

# Dark Spell

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<i>About Dark Spell . . . . .</i>	2	<i>Character Change &amp; Growth . . . . .</i>	17
<i>Players &amp; Materials . . . . .</i>	3	<i>List of Option Traits . . . . .</i>	18
<i>The Count . . . . .</i>	4	<i>Casting Spells . . . . .</i>	20
<i>Characters . . . . .</i>	5	<i>Range, Duration, Target . . . . .</i>	21
<i>Scenes &amp; Framing . . . . .</i>	6	<i>General Spell Guidelines . . . . .</i>	22
<i>Free Play &amp; Tests. . . . .</i>	7	<i>Earth Magic . . . . .</i>	25
<i>Abilities . . . . .</i>	8	<i>Wind Magic . . . . .</i>	26
<i>In-Game Test Factors . . . . .</i>	9	<i>Flame Magic . . . . .</i>	27
<i>Meta-Game Test Factors . . . . .</i>	10	<i>Water Magic . . . . .</i>	28
<i>Gifts . . . . .</i>	11	<i>Necromancy . . . . .</i>	29
<i>The Trump . . . . .</i>	12	<i>Green Magic . . . . .</i>	30
<i>Fight it Out . . . . .</i>	13	<i>Invocation . . . . .</i>	31
<i>Default Consequences . . . . .</i>	14	<i>Tought Magic . . . . .</i>	32
<i>Traits . . . . .</i>	15	<i>Pattern Magic . . . . .</i>	33
<i>Pre-Play. . . . .</i>	16	<i>Reference Characters . . . . .</i>	34

## About Dark Spell

Dark Spell is a dice-less, cooperative fantasy role-playing game. By dice-less, I mean that the game involves no randomizers. By cooperative, I mean that authority over the game is decentralized. Every player will share some of the responsibilities of a traditional GM, including framing scenes and playing multiple roles.

Playing Dark Spell is hard to play if everyone isn't on the same page. Everybody has a lot of authority to change and introduce new elements into the game setting. Everybody is assumed to be at the game to have fun, build an interesting story, and challenge one another. The players may frequently be sporting and competitive, and the characters under their control will often be in direct opposition, but everyone's at the game table for the same overarching purpose.

Differences in vision and other issues are bound to come up now and again. At the first opportune moment (say, between scenes, or during a pause in the action) take a brief pause in the game to deal with them out of game. Everyone doesn't have to want the game to go in the same direction, but everyone must respect the vision of the other players. Make compromises.

The inspiration behind Dark Spell is the excellent story hour on ENWorld, "The Tales of Wyre," by the poster SepulchraveII. A game of Dark Spell should feature powerful characters conflicting over big issues. There should be might, magic, and drama. The main characters should have strong goals and strong convictions, and change the world as they pursue their course. Read the ENWorld thread if you need a bit of inspiration.

Dark Spell is not an immersive game. Players will be frequently called upon to operate at the meta-game level, and will need to portray multiple separate characters. Even though there may be many things that an individual does not know, there are no secrets between players in a game of Dark Spell. Don't hide things from the other players. Try to keep your out-of-game knowledge separate from the in-game knowledge of each of your characters. Don't be afraid to state actions for characters that land them in trouble. Trouble creates tension, excitement, and drama. These are good things. Want these things. Want trouble.

Read. Enjoy.

Go Play!

## Players & Materials

This game is best played by a group of three to six players. In order to play, you will need a copy of the rules, a sheet of paper to serve as the summary sheet, a bunch of index cards, and a few pencils with a good eraser.

Some duties are shared by every player. Every player is expected to portray a number of characters, including one of the main characters of the story (that player's "primary character"). Every player is also expected to be frame scenes, introduce new elements to the story, move things along, and be generally proactive.

Two players will fill special roles. The same two people don't have to fill these roles every session. In fact, who fills what role should rotate quite a bit. The responsibilities of the special roles are in addition to (not instead of) normal player responsibilities.

One person will be the **Rules Guy**. The Rules Guy has the greatest default rules authority. When it comes to a rules question, his word is final. One other person will be the **Story Guy**. The Story Guy has the greatest default narrative authority. After a scene's initial set up, the Story Guy has control of the setting. Any newly introduced characters are by default controlled by the Story Guy. He has final say on all setting and story issues.

Rules for player roles:

- **Rules Guy:** The Rules Guy has final say on all rules decisions.
- **Story Guy:** The Story Guy has final say on all setting and story decisions.
- **Sharing Roles:** It's fine if one person is both the Rules Guy and the Story Guy.
- **Bidding on Roles:** At the start of each game session, players bid on who gets to be Story Guy, and then on who gets to be Rule Guy. If nobody wants to bid on the Rules Guy, the Story Guy gets the position by default. See The Count (below) for more on bidding.
- **Alternative for More Traditional Play:** This is an alternate rule for those not comfortable with the floating Rules Guy/Story Guy thing. One player, elected before the start of the first session, will be the Game Moderator. The Game Moderator will be both the Rules Guy and Story Guy every session. At the start of every session, the Game Moderator's count goes up by 3.
- **Alternative for Pinko Hippies:** Nobody is the Story Guy or Rules Guy! Issues that the Story Guy or Rules Guy would normally decide are instead decided by a majority vote. In the case of a tie, play rock-paper-scissors.

## The Count

The **count** is a number associated with each player that serves as a numeric estimate of each person's influence on the game. When a player exerts especial influence over the game, his count goes up. Players with a lower count get more chances to exert their influence.

Every player's current count should be written at the top of the summary sheet.

Rules for the count:

- **Starting Point:** Every player's count starts at 0.
- **Increment:** When something causes a player's count to increment, the count's value goes up by 1.
- **Special Things:** Some things associated with increasing the count are also Special Thing. Special Things include framing a scene, gaining the Trump, and winning a bid.
- **Bid:** When players have a chance to bid on something, go around the table clockwise, starting with the person to the left of the Story Guy or whoever wants to make the first bid. Players may either bid or pass. The first player who wants to bid says, "bid 1." Each successive bid must be 1 higher than the last. When nobody wishes to make further bids, the player who made the highest bid wins, and increases his count by the value of his bid. Winning a bid counts as a Special Thing.
- **Compare:** When the rules call for a comparison of counts, the player with the lowest count wins. If counts are tied, the player who least recently got a Special Thing wins. If you can't remember who got a Special Thing last, then decide the comparison with a game of rock-paper-scissors.
- **The Leader:** If your count is higher than any other player's, you are the Leader. The Leader is not allowed to participate in bids or to give Gifts. See Gifts (below) for more on giving Gifts.
- **Missing a Game:** For each game session that a player misses, add 5 to his count.

## Characters

Characters are described by a trio of quantitative **abilities** and by any number of qualitative **traits**. The ratings of the three abilities determine what sorts of challenges a character can surmount with a baseline level of effort. Traits provide characters with new options or with circumstantial benefits. See the Abilities (below) and Traits (below) for more information.

Every character is controlled by a single player. The controlling player has the greatest authority over a character, and is in charge of portraying that character and deciding on her actions. Among the characters controlled by each player will be one **primary** character. The primary characters will serve as the center of the game's story.

You can keep a snapshot of the game's important characters on the summary sheet. On one line, write the character's name, a one to three word description, abilities, traits, and ownership status. If you want, you can put a more detailed write up on an index card, and give the card to the controlling player.

Rules for characters:

- **Control:** A player has the sole authority to decide on the thoughts, feelings, and actions of the characters that he controls.
- **Ownership:** Each player starts the game owning only his primary character. A player can gain ownership over more characters by winning a bid. If a player owns a character, he also controls that character.
- **Who Has Control:** If a character is owned, the owner controls that character. When a new character is introduced, she is by default unowned and under the control of the Story Guy. If the Story Guy changes, control passes to the new Story Guy.
- **Claiming Ownership:** Unowned characters may be claimed with a bid. The player who wins the bid claims the character, and gains ownership over her. Remember, winning a bid is a Special Thing.
- **Loaning Control:** The player who owns or has default control over a character may loan control of that character to any other player. Control may be taken back by the owner or default controller at any time.
- **Introducing Characters:** Anyone may introduce a new character while framing a scene or during the natural flow of play. The player who introduces a character may suggest a history, personality, and appearance, as well as abilities and traits. The Story Guy has veto power over history, personality, and appearance, and the Rules Guy has veto power over abilities and traits.

## Scenes & Framing

Play is broken up into a series of **scenes**. Each scene typically features one or more primary characters in an important situation. In a scene, characters interact, come into conflict, and exchange information.

When a scene comes to a natural conclusion, it will be ended, and a new scene begun.

Scenes do not have to progress in chronological order. The next scene might be set directly after the previous, but it could also take place some time before, concurrently, or much later. However, no scene may contradict facts already established as absolute truth in another scene.

Rules for scenes:

- **Scene Framing:** Each scene must be framed by a player. The framing player decides when and where the scene takes place, what characters are present, and what's going on when the curtain lifts. After the scene is framed, authority over the setting and unowned characters returns to the Story Guy.
- **Framing and The Count:** When you frame a scene, increment your count. Framing a scene is a Special Thing.
- **Who Frames:** No player may ever frame two scenes in a row. If multiple people wish to frame the next scene, the winner of a comparison of counts gets the privilege. If nobody wants to frame a scene, the duty falls on the shoulders of the Story Guy.
- **Bullshit!** When a scene is being framed, anyone at the table can call bullshit on any element of the framer's description. Call bullshit when the framer says something that you think doesn't make sense. The framer must then give a good reason for their decision, or proceed in a more acceptable manner. The Story Guy has the final say over whether a framing is acceptable.
- **Moving On:** The Story Guy decides when a scene is over.



## Free Play & Tests

Within a scene, the game consists of free play and tests. **Free play** is simple description. Players decide on the thoughts and actions of the characters they control, and the Story Guy describes the setting and environment. **Tests** are used to determine what happens when a character confronts a difficult challenge, or two characters are taking conflicting actions.

Procedure for tests:

1. **Call for a Test:** When a player describes an action that you do not think the acting character could easily take, anyone can call for a test. The Rules Guy can veto frivolous tests.
2. **State Goals:** The controller of the character being tested states what he wants the action to accomplish. If the test involves two characters in opposition to one another, goals must be stated for each side. "Stop the other guy from accomplishing his goal" is a perfectly valid statement of intent.
3. **Target Number and Commitment:** For unopposed tests, the Rules Guy will decide on and state a Target Number (TN) based on the difficulty of the character's action. If the player doesn't think that he can meet the TN, he can choose to give up the action and walk away from the test. For opposed tests, both sides must now commit to the test, or one must concede. See In-Game Test Factors (below) for more on setting the TN.
4. **Totals:** A total is calculated for each side. A character's total is equal to her score in the most relevant of the three abilities, plus modifiers for in-game factors, plus modifiers for meta-game factors. In an opposed test, each side must reveal its total to the other.
5. **Resolution:** For unopposed tests, if the acting character's total equals or exceeds the TN, the character successfully takes her action and accomplishes her goal. For opposed tests, the side with the lower total may either concede or keep trying. If one side concedes, the winner takes her action and accomplishes her goal. In the event of a tie, characters may either keep trying or settle on neither side accomplishing its goal.
6. **Keep Trying:** Sides take turns trying to increase their totals. At any point, one side may concede instead of trying again to increase its total. If a side cannot match the opposition's total, it is forced to concede.
7. **Raises and Folds:** When a side does something to increase its total, it may also raise the stakes. When you raise the stakes, you may change the intended goal of your action, but may not change the attempted action itself. When you threaten with raised stakes, the opposition has the option of immediate concession, before you do anything to increase your total or the new stakes come into effect.

## Abilities

Each ability applies to different sorts of tests. However, all are rated on the same scale. A score of 1 is weak, 2 is average, 3 is good, 4 is excellent, and 5 is nearly peerless. Scores of 6 and higher are legendary, and typically above normal human potential.

Rules for abilities:

- **Understanding:** Understanding governs actions that rely on intelligence, cunning, memory, logic, knowledge, craft, creativity, and learning.
- **Vigor:** Vigor governs actions that rely on strength, stamina, toughness, agility, speed, coordination, health, sharp senses, and general physical prowess.
- **Will:** Will governs actions that rely on force of personality, mental fortitude, willpower, charisma, determination, conviction, and magical power.



## In-Game Test factors

The action being attempted, and the circumstances under which it is attempted, may greatly impact a test. In-game factors that can set a test's TN or modify a character's total are given below.

Rules for in-game test factors:

- **Target Number and Difficulty:** Use TN 2 for routine actions that anyone could do. Use TN 4 for obstacles that require preparation, expertise, or determination to face down. Use TN 7 for challenges that require extreme competence, ingenuity, and effort to conquer. Use TN 10 for truly heroic or epic challenges.
- **Repetition:** If an action must be completed multiple times in order for the character to reach her goal, raise the TN by +1. If the action must be done over and over again, raise the TN by +2.
- **Assistants:** Gain a +1 bonus for having one or two helpers. Gain a +2 bonus for having a handful (up to nine) of helpers. Gain a +3 bonus for having a crowd (ten or more) of helpers.
- **Exhaustion:** Gain a +1 bonus if you exert yourself past your limits and become exhausted. Until you get at least a bit of food and a few hours of sleep, you will be exhausted. Exhausted characters suffer a -1 penalty on all tests. If you are already exhausted, you may not exert yourself to gain the bonus.
- **Relative Advantage:** For opposed tests, gain a +1 bonus if you have an obvious, distinct, and powerful situational advantage over your opponent. Minor advantages simply serve as fodder for the stunt bonus. See Meta-Game Test Factors (below) for more on the stunt bonus.
- **Resources:** Gain a +2 bonus if you spend a significant resource on your action. The resource must be something that creates a serious debt, that was earned through play, or that was important and irreplaceable to the character.
- **Surprise:** Gain a +1 bonus if you catch your opponent off guard.
- **Time:** Suffer a -1 penalty if you don't really have as much time as you need. Gain a +1 bonus if you have twice as long as you would normally need and can work in a slow, careful, and relaxed manner. Gain a +2 bonus if you have ten times as long as you would normally need and can try again and again, or take as much time as you need to get everything just right.
- **Untrained:** Suffer a -2 penalty if you lack necessary knowledge and training.

## Meta-Game Test factors

The decisions of the player at the meta-game level can also affect a test. Even though the decisions are meta-game, they should be given in-game descriptions. They are most easily described as bursts of extreme effort or the confluence of chance and fortune.

Rules for meta-game test factors:

- **Stunt:** If the player describes the action in a cool, clever, or tactical manner that makes use of the situation or environment, the Rules Guy may award a +1 bonus.
- **Consequences:** If you are willing to accept unforeseen consequences for the action, gain a +1 bonus. At some later point, a player framing a scene or the Story Guy will introduce the consequences of the action. You may not use this option if a character that you own or control already has unforeseen consequences hanging over her.
- **Accept Gifts:** You may accept up to two Gifts per test. Each Gift accepted increments your count and gives you a +2 bonus. See Gifts (below) for more info.
- **Spend the Trump:** If you have the Trump, you may spend it for a +5 bonus. See The Trump (below) for more info.

## Gifts

**Gifts** provide a way for players not directly involved in a challenge or conflict to affect a test's outcome. Offer a gift on a test whenever you especially want a character to succeed. This might be because you want the plot to go in a certain direction, you were impressed by another player's description, or for any other reason.

Rules for Gifts:

- **Offering a Gift:** A player may offer a Gift to any character that he neither owns nor currently has control of.
- **Accepting a Gift:** Each accepted Gift gives a +2 bonus on the test and increments your count.
- **Two per Test:** A maximum of two Gifts may be accepted for any given character for any given test.

## The Trump

The **Trump** introduces a measure of unpredictability into the game, allowing characters to rarely perform way above their baseline levels. It is a good idea to represent the Trump with a physical marker, such as a stone or a tarot card.

Rules for the Trump:

- **Starting Possession:** At the very start of the first game session, after bidding on roles, hold a bid to determine who starts with the trump.
- **Spending the Trump:** If you have the Trump, you may spend it for a +5 bonus on any test made by any character that you control.
- **Passing the Trump:** After the Trump is spent, it passes to another player. Compare counts to determine who gains the Trump next. When the Trump is passed to you, increment your count. Receiving the Trump counts as a Special Thing. In case it isn't obvious, the Trump never passes to the player who just spent it.
- **Wait Until the Test is Over:** When you spend the Trump, don't pass it to the next player until the test that you spent it on has been resolved. This rule prevents the Trump from being spent by both sides of the same test.

## Fight it Out

When one side of a test that involves some sort of physical or violent struggle finds the results unacceptable, it may cry out “Unacceptable!” and initiate a more detailed, drawn out fight. Using these rules, each test typically covers a smaller chunk of the overall conflict. Each test only gives one character a chance to accomplish something, and a successful test doesn’t always achieve the acting character’s goal to its fullest extent. Bring in the Fight it Out rules when you want to give special emphasis and significance to a combat.

Rules for Fight it Out:

- **Initiation:** You may initiate Fight it Out when you lose or tie a test that involves violence or physical struggle. Instead of accomplishing its goal, the opposing side merely gains an initial advantage and the first chance to act in the fight. You can’t initiate Fight it Out after folding to your opponent’s raised stakes.
- **Turn Order:** You must establish a turn order at the start of the fight. Characters on the winning side of the test that sparked the fight always go first. Otherwise, compare Vigor, play rock-paper-scissors, or decide by mutual consent to determine turn order.
- **Your Turn:** On your turn, you may either take one action that requires a test or use a special option like help, defend, or wait. If your action requires an opposed test, the opposition’s goal is always to simply resist your action.
- **Help, Defend, Wait:** If you choose to help, you may be counted as an assistant for another character’s test. If you choose to defend, gain +1 to resist other characters’ actions until your next turn. If you choose to wait, you gain +1 to your action on your next turn.
- **Initial Advantage:** Characters on the winning side of the test that sparked the fight gain a +1 bonus to their first actions, or +2 if they won by a margin of 5 or more.
- **Defender’s Follow Through:** If you exceed the opponent’s total on a test to resist an action, and your own next action is against that opponent, gain a +1 bonus to your test, or +2 if you won by a margin of 5 or more.
- **No Raising the Stakes:** Don’t use the Raises and Folds rule during a fight.
- **Default Consequences:** When you fail to resist another character’s action in a fight, you may choose to accept default consequences in lieu of your assailant’s goals. Your attacker fails to accomplish her goal, but your character will be at reduced effectiveness for some time. See Default Consequences (below) for more information.

## Default Consequences

When using the Fight it Out rules, you may choose to accept default consequences for failing a test instead of allowing your enemy to accomplish her goal. If your enemy completely overwhelms you, or you've already used up all of your options, you won't be able to accept default consequences.

Rules for default consequences:

- **Once per Fight:** You may only accept default consequences when using Fight it Out. You may only accept each consequence once per fight.
- **Mow 'Em Down:** If a character is unowned and unnamed, she can't accept any consequences more severe than stunned.
- **Stunned:** You may choose to be stunned when beaten by a margin of 1. You lose your action on your next turn.
- **Bruised:** You may choose to be bruised when beaten by a margin of 1 or 2. Suffer a -1 penalty to all tests for the rest of the scene. If you are still wounded from a previous fight, you may not accept this consequence.
- **Wounded:** You may choose to be wounded when beaten by a margin of 1, 2, or 3. Suffer a -1 penalty to all tests until you are able to rest and heal up for a few days. If you are still wounded from a previous scene, you may not accept this consequence.
- **Scarred:** You may choose to be scarred when beaten by a margin of 1, 2, 3, or 4. Permanently lose one of your call-on traits. If you have no call-on traits, you may not accept this consequence. See Traits (below) for more information.

## Traits

Traits describe qualities that make characters special or unique. Important characters will always have at least three call-on traits. More powerful characters may also have sorcery, option, and power traits.

Call-on traits typically represent some aspect of a character's personality, but are very flexible. If you have created a character with unique powers or features, before looking for other methods, try representing her special qualities with call-on traits.

Rules for Traits:

- **Call-On Traits:** Call-on traits are words or short phrases that describe the most outstanding aspects of a character's appearance, personality, and capabilities. Each call-on trait may be used once per scene to gain a +1 bonus on a relevant test.
- **Example Call-On Traits:** Alert, Ambitious, Amorous, Beastly, Beautiful, Careful, Charitable, Cold, Courageous, Dashing, Delicate, Dry, Eccentric, Fearless, Fearsome, Greedy, Grudge Keeper, Hatful, Hideous, Honorable, Inconceivable!, Innocent, Inquisitive, Jaded, Jocular, Just, Kind, Leader, Liar, Mad, Meticulous, Numb, Obstinate, Parables, Paranoid, Pious, Prolix, Protective, Querulous, Ragged, Reliable, Respected (by some group), Respectful, Shy, Submissive, Suspicious, Treacherous, Trusting, Truth-Sayer, Unpleasant, Unpredictable, Vapid, Whining, Wicked, Zealous.
- **Sorcery Traits:** Sorcery traits state a school (type of magic) and a circle (power level of magic) that a character is capable of using. A sorcery trait lets a character use cantraps, dwimmers, and rituals from the appropriate school up to the appropriate level. See Casting Spells (below) for more information on cantraps, dwimmers, rituals, and schools.
- **Minimum Understanding for Sorcery Traits:** A character must have an Understanding of at least (trait's circle plus 2) in order to gain a sorcery trait.
- **Option Traits:** Option traits change the ways that the game rules effect a character, or let the character do something that ordinary humans cannot do.



## Pre-play

Before you begin the game proper, a number of issues must be hammered out. What is the setting that the game takes place in? What will be the game's main themes and areas of focus? Who are the main characters? What will the plot be about?

Rules for pre-play:

- **Setting:** The group must decide what setting to use. Either someone will bring a pre-made setting to the table, or (preferably) the group will use some method to create a setting communally.
- **Setting Guy and Rules Guy:** You'll need to bid over who gets to be Story Guy and Rules Guy in the first session before you go on. This establishes who has veto power over which elements of the pre-play process.
- **Character Web:** Go around the table naming characters. When a player names a character, he must do at least two of the following: tie the character to an established element of the setting, state something that the character has unique control over, state something that the character needs or desires, or state a relationship between the character and other members of the cast. As usual, the Story Guy has veto power. Write all this down on a big sheet of paper, with lots of bubbles and lines and arrows and stuff.
- **Pick Primaries:** Once you have gone around the table three to five times, people can start picking primaries. Simply choose a character, and make it your primary. If multiple players want a character for their primary, bid over it. Try choosing primaries who are connected to each other in some way. You don't necessarily have to stop creating the conflict web before you pick primaries.
- **Stat 'em Up:** Once every player has picked a primary and nobody wishes to add any more to the conflict web, you must assign abilities and traits to the primaries and other characters who are likely to be featured in play. Each player suggests stats for characters that he created, but, remember, the Rules Guy has veto power. Throw everyone's stats up on the summary sheet.
- **Primary Power Level:** By default, primaries should have one ability at 2, one at 3, and one at 4, as well as three call-on traits and five option traits or circles of spell traits. You may trade an option trait for two more call-on traits. If the group agrees as a whole, you may decide on some other set of limitations for the power of the primary characters.

## Character Change & Growth

Once in play, characters can still change and grow. Points may be shuffled around between the three abilities, and traits may be swapped out for others. In addition, entirely new traits may be gained, and attributes may be increased.

Rules for character change and growth:

- **Shuffling Bits Around:** At the end of a game session, with the permission of the rest of the table, a player may shuffle the bits around for a character that he owns. He may swap one call-on trait for another, swap one option trait for another, or move a point from one ability to another.
- **Offering Advancement Tags:** At any point, a player may offer an advancement tag to a character that he does not control. Offer a tag when a character is played intensely or in some other fashion that you enjoy. The tag must be for a specific trait or for an ability. The player who owns the character may choose to either accept or reject the offer.
- **One Tag per Session:** Once someone has accepted one of your offered advancement tags, you may not offer another advancement tag this game session.
- **Tags and Downtime:** If a long period of downtime (lasting a season or more) occurs, the Rules Guy may tell the table to give out free tags. Each player may give out one free advancement tag to his primary, and one free advancement tag to one other character under his ownership.
- **Cashing In Tags:** Once a prospective call-on trait has gained only a single tag, the tag may be traded in for the trait. For an option trait or the next circle of a sorcery trait, you need to trade in two tags. To increase an ability by one point, you must trade in three tags.
- **Changing your Primary:** If you find that your primary character isn't as interesting as you'd have liked, with the permission of the rest of the table, you may switch primary status to one of the other characters under your ownership.

## List of Option Traits

Option traits are described here. Unless noted otherwise, each trait may only be selected once by any given character.

Rules for option traits:

- **Animal Form:** You may assume the form of any animal that you have encountered. Changing form takes a few minutes of concentration. When you assume a new form, you may choose up to two appropriate temporary call-on traits that you may use while in the form.
- **Berserk:** When using Fight it Out, once you have accepted default consequences, gain a +1 bonus to tests of Vigor and Will until the end of the fight.
- **Deadly:** Choose a weapon or school of magic. When using Fight it Out, treat your margin of success as being 1 point higher than it actually is when you successfully attack an enemy.
- **Defining Characteristic:** Choose one of your call-on traits. You may use that trait twice per scene, instead of once. The second time you use the call-on, gain a +2 bonus, instead of +1. This trait may be selected multiple times. Each time you take it, it applies to a different call-on trait.
- **Evasion:** Once per scene, you may automatically resist a spell or other attack that targets a wide area or group of characters without making a test.
- **Intrinsic Magic:** You have some sort of natural, untrained magic. You may cast first circle cantraps and dwimmers to create any appropriate general spell effect.
- **Jack of All Trades:** When untrained, suffer a -1 penalty (instead of the normal -2 penalty).
- **Lucky:** Once per scene, when the Trump or a Gift aids you on a test, you may gain an additional +2 bonus to that test. Also, when something bad happens to a random character, it doesn't happen to you.
- **One Man Legion:** When using Fight it Out, you may attack a small group of enemies (3 or so characters within a few yards of each other) with a single action. Make only one test to attack. Each target defends against your attack separately.
- **Riposte:** Once per fight, when you gain the defender's follow through bonus, gain an additional +2 bonus to your test.

- **Specialty:** Choose some specific skill, field of knowledge, or school of magic. Gain a +1 bonus on all tests relying on that skill, field, or school. This trait may be selected multiple times. Each time you take it, it applies to a different skill, field, or school.
- **Sudden Attack:** If you win the test that prompts the invocation of the Fight it Out rules, your enemy starts the fight bruised.
- **Surge:** When you exert yourself to exhaustion, gain a +3 bonus (instead of the normal +1 bonus).
- **Tough:** This trait may be selected up to three times. First pick: when using Fight it Out, you may the default consequence 'scratched' when beaten by a margin of 1. Second pick: you may accept the consequence 'hurting' when beaten by 1 or 2. Third pick: you may accept the consequence 'bloodied' when beaten by 1, 2, or 3. None of these consequences carry a penalty.

## Casting Spells

Any character with sorcery traits can cast spells. A spell is described by a school, a level, and a type.

**School** tells you what force or energy is manipulated to produce the magical effect. **Circle** tells you how powerful a spell is. **Type** tells you what must be done in order to cast the spell.

Rules for Spells:

- **Required Trait:** In order to cast a spell, you must have the spell trait of the appropriate school and of at least the appropriate circle.
- **Cantrap Type:** Cantraps are simple spells released by a word or a gesture, and fueled by the caster's will to change the world. Once a character has cast a cantrap, she must regain her mental focus before using another. In a fight, once you have used a cantrap, you must wait a number of actions equal to the cantrap's circle before using another. If using a cantrap requires a test, test your Will.
- **Dwimmer Type:** Dwimmers are more complex and powerful spells released by a mere thought, and fueled by the caster's comprehension and knowledge of the nature of the world. Dwimmers may not be cast while exhausted. If a character casts more total circles of dwimmers in a scene than her Understanding ability score, she becomes exhausted. In a fight, casting a dwimmer takes up your action for the round. If using a dwimmer requires a test, test your Understanding.
- **Ritual Type:** Rituals are spells that take an extended amount of time to cast. Casting a 1st circle ritual takes about 10 minutes. 2nd circle rituals take half an hour, and 3rd circle rituals take two hours. Once you have completed a ritual, you must rest for an hour before you begin another. You may not cast a ritual while exhausted. If using a ritual requires a test, test your Understanding.
- **The Schools:** The schools of magic are the four elemental schools (Earth, Wind, Flame, and Water), the three schools of the existential realms (Necromancy, Green, and Invocation), and the two schools of the basic essences (Thought and Pattern).

## Range, Duration, Target

Every spell has a number of basic factors, including range, duration, and target.

Rules for spell factors:

- **Concentration Duration:** Some spells last for as long as a character concentrates. While concentrating, a character suffers a -1 penalty to all tests, and may not cast new spells.
- **Round Duration:** A spell with a round-long duration lasts for ten seconds or less, or until the end of the caster's next turn in a fight.
- **Sustained Duration:** Some spells last for as long as the caster provides them with magical power. A character can sustain total circles of spells equal to her Will ability score. An unconscious character can not sustain spells. If you have sustained dwimmers at the start of a scene, they count against the circles of dwimmers that you can cast this scene.
- **Standard Ranges:** Most spells effect either the caster, touched targets, targets up to a stone's throw away, targets within a bowshot, or targets within the caster's sight. Unless noted otherwise, in order to effect a target, there must be no substantial barriers between the caster and the target (known as "line of effect").
- **Sympathy Range:** Instead of line of effect, some spells require that the caster have sympathy with the target. You have weak sympathy with a target if you know its name or have touched it within the last few days. You have strong sympathy with a target if you have on hand something that used to be owned by the target or something that used to be a part of the target. Characters related by blood or sex always have strong sympathy with one another.
- **Target Groups:** A small group means a group of characters all within about three yards of each other, typically 3 or so enemies. A large group means a group of characters all within a stone's throw of one another, typically 10 or so enemies. A huge group means a group of characters all within a bowshot of one another, typically 100 or so enemies.
- **Group Resistance:** When a spell targets a group of enemies, each enemy may test to resist the caster separately. The caster only tests once, and her total is compared to each target's total individually.



## General Spell Guidelines

Each school of magic has spells with unique and diverse effects. However, some effects are achievable through varying means in many or most schools. Effects that are common across multiple schools are described here.

Different schools will produce these effects in very different ways. Leave it to the players to come up with explanations behind each school-effect combo. If nobody can come up with a good explanation, the Rules Guy, as always, has veto power. It's important to be consistent. If combining an effect with a school has some limitation once--for instance, if using the Wind school for an Observe ritual only lets you hear the target's voices on the wind--it should have that limitation every time, unless the description radically changes.

Rules for general effects:

- **Cantrap - Reduced Time and Tools:** Many cantraps let a magician bring about with a word or a gesture results that would normally takes specialized tools, substantial effort, relevant expertise, and favorable circumstances. A 1st circle cantrap can replicate work that could be done in a round, a 2nd circle cantrap can replicate work that could be done in a few minutes, and a 3rd circle cantrap can replicate work that could be done in an hour or so. *Duration instant, range stone's throw, target variable.*
- **Cantrap - Dispel:** Cantraps to undo an active spell. The circle of the dispel must match the circle of the spell that you are trying to cancel. To successfully cancel a spell, you must make a test with a TN equal to the target spell's caster's total at the time of casting. *Duration instant, range stone's throw, target single spell.*
- **Cantrap - Counter-Spell:** Cantraps may be used to disrupt and dissipate a cantrap or dwimmer being cast by an enemy. Using a counter-spell does not take an action in a fight; instead, it replaces your test to resist a spell. (You may also try to counter a spell that does not target you.) The counter-spell's circle must be the same as the cantrap or dwimmer that you wish to disrupt. If you tie or beat the caster's total, you either cancel out the entire spell (if the enemy sorcerer is within range) or the portion of the spell within a stone's throw. *Duration instant, range stone's throw, target single spell.*
- **Cantrap - Shield:** Cantraps to deflect any sort of attack. Like a counter-spell, a shield cantrap replaces your test to resist a spell or any other attack. A 1st circle shield protects only you. A 2nd circle shield also protects allies within a few yards. A 3rd circle cantrap protects everyone within a stone's throw. *Duration instant, range variable, target variable.*



- **Dwimmer - Incapacitate:** There are many spells that destroy, slay, paralyze, bind, put to sleep, or otherwise incapacitate enemies. A 1st circle dwimmer may target a small group of enemies a stone's throw away. A 2nd circle dwimmer may target a large group of enemies a bowshot away. A 3rd circle dwimmer may target a huge group of enemies anywhere within sight. *Duration instant, range variable, target variable.*
- **Dwimmer - Protection:** Spells to ward off threats. A 1st circle dwimmer grants a +1 bonus against a specific school of magic or type of threat. A 2nd circle dwimmer grants a +2 bonus against a broad category of schools or threats. A 3rd circle dwimmer grants a +3 bonus against all schools and threats except for those of a specific type. *Duration sustained, range touch, target single character.*
- **Dwimmer - Barrier:** Spells to deny movement across a border, or into or out of an area. When the sorcerer casts the barrier, she must make a test. Her total serves as the TN for any attempts to break through the barrier. A 1st circle dwimmer creates barriers in an area a few yards across, 2nd circle in an area a stone's throw across, and 3rd circle in an area a bowshot across. *Duration sustained, range variable, target variable.*
- **Dwimmer - Implement:** Spells that create a magical substitute for a mundane tool. The magical implement works only for the caster. A 1st circle dwimmer creates an implement the quality of the very best mundane tools. A 2nd circle dwimmer creates an implement that grants a +1 bonus to relevant tests. A 3rd circle dwimmer creates an implement that grants a +2 bonus. *Duration sustained, range touch, target personal.*
- **Dwimmer - Sense:** Spells that allow you to sense some sort of presence (such as living creatures, moving things, or active magic). A 1st circle spell reveals presences within 1 mile and lasts for one round. A 2nd circle spell reveals presences within 10 miles and lasts for as long as you concentrate. A 3rd circle spell reveals presences within 100 miles and lasts for as long as the spell is sustained. *Duration variable, range personal, target personal.*
- **Ritual - Observe:** Spells that reveal information about the target. A 1st circle ritual can reveal the distance and direction to the target. A 2nd circle ritual will let you see or hear (or, possibly, scent) what is going on in the vicinity of the target. A 3rd circle ritual will allow you to observe the target as though you were in her presence. *Duration concentration, range weak sympathy, target single character, place, or object.*
- **Ritual - Ward:** Spells to protect a place. After you finish casting the ward, become exhausted. The ward may be against either physical intrusion and observation, magical intrusion and observation, all intrusion, or all observation. A 1st circle ritual can protect a room, a 2nd circle ritual can protect a castle, and a 3rd circle ritual can protect a valley. When the sorcerer casts the ward, she must make a test. Her total serves as the TN for any attempt to observe or intrude upon the protected area. Failed

attempts result in some non-incapacitating deterrent. *Duration unlimited, range sight, target variable area.*

- **Any - Conjure Ally:** Spells to summon or create a creature under your control. Cantraps have concentration duration, and the ally's highest ability equals the spell's circle +1. Dwimmers have sustained duration, and the ally's highest ability equals the spell's circle +2. Rituals have instant duration, and the ally's highest ability equals the spell's circle +3. However, with a ritual, you must bargain with the ally. If a bargain cannot be reached, an opposed test either banishes the summoned being, or lets it escape your control and break free. Once summoned, beings do not have to stay within range of the caster. Instead of calling a single being, you may conjure two or three beings with top abilities 1 point lower, a handful of beings with top abilities 2 points lower, or a crowd of beings with top abilities 3 points lower. *Duration variable, range stone's throw, target variable.*

## Earth Magic

Spells of the earth school exert control over sand, rock, mud, dust, dirt, and metal. They may cause these elements to move, meld, and alter, and may transmute other matter into earth. Spells of earth may turn enemies into living statues, cause ramparts of stone to spring up from the ground, and topple castles with quakes and tremors.

Rules for spells of earth:

- **Cantrap - Meld:** You and a passenger may walk through earth as though it were a water. A character who does not exit the earth before the spell ends, or a passenger separated from the caster, is transformed into stone. A 1st circle cantrap lasts for one round, 2nd circle as long as you concentrate, and 3rd circle as long as you keep the spell sustained. *Duration variable, range touch, target personal and up to one passenger.*
- **Dwimmer - Shape:** A cantrap that allows you to cause earth to form any shape that you desire. A 1st circle spell effects a cubic foot. A 2nd circle spell effects a cubic yard. A 3rd circle spell effects a cube ten feet on a side. *Duration instant, range stone's throw, target variable volume of earth.*
- **Dwimmer - Convert:** You transmute a large volume of one type of earth into another. You could cause enemies' swords to melt into mud, or dissolve a castle wall into sand. A 1st circle dwimmer has a range of a few yards, 2nd circle a stone's throw, and 3rd circle a bowshot. *Duration unlimited, range variable, target all earth of a certain type within range.*
- **Ritual - Earthquake:** You cause an earthquake. After casting the ritual, you become exhausted. A 1st circle ritual has a range of 1 mile and can weaken normal built structures or collapse weak structures. A 2nd circle ritual has a range of 10 miles and can collapse normal structures or weaken well built structures. A 3rd circle ritual has a range of 100 miles and can collapse well built structures. *Duration minutes, range variable (no line of effect), target a portion of the land within range.*
- **Ritual - Transport:** You sink into the earth, and after a few minutes reemerge at a distant destination. This ritual can not carry you across a river or body of water. You may bring a single passenger with you. A 1st circle ritual can take you 10 miles, and you must have physically been to your destination before. A 2nd circle ritual can take you 100 miles, and you must have been to or seen your destination, or know its distance and direction. A 3rd circle ritual can take you 1000 miles, and you merely need a good description of your destination to go on. *Duration minutes, range touch, target personal and up to one passenger.*

## Wind Magic

Spells of wind control weather and the flow of air. Spells of wind may summon and disperse storms, pin an enemy to the sky with binding chains of wind, or allow you to fly through the sky.

Rules for spells of wind:

- **Cantrap - Message:** The wind carries your words to the target, and their reply back to you. Each message should be of less than 5 seconds or so. You must either know where your target is or have weak sympathy with her in order to use this spell. If you have strong sympathy, multiply range by 10. A 1st circle cantrap has a range of 1 mile, 2nd circle 10 miles, and 3rd circle 100 miles. *Duration instant, range variable (no line of effect), target one character.*
- **Dwimmer - Fly:** You and up to a single passenger who holds you hand take flight. You may hover in place, and fly with near perfect maneuverability. A 1st circle spell lets you fly as fast as a running human at top speed (about 25 miles per hour). A 2nd circle spell lets you fly at 50 miles per hour, and a 3rd circle spell at 100 miles per hour. *Duration sustained, range touch, target personal and up to one passenger.*
- **Dwimmer - Mirage:** You can create illusion that make one thing look like another from a distance. The illusion only works against observers further than a stone's throw away. A 1st circle spell disguises an area a few yards across, a 2nd circle spell disguises an area a stone's throw across, and a 3rd circle spell disguises an area a bowshot across. *Duration sustained, range sight, target variable area.*
- **Ritual - Control Weather:** You conjure or disperse local weather. After casting the ritual, you become exhausted. A 1st circle spell has a range of 1 mile and can conjure or disperse mild seasonable weather. A 2nd circle spell has a range of 10 miles and can conjure or disperse strong seasonable weather or mild unseasonable weather. A 3rd circle spell has a range of 100 miles and can conjure or disperse disaster level seasonable weather or strong unseasonable weather. *Duration instant (disperse) or sustained (conjure), range variable (no line of effect), target weather within range.*

## flame Magic

Spells of flame control and produce fire, heat, and light. Spells of flame may cause cause fiery explosions and blasts of lightning, let you walk unscathed through the hottest fires, or allow you to be consumed by flame and reemerge from the ashes.

Rules for spells of flame:

- **Cantrap - Immunity:** You and up to a single touched passenger become completely immune to heat and fire, both mundane and sorcerous. A 1st circle cantrap lasts for one round, 2nd circle as long as you concentrate, and 3rd circle as long as you keep the spell sustained. *Duration variable, range touch, target personal and up to one passenger.*
- **Dwimmer - Illusion:** You create realistic and vivid illusions with two limitations. First, unless you are actively concentrating on the spell, the images will be completely static. Second, your illusions can not make a space appear darker than it actually is. Once someone physically interacts with an illusion, it disappears. A 1st circle spell can create illusions in a space a few yards across, 2nd circle a stone's throw across, and 3rd circle a bowshot across. *Duration sustained, range sight, target variable area.*
- **Dwimmer - Phoenix:** Your body bursts into flame and is reduced to ash in seconds. The wind then carries your ashes to some other location. Some time later, the ashes reform into a new body. A 1st circle spell can carry you a bowshot, and you must reform within a minute. A 2nd circle spell can carry you 10 miles, and you must reform within an hour. A 3rd circle spell can carry you 100 miles, and you must reform within a day. *Duration variable, range personal, target personal.*
- **Ritual - Cleansing Flame:** A ritual to heal injuries and purge maladies with cleansing fire. After casting the ritual, you become exhausted. A 1st circle ritual can purge most poisons and remove the wounded and bruised consequences. A 2nd circle spell can purge strong poisons and cure most diseases. A 3rd circle spell can cure strong diseases, and allow a character to regain a trait recently lost by accepting the scarred condition. *Duration instant, range touch, target single character.*

## Water Magic

Spells to create and control water, mist, and ice. Spells of water may swim and breathe like a fish, conjure torrents of water out of thin air, and conjure glittering battlements and walls of ice.

Rules for spells of water:

- **Cantrap - Water Movement:** You and up to a single touched passenger may walk across water as though it were solid ground, or swim and breather under water as easily as running through open air. A 1st circle cantrap lasts for one round, 2nd circle as long as you concentrate, and 3rd circle as long as you keep the spell sustained. *Duration variable, range touch, target personal and up to one passenger.*
- **Cantrap - Create Water:** You conjure a torrent of pure water, a cloud of fog, or a spreading sheet of thick ice. Each round, you create a few gallons of water, or the fog or ice spreads to a stone's throw away. The water, fog, or ice disappears a few minutes after the spell ends, and will not quench thirst. A 1st circle cantrap lasts for one round, 2nd circle as long as you concentrate, and 3rd circle as long as you keep the spell sustained. *Duration variable, range touch, target personal and up to one passenger.*
- **Dwimmer - Wave:** You cause a powerful wave of water on the surface of a lake or sea. A 1st circle dwimmer can capsize small boats and rock larger ships. A 2nd circle dwimmer can smash small boats and capsize larger ships. A 3rd circle dwimmer can smash larger ships and damage coastal structures. *Duration instant, range sight, target one wave.*
- **Ritual - Melt:** You let yourself be absorbed by an ocean, lake, or river, and melt into its waters. You become an intangible water spirit, able to speak with the other water spirits and creatures of the sea. Eventually, you must end the spell and return to human form. A 1st circle spell lets you stay in spirit form for 10 minutes and travel a 10 miles. A 2nd circle spell lets you stay in spirit form for an hour and travel 100 miles. A 3rd circle spell lets you stay in spirit form for a day and travel as far as you wish. *Duration variable, range personal, target personal.*
- **Ritual - Control Seas:** You can control currents, temperature, and surface activity in a body of water. A 1st circle ritual lets you effect water out to 1 mile, 2nd circle 10 miles, and 3rd circle 100 miles. *Duration sustained, range variable, target portion of a body of water within range.*



## Necromancy

Spells of necromancy sap and twist life force, create panic and revulsion in living things, communicate with and control the spirits of the dead, restore a semblance of life to the deceased, and manipulate dark energy that rots away living things. Spells of necromancy may allow you to question the dead, strip the flesh off of your living enemies, or animate skeletons as mindless servants.

Rules for spells of necromancy:

- **Dwimmer - Command:** You gain control over undead beings. Self-aware targets may resist by testing their own Will ability. If the targets are under the control of another sorcerer, that character may also resist your spell. Controlled undead must obey any instructions you give them. Mindless beings will only be able to follow very clear, simple commands. A 1st circle spell targets a small group of undead, 2nd circle a large group, and 3rd circle a huge group. *Duration instant, range bowshot, target variable group of undead.*
- **Ritual - Conjure Shade:** You conjure and commune with the shade of a character that you have strong sympathy with. You cannot contact a shade if it is in communion with another character, destroyed, or bound to the material world as an undead being. A 1st circle spell lets you contact the shade of a character who died since the last new moon. A 2nd circle spell lets you contact the shade of a character who died at some point within your lifetime. A 3rd circle spell lets you contact any shade. *Duration concentration, range strong sympathy, target single shade.*
- **Ritual - Imprison:** You imprison a soul in a vessel like a binding circle or gemstone. An imprisoned soul may not have its shade conjured or summoned as an undead being, nor may it traverse to the supernal realms. If the caster fails to imprison the soul, it may possess the caster's body. A 1st circle ritual can only trap a soul that is within the caster's presence (souls usually depart within minutes of death). A 2nd circle spell can trap any soul that you have strong sympathy with, and a 3rd circle spell can trap a soul that you have only weak sympathy with. *Duration unlimited, range variable, target single soul.*
- **Ritual - Ghost Walk:** You separate your soul from your sleeping body and travel as a spirit. In spirit form, you can not effect or be effected by the physical world, or be seen without magical aid. You may travel 10 miles in only a minute. A 1st circle ritual leaves you tethered so that you can not travel more than 10 miles from your physical form. A 2nd circle spell does not have this limit, and allows you to speak into the dreams of sleeping characters or enter and animate a corpse. A 3rd circle spell lets you effect the physical world in very minor ways, making soft sounds, becoming dimly visible, or exerting less than a pound of force. *Duration sustained, range personal, target personal.*



## Green Magic

Green spells bolster and sustain life force, enhance and control the growth of plants, and contact, awaken, and communicate with the souls and shades of natural things and places. Green spells may bind your enemies in thick vines, spark the soul of a tree to turn it into an animate being, or restore strength to the wounded.

Rules for green spells:

- **Cantrap - Grow:** You may cause plants to flourish rapidly, assuming the shape that you desire as they grow. Each round, the plants experience a week's worth of growth. A 1st circle spell targets a single touched plant, 2nd circle plants within a few yards, and 3rd circle plants within a stone's throw. *Duration concentration, range variable, target plants within range.*
- **Dwimmer - Heal:** Your touch heals wounds, purges toxins, and cures diseases. The spell uses the target's own energy, and leaves her exhausted. Heal has no effect on an already exhausted target. A 1st circle dwimmer can purge most poisons and remove the wounded and bruised consequences. A 2nd circle spell can purge strong poisons and cure most diseases. A 3rd circle spell can cure strong diseases, and allow a character to regain a trait recently lost by accepting the scarred condition. *Duration instant, range touch, target single character.*
- **Dwimmer - Merge:** Your body merges with a plant at least ten times as massive as you. Treat grasses and other plants with continuous root systems as being a single entity. When you reemerge, you do not have to come out at your original point of entrance. With a 1st circle dwimmer, you are completely unaware of your surroundings while merged. A 2nd circle spell lets you dimly sense your surroundings, and a 3rd circle spell does not impair your senses. *Duration concentration, range personal, target personal.*
- **Ritual - Awaken:** You rouse the drowsy spirits of the natural world, and put yourself in a trance that allows you to sense and communicate with them. A 1st circle ritual allows you to communicate with things that are already alive, like plants and animals. A 2nd circle ritual allows you to communicate with the spirits of dynamic and short lived things, like waves and storms. A 3rd circle ritual allows you to communicate with the ancient spirits of stones, rivers, ocean currents, and mountains. *Duration concentration, range touch, target single entity.*

## Invocation

Spells of invocation establish a link between the supernal realms and the material world, and call beings, tools, and power through the link. Spells of invocation may allow you to bind demons, commune with entities of a higher power, or summon a flaming angelic sword into your hand.

Rules for spells of invocation:

- **Cantrap - Banish:** You force supernal entities to return to their home realms. A banished being is incapable of returning until the new moon. A 1st circle cantrap may target a small group of supernal beings a stone's throw away. A 2nd circle dwimmer may target a large group a bowshot away. A 3rd circle dwimmer may target a huge group anywhere within sight. *Duration instant, range variable, target variable group of supernal beings.*
- **Dwimmer - Imperative:** You give a supernal being an order that must be obeyed. A 1st circle dwimmer only binds the target to the order for as long as you concentrate. A 2nd circle spell binds the target for as long as the spell is sustained. A 3rd circle spell binds the target for an unlimited period. *Duration variable, range stone's throw, target single supernal being.*
- **Ritual - Commune:** You send your consciousness to the supernal abode of a nearly omniscient being, and receive a truthful answer to a single question. A 1st circle ritual gives you a yes or no answer, 2nd circle a single word of answer, and 3rd circle a sentence, phrase, or few lines of verse. It is possible that the entity will choose not to answer your question, if it believes that no answer is the most truthful response. *Duration instant, range personal, target personal.*
- **Ritual - Gate:** You open a gate between the material world and a supernal realm, or between two supernal realms. The far side of the gate may appear before any being or place that you have strong sympathy with, or in the otherworldly analogue to your current location. A 1st circle ritual barely weakens the universal fabric, only allowing light and sound to pass between planes. A 2nd circle spell creates a slightly stronger gate that small objects of non-living matter may be passed through. A 3rd circle spell creates a fully fledged gate that beings of any sort may step through. *Duration concentration, range stone's throw, target one gate.*

## Thought Magic

Magic of the thought school allows you to peer into and meddle with the minds of others. Spells of thought may drive an enemy mad or catatonic, let you sift through and alter a character's memories, or reveal a character's state of mind.

Rules for spells of thought:

- **Cantrap - Telepathy:** You may hear the surface thoughts and speak into the mind of any character within range. A 1st circle cantrap lets you communicate with characters within a bowshot, 2nd circle with characters with whom you have strong sympathy, and 3rd circle weak sympathy. *Duration concentration, range variable, target characters within range.*
- **Dwimmer - Compel:** You issue a command that must be obeyed to any mortal being. A 1st circle dwimmer only binds the target to the command for as long as you concentrate. A 2nd circle spell binds the target for as long as the spell is sustained. A 3rd circle spell binds the target for an unlimited period. *Duration variable, range stone's throw, target single mortal being.*
- **Dwimmer - Phantasm:** You cause targets to experience illusory sights, sounds, and other sensory input. The delusions that you feed to the target can be barely different from actual reality or completely fabricated, and are under your complete control. A 1st circle dwimmer may target a small group of enemies a stone's throw away. A 2nd circle dwimmer may target a large group of enemies a bowshot away. A 3rd circle dwimmer may target a huge group of enemies anywhere within sight. *Duration sustained, range variable, target variable.*
- **Dwimmer - Memory:** You may look through and erase the target's memories. A 1st circle spell leaves an obvious hole where the missing memory should be. A 2nd circle spell is more subtle: the target simply can't recall the missing memory. A 3rd circle spell completely replaces the missing memory with a fabricated scene of your own creation. *Duration unlimited, range stone's throw, target single character.*
- **Ritual - Dream Walk:** You force your way into the dreams of another character. After casting the ritual, you become exhausted. You may choose how much of the dream the target remembers upon awakening. With a 1st circle spell, you may send nightmares that leave the target exhausted upon awakening. With a 2nd circle spell, you may pass some small trinket like a knife or flower through the target character's dream, so that when she awakens, it will be in her hand. With a 3rd circle ritual, you may physically pass through the dream. When the target awakens, you will be at her side. *Duration concentration, range weak sympathy, target single character.*

## Pattern Magic

Spells of pattern manipulate space and matter, causing distances to seemingly expand or contract, or material of one sort to become another. Spells of pattern may transport you instantly from one place to another, turn an enemy's blood to acid, or animate statues to become stone warriors.

Rules for spells of pattern:

- **Cantrap - Transmute:** You turn one thing into something else. The only limitation is that the new form must have approximately the same mass as the old form. If you attempt to create life, you bring about a pitiful existence that quickly sickens and dies. A 1st circle cantrap can transmute something that you could hold in your hands. A 2nd circle cantrap can transmute something the size of a man. A 3rd circle cantrap can transmute something that fits within an area a few yards across. *Duration instant, range touch, target variable sized object.*
- **Dwimmer - Shape Change:** You assume a new form. A 1st circle dwimmer lets you take on any human or human-like form. A 2nd circle spell lets you take on the form of any roughly man-sized creature, and gain a +1 bonus to tests of Vigor. A 3rd circle spell lets you take on the form of even enormous or minuscule creatures, and gain a +2 bonus to tests of Vigor. *Duration sustained, range personal, target personal.*
- **Ritual - Teleport:** You are instantly transported to some other place. You must either have strong sympathy with your target point, be able to see your target point, or know the exact distance and direction to your target point. A 1st circle ritual can take you 100 miles, and lets you bring a single passenger along. A 2nd circle ritual can take you 10000 miles, and lets you bring a small group along. A 3rd circle ritual can take you any distance, and lets you bring a large group along. *Duration instant, range touch, target personal and variable group of passengers.*
- **Ritual - Genesis:** You create from a minute point of material space a new pocket dimension. The pocket dimension is a mostly featureless landscape and a single point of entry. The entrance may be obvious or hidden. A character may only Gate, Dream Walk, or Teleport to the pocket dimension with a bond of strong sympathy. The created space is finite, but seems infinitely vast: if you travel too far in one direction, space wraps around, and you find yourself moving back towards the center of the space. A 1st circle ritual creates a small space a few yards across that lasts for as long as the spell is maintained. A 2nd circle ritual creates a small space a few yards across that lasts for an unlimited period. A 3rd circle ritual instantly generates a larger space a stone's throw across that continues to grow at a rate of a yard or so per day while its creator is present. *Duration variable, range touch, target one pocket dimension.*

## Reference Characters

This section contains stat write-ups for a variety of character types that one might expect to encounter frequently in a game of Dark Spell. Use these statistics for minor characters who probably won't be bid over, or as a starting point for more important characters.

Example character statistics:

- **Angel:** U3-5, V3-8, W3-5. Call-on: Brilliant Aura, Righteous, Unearthly. Option: Defining Characteristic (Righteous), Intrinsic Magic.
- **Animated Statue:** U1 V2-6 W1. Call-on: Mindless, Skin of Stone.
- **Assassin:** U2 V4 W2. Call-on: Cold, Jaded. Option: Deadly (dagger), Specialty (sneaking), Sudden Attack.
- **Courtier:** U3 V2 W3. Call-on: Calculating, Delicate, Paranoid. Option: Specialty (diplomacy).
- **Cult High Priest:** U3 V2 W4. Call-on: Leader, Paranoid, Zealous. Option: Defining Characteristic (Zealous), Sudden Attack. Sorcery: Necromancy 1st circle, Invocation 1st circle.
- **Demon:** U2-4, V2-7, W1-5. Call-on: Ambitious, Unearthly, Wicked. Option: Defining Characteristic (Wicked), Intrinsic Magic. Notes: demons can use a sustained first circle dwimmer to hide their true forms and take on the guise of any being that they wish.
- **Dragon:** U3 V7-9 W4. Call-on: Alert, Greedy, Huge, Rock-Hard Scales, Tooth and Claw, Fiery Breath. Option: Defining Characteristic (Fiery Breath), One Man Legion, Tough (3 picks).
- **Druid:** U4 V2 W3. Call-on: Alert, Protective, Truth-Sayer. Option: Animal Form. Sorcery: Green 2nd circle, two of the four elemental schools 1st circle.
- **Duelist:** U2 V4 W3. Call-on: Amorous, Dashing, Honorable. Option: Deadly (light blade), Lucky, Riposte, Specialty (close combat), Sudden Attack.
- **Farmer:** U2 V2 W2. Call-on: Should've Been a Soldier.
- **Giant:** U3 V6-7 W3. Call-on: Huge, Inquisitive, Proud. Option: One Man Legion, Tough (2 picks).
- **Goblin:** U2 V2 W1. Call-on: cowardly, cruel. Option: Specialty (ambushes), Sudden Attack.
- **Golem (earth elemental):** U2 V2-7 W2-4. Call-on: Crushing Fists, Skin of Stone. Option: Tough.



- **Necromancer:** U4 V2 W3. Call-on: Cold, Paranoid, Unpleasant. Option: Deadly (Necromancy), Specialty (Necromancy), Sudden Attack. Sorcery: Necromancy 2nd circle.
- **Nereid (water elemental):** U2 V2-7 W2-4. Call-on: Beautiful, Resilient. Option: Specialty (swimming).
- **Knight:** U2 V3 W3. Call-on: Courageous, Honorable. Option: Specialty (close combat).
- **Reanimated Corpse:** U1 V2-4 W1. Call-on: Mindless, Hard to Keep Dead.
- **Salamander (fire elemental):** U2 V2-7 W2-4. Call-on: Body of Flame, Unpredictable. Option: Deadly (burning claws). Notes: salamanders are unharmed by fire of any sort.
- **Sea Monster:** U2 V7-9 W3. Call-on: Huge, Tentacled, Thick Hide, Inscrutable. Option: Defining Characteristic (Huge), One Man Legion, Tough (3 picks).
- **Soldier:** U2 V3 W2. Call-on: Should've Been a Farmer.
- **Swarm of Vermin:** U0 V2-4 W1. Call-on: Mindless, Amorphous. Notes: normal weapons can't hurt a swarm of vermin beyond stunning it. Fire is recommended.
- **Sylph (wind elemental):** U2 V2-7 W2-4. Call-on: Inquisitive, Quick. Option: Evasion.
- **Troll:** U1 V4-6 W2. Call-on: Keen Scent, Thick Hide, Irritable, Dumb as Rock. Option: One Man Legion, Tough.
- **Warlord:** U2 V4 W3. Call-ons: Careful, Fearless, Grudge Keeper, Leader, Querulous. Option: Deadly (sword), Specialty (close combat), One Man Legion, Tough.
- **Wild Animal:** U1 V2-5 W2. Call-on: Alert, Tooth and Claw. Option: possibly Berserk, Tough.
- **Witch:** U3 V2 W4. Call-on: Beautiful, Fearsome, Treacherous. Option: Lucky, Sudden Attack. Sorcery: Wind 1st circle, Green 1st circle, Thought 1st circle.
- **Wizard:** U4 V2 W3. Call-on: Ambitious, Inquisitive, Prolix. Option: Specialty (Pattern magic). Sorcery: Pattern 2nd circle, Invocation 1st circle, Thought 1st circle.
- **Woodsman:** U3 V3 W2. Call-on: Reliable, Suspicious. Option: Deadly (bow), Specialty (survival).
- **Wraith:** U2-4, V1 W3-5. Call-on: Hateful, Treacherous, Insubstantial. Option: Evasion, Intrinsic Magic, Sudden Attack. Note: wraiths are incorporeal. They may move through physical objects without hindrance, and can not be harmed by non-magical weapons.