordingly. The spell covers the ground in a 5 ft. diameter (or fills the air above it) in something that makes the area difficult to traverse (treat every foot moved through this area as an extra foot of movement).

### **Secondary Effects**

Everyone standing in or moving through the area must make a -2 test or suffer a secondary effect depending on the type of terrain.

### **Forceful**

---

Move to the edge of the area. The Spellcaster decides if it is a specific side or just the nearest outside edge. A -1 Strength test is needed to remain standing or fall prone.

### **Painful**

---

Take 1d3 damage.

### **Slippery**

---

Fall prone to the ground. Rolls to balance, hold or climb are at a Penalty Die. Everyone still on their feet in this area is balancing (see Honor + Intrigue page 70).

### **Sticky**

---

Stuck to the ground and At a Loss. A -1 Strength test is needed to become unstuck. Falling prone in this area increases the difficulty to -2.

### ***Tertiary Effects***

The Terrain Hazard will last 1 round per Rank of the Spellcaster, but this can be modified by 1 of the following tertiary properties, which also depend on the terrain type.

#### **Flammable**

---

If touched by fire, everyone within the Terrain Hazard takes 1d6+1 damage and the spell ends. A -2 Agility test can be made for half damage. Anybody who takes 4 damage or more is set on fire.

#### **Frozen**

---

Targets must make a -1 Strength test or lose 1 Composure due to cold. Feels the Cold Flaw gives a Penalty Die to any tests to resist or escape the area. Fire or intense heat will melt any affected area it touches, ending the spell in that area.

#### **Hot**

---

Targets must make a -1 Strength test or lose 1 Composure due to intense heat. Feels the Heat Flaw gives a Penalty Die to any tests to resist or escape the area. Ice, cool water or extreme cold will end the spell in any area it touches.

#### **Long-Lasting**

---

The Terrain Hazard remains in place for 1d3 additional rounds.

#### **Mobile**

---

The Terrain Hazard can be moved up to 10 ft. by the Spellcaster. Its duration is halved (round up).

### ***Examples***

There are many possible types of Terrain Hazard you can make. Here are some examples:

**Blizzard:** forceful and frozen

**Oil Slick:** flammable and slippery

**Brambles:** flammable and painful

**Snow Drift:** frozen and sticky

**Geyser or Sandstorm:** forceful and hot

**Stalagmites:** long-lasting and painful

**Hailstorm:** frozen and painful

**Surf or Gale:** forceful and mobile

**Hornet Swarm:** mobile and painful

**Tar Pit:** flammable and sticky

**Hot coals or Flames:** hot and painful

**Range:** 10 ft.

**Ice Sheet:** frozen and slippery

**Mastery:** Area becomes 5 ft. radius

## Translation

---

For 1 hour, the Spellcaster is able to read and understand 1 language fluently specified at the time of the casting. It does not give the power to speak the language. This does not aid the Spellcaster in decoding secret messages nor explain the meaning of idioms, only literal translation of a language.

**Range:** Self

**Mastery:** Duration is 4 hours (formerly Translate Language)

## Turtle Lungs

---

The Spellcaster does not need to breathe for 1 minute per Career Rank in Spellcaster.

**Range:** Self

**Mastery:** Double Duration (formerly Unbreathing)

## Water Walking

---

For 1 scene, the Spellcaster can walk on water as if it were solid ground. The Spellcaster can also walk on ice and snow without slipping or sinking.

**Range:** Self

**Mastery:** Duration is 1 hour (formerly Walk on Water)

## 2<sup>nd</sup> & 3<sup>rd</sup> Tier Spells

These spells will be added at a later date

## Appendix: Game Mechanics

---

### Fear Checks

Sword & Sorcery characters are generally tougher than characters in other genres. However, there are times when their courage can be tested, whether by the disturbing non-Euclidean geometry of a ruined city or some horrible eldritch creature. Fear checks are used to handle these situations. The Referee assigns a Difficulty Modifier and you make a standard 2d12 roll.

On a failure, you lose initiative in combat. Additionally, you take a penalty die on all rolls involving the object of your fear until you score a Success. Once this occurs you have overcome your fear and the penalties are negated. You may also avoid this penalty by spending a Hero Point.

## Game Time

### Round

---

In combat, the time it takes for each character involved to take their turn, usually representing 5 - 10 seconds, though the duration is not exact. A combat may comprise several rounds.

### Saga

---

A series of adventures that linked together form an epic tale.

### Scene

---

A period of time in which the characters are all at one place for a given duration of time. A combat counts as one scene, but most scenes are not combat related. An effect that lasts for an entire scene will go on until the GM says that the scene ends. A series of linked scenes make up an adventure.

## Appendix: New Boons

---

With the introduction of enchanted items and the Spellcaster Career, there are a few new Boons.

### Extra Spells

You begin with two extra spells of the 1st Tier. With Spellcaster 3 or greater, you can choose to instead begin with 1 spell of the 2nd Tier (requires at least 1 Rank of the Spellcaster Career).

### Spell Mastery

You have mastered two spells of the 1st Tier that you know (requires at least 1 Rank of the Spellcaster Career).

# Spellcasting

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