



To print your Spell Deck, set your double-sided printer to **short-edge binding** and print on a cardstock material. Then, with a sharp utility knife and straight edge, use the crop marks as guides to trim the cards apart.

If you don't have a double-sided printer, print the pages individually and then glue them back-to-back with a thin, even coat of adhesive. Before glueing, hold the back-to-back sheets up to a light source to ensure they are lining up correctly.

The gutters between the cards give you a little bit of leeway if the two sides do not line up exactly.

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### ABANDONED RESOLVE

Level: 2 (+1 die)

A close being decides to stop their current course of action. They cannot take the same action they just took when I cast the spell.

Depletion: 0 (check each round)

Color: Blue

### ABSCONDED TRUTH

Level: 3 (+1 die)

A nearby being has a tiny moth fluttering around their head. This magical moth steals their ability to tell the truth. Every word they utter is a lie.

Depletion: 0–2

(check each statement)

Color: Grey

### ACCOYED SAVAGERY

Level: 1 (+1 die)

A faraway being that I point to is surrounded by doves. The being will not take a hostile action on their next turn.

Color: Blue

### ACRASIA

Level: 1 (+1 die)

I compel a being I touch to act on their basest, most primal instinct on their next action. This spell's effect is accompanied by a howling roar like that of a monstrous ape that only they and I can hear.

Color: Blue

### AEROPHILOUS DESIRE

Level: 2

I float up into the glorious air for one round, up to a short distance. On the next round, I float safely back down unless my descent is interrupted, such as if I grab hold of something. The movement up or down is not part of my action.

Color: Green

### AGLIOPHOBIA

Level: 3 (+1 die)

I make a close creature so afraid of pain of any kind that it will act only to avoid pain, to the point of mania. This likely means fleeing from battle, but also avoiding high places, fire, sharp edges, emotional commitments, and so on.

Depletion: 0 (check each hour)

Color: Blue

### AGONOTHYMIC CONFRONTATION

Level: 5 (+1 die)

I challenge another being within long range to a spirit battle. We both leave our corporeal forms and enter into a Noösphere battleground. Each round thereafter, I attempt a Sorcery-based action with the being's level as my challenge. If I succeed three times before I fail three times, I am triumphant, they are rendered insensate (unable to act for an hour), and the spell ends. If I fail three times before I succeed three times, they have prevailed, I fall unconscious for an hour, and the spell ends. During the battle, neither of us can take any other actions, and our bodies are motionless (and vulnerable). The faint images of our ghostly struggle manifest in the space between us, as though we grip at each other's throats (or the closest equivalent). If either of us suffers damage from an outside source during this time, we both suffer the damage.

Color: Blue

### ANABIOSIS

Level: 6

I return to life after dying. Obviously, this can be cast only when I am a ghost. I am immediately restored to my body, and my body is restored to its least level of function (unconscious, and 1 Wound away from death).

Color: Pale

Facet: Death

THE PATH  
Noösphere, page 14

THE PATH  
Ghost, page 18



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## ANAMNESIS

Level: 2

I recall something that I never could have known. This appears from the **Noösphere** in my brain like any other memory. I choose the general subject, but not the specific bit of information.

Color: Blue

Facet: Divination

### THE PATH

*Noösphere, page 14*

## APPERCEPTION

Level: 5

I tap into the **Noösphere** and gain true understanding of one topic, although the knowledge (or at least my command of it) is fleeting. Immediately upon casting, I can ask three questions on one topic and get short answers (fewer than 20 words) to each of them.

Color: Indigo

Facet: Divination

### THE PATH

*Noösphere, page 14*

### THE WAY

*Divinations and Information-  
Gathering Magic, page 17*

## APOCATASTASIS

Level: 8

I am filled with the restorative powers of the godhead for a moment. Images of translucent angels appear around me, and all can hear them singing. The next three beings I touch have all of their pools restored to full.

Color: Green

Facet: The Legacy

## ATTARAXIA

Level: 4 (+1 die)

I bring calm and serenity to one creature that I touch. They will not take a hostile action until someone takes a hostile action against them or someone does something to them that they do not want, although in such a case, the spell's victim gets to act first.

Depletion: When the sun next rises or sets

Color: Blue

## AUTOMATIC WRITING

Level: 2

If I have something to write with and write upon, I open my body and mind to a random spirit of the dead who can compel me to write something. Although I can ask questions before I cast this spell, hoping to get an answer from the spirit through the writing, I have no control over what I write or don't write.

Depletion: Ends automatically when the spirit is done communicating

Color: Indigo

Facets: Divination, Death

### THE WAY

*Divinations and Information-  
Gathering Magic, page 17*

## BACK TO SHADOW

Level: 11 (+3 dice)

I cast this on a vislae who had self-exiled to Shadow in the past but is not currently in Shadow. The vislae is **pulled back into Shadow**, where they spend time in their old, illusory life and take no actions in the Actuality.

Depletion: 0 (check each day)

Color: Grey

### THE GATE

*Falling back into Shadow, page 7*

## BAPTISM OF FLAME

Level: 6

Up to four beings I touch (or who touch me), one of which must be me, are covered in burning flame and suffer 1 Wound. However, all four beings are then rendered immune to the damage wrought by even the hottest flame or heat imaginable.

Depletion: 0–1  
(check each hour)

Color: Invisible

Facet: Fire

## BARRAGE

Level: 2 (+1 die)

A variety of loose, hand-sized (or smaller) objects around me fly at a nearby target. The target and anyone close suffer damage equal to the level of the spell. The objects may or may not be damaged, as appropriate.

Color: Red

Facet: Air

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## BIND THE BLACK CUBE

Level: 14

I summon the Black Cube from the Void and bind its power to my will. Opening the box is difficult and dangerous. An Intellect-based action is required to solve the puzzle involved, with a challenge of 14. If this should fail, I gain a scourge in all pools and the box disappears. Only curse-lifting or affliction-curing magic of level 10 or higher will remove the scourges.

Opening the box reveals a parchment with a detailed description of any one character secret or house secret, or enough information to learn any one spell I name.

The box lingers for a few rounds after it is opened. Then it disappears.

Color: Pale

Facet: The Dark

THE PATH  
The Dark, page 62

## BLEEDING DARKNESS

Level: 3 (+1 die)

Calling upon the forces of the Dark, I conjure a small sphere of utter darkness in any spot I choose within long range. Should any living creature find themselves within the darkness, they are rent as if by claws and teeth, suffering damage each round equal to the spell's level.

Depletion: 0 (check each round)

Color: Red

Facets: The Dark, Conjunction

THE PATH  
The Dark, page 62

## BLOOD FRUIT

Level: 4

With a few drops of my blood on the ground, I cause a small tree to spring forth, no matter what the conditions might be. The tree grows to maturity within an hour, and thereafter produces enough succulent fruit to sustain four people every day. Casting this spell gives me 1 Wound.

Depletion: 0 (check each day)

Color: Silver

Facet: Earth

THE PATH  
The Transition, page 16

## BORROWED TIME

Level: 5

If I cast this on a dead being while they are still in the *transition* (the Empty, Limbo), they are returned to life. However, their life ends again when the spell depletes. I can't cast this on the same target again unless they have been restored fully to life and then die another time. While they are under the effect of the spell, the target can be fully restored to life by any effect that would normally restore life to a dead being, but all original requirements of the effect remain in place.

Depletion: 0-1 (check each hour)

Color: Pale

Facet: Death

## CALIGINOUS RAPTOR

Level: 2

I conjure a shadowy mist in the form of a giant bird of prey that swoops down and obscures sight in a small area. I can cause the raptor to move anywhere in long range each round (this is not an action).

Color: Grey

Facet: Conjunction

## CALL THE BLACK CUBE

Level: 4

I summon the Black Cube from the Void. Opening the box is difficult and dangerous. An Intellect-based action is required to solve the puzzle involved, with a challenge of 4. If this should fail, I gain a scourge in Intellect and the box disappears. The scourge disappears when the sun next rises.

Opening the box reveals a random ephemera object, level 3 to 5.

The box lingers for a few rounds after it is opened. Then it disappears.

Color: Pale

Facet: The Dark

THE PATH  
The Dark, page 62

## CALLIGRAPHIC DISPLAY

Level: 1

I write up to ten words in the air above my head or the head of someone I touch. The words follow the being around as long as the spell lasts.

Depletion: 0 (check each hour)

Color: Grey

Many vislae use this spell to adorn themselves in interesting ways.

## CANOROUS PLEA

Level: 2

I sing a plea for help and am heard by someone I designate, no matter how far away they are.

Color: Indigo

Facet: Sound



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## CARDIOPHAGY

Level: 3

When I eat a human (or near-human) heart, I **restore** one of my stat pools. Further, if the heart was that of a vislae, I can use one spell or other magical ability they possessed, one time. Eating a heart takes at least two minutes, and that does not include the time required to obtain it.

Color: Pale

Facet: Death



**THE KEY**

*Resting and Refreshing Pools, page 29*

## CARIOUS TOUCH

Level: 5 (+1 die)

I touch one living creature and they begin to age and rot incredibly rapidly. They suffer 1 Wound. On the following round, if I succeed on another roll, they are further wounded, and so on until I do not succeed or until they are dead, a decaying pile of rot.

Color: Pale

Facet: Death

## CATOPTROMANCY

Level: 5

I experience a vision of the biggest effect in the most likely future of an action I state. For example, if I say, "What happens if I steal the Book of Teraggi from Doctor Fenn?" I might see a vision of Fenn hiring a detective to find his missing book. I don't get to determine any parameters on this spell, so what it means to be the "biggest" effect is out of my hands. And of course, any action I take could make the future vision I see more or less likely.

Color: Indigo

Facet: Divination

**THE WAY**

*Divinations and Information-Gathering Magic, page 17*

## CHALICE OF WEAL OR WOE

Level: 2

I create a golden chalice filled with a honeyed wine. When I conjure it, I decide if the wine will be weal (restorative) or woe (poison). One person may drink from the chalice, healing 1 Wound and all Injuries if I chose weal, or suffering 1 Wound if I chose woe. Either way, the chalice then disappears. If no one drinks from the chalice by the time the sun next rises or sets, or if the wine is poured out (even into another container), the chalice disappears.

Color: Silver

Facet: Water

## CHROMATIC STRIKE

Level: 3 (+1 die)

With a forceful gesture, I project a beam of energy directly from one of the suns at a faraway target. Its effect depends on the sun currently active in the Path of Suns.

*Silver:* The energy becomes a generally harmless inanimate object, about 5 pounds (2 kg), in the target's hands. If they were holding something else, they drop it.

*Green:* The target has Injuries healed equal to the spell's level.

*Blue:* The blue ray inflicts mental damage equal to the spell's level.

*Indigo:* If the target is disguised, magically or otherwise, their disguise is ruined.

*Grey:* The target loses their next action.

*Pale:* If the target is a ghost or spirit, they suffer damage equal to the spell's level.

*Red:* The dangerous energies inflict damage equal to the spell's level.

*Gold:* A nonmagical inanimate object held or worn by the target is transformed into a nonmagical inanimate object (of about the same size and weight) of my choosing.

Color: Varies

**THE PATH**

*Path of Suns, page 35*

## CHRONOMANIA

Level: 4 (+1 die)

This curse forces a person I choose within short range to become obsessed with time. They continually check the time to the distraction and detriment of all other activities (if a PC, all actions face 1 scourge; if an NPC, the target is 1 level lower). They grow angry if others are even seconds late or appear to dawdle.

**Depletion:** When the curse is lifted

Color: Blue

Facet: Curse

## CIRCLE OF LUCTUS

Level: 5 (+1 die)

When I am mourning or deeply depressed, with Despair at least 2 higher than Joy, a metal ring appears on my hand. The ring drips with fresh blood at all times. When I make a fist with the hand wearing the ring, as an action, I can loose goutts of black and red energy that attack a target within long range, inflicting damage equal to the spell's level.

**Depletion:** 0 (check each round)

Color: Red

## CIRCUMAMBIENT ASSAULT

Level: 4

I create **illusions** of many foes and dangers coming at a creature within long range for one round. The target loses their next action dealing with the illusory assault, and their defenses are decreased by 1.

Color: Grey

**THE WAY**

*Illusions, page 19*

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## CIRCUMVALLATION

Level: 7

I surround myself and the large area around me with a stone wall 12 feet (4 m) high that is 8 feet (2 m) thick at the base and 5 feet (1.5 m) thick at the top. The wall has battlements that protect a walkway atop it.

**Depletion:** 0 (check each hour)

**Color:** Silver

## CLASPED FLESH

Level: 1

I make a single item that I could lift with one hand stick to me (anywhere I choose). The bond cannot be broken unless the spell ends, the object is destroyed, or I die.

**Depletion:** Ends automatically when the sun next rises or sets

**Color:** Silver

## CLEANSING

Level: 2

With a conjured shower of silvery vapor, I rid a close creature of dirt, grime, and sweat, as well as poison, disease, or curse from their system, as long as the affliction is lower level than the spell. This spell does not restore damage already inflicted by poison or disease.

**Color:** Green

## CLEMENCY

Level: 4 (+1 die)

I force someone hostile to show me mercy and forgiveness. The being does not attack and even allows me to retreat, as long as I do not move toward them or into an area of which they are protective. Any hostile action on my part or the part of anyone clearly allied with me ends the spell and my defenses against the being suffer a -1 penalty forever. For each additional point spent casting this spell, I can potentially add another target, but this does not affect the spell's level.

**Color:** Blue

## THE CLOUD OF UNKNOWNING

Level: 6 (+1 die)

I weave strands of mystic energy to create an opaque cloud of mist covering a small area. Anyone within the cloud (except me) suffers points of **mental damage** equal to half the level of this spell. Further, they forget one idea or fact that they know. The lost knowledge is restored when the points are recovered. The cloud remains until the spell depletes.

**Depletion:** 0 (check each round)

**Color:** Blue

THE WAY  
Mental damage, page 19

## COLOR DOOR

Level: 7

I draw upon the energies of the **Path of Suns** within my own soul and create a doorway leading to the realm of a sun different than the one under which I currently stand (I must cast this spell during the day, although it does not have to be in direct sunlight). The door leads to a sun that I choose, but the exact location in that realm is random. The door persists long enough for me and up to eight other people to get through it, if we hurry.

**Color:** Pale

**Facet:** Day

THE PATH  
Path of Suns, page 35

## COLOR SHIELD

Level: 7 (+1 die)

I choose a sun's color, and all active magical effects associated with that color cannot come close to me. If Red is chosen, for example, the mass created by Quiddity of Corrosion can't reach me and a Savage Cleave spell cast upon me fails. This includes effects that are normally permanent, like the effect of a changery (probably Gold) or the power of a secret as long as the effect is level 10 or lower. The level of the effect serves as the challenge, but two successes are required. If the right color is selected, this spell will hedge out a being brought by a summoning, a thoughtform, or a magical construct.

**Depletion:** 0 (check each round)

**Color:** Invisible

**Facet:** Metamagic

## COMMUNAL LOCATION

Level: 3

If anyone stands in a spot that I have marked with the **Designated Place** enchantment, regardless of how far away it is, they can open a two-way telepathic conversation with me. The conversation lasts as long as I concentrate, but as I do so, I am completely unaware of what's happening around my actual location. If I want the effect to continue and enable someone to communicate with me again, I must recast this spell. However, I can do so from any distance.

**Color:** Indigo

THE WAY  
Designated Place, page 34



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## CONFUSED ALLEGIANCES

Level: 5 (+1 die)

I cloud the mind of one creature in a combat situation so they think they are fighting enemies and helping allies, but they are actually harming their allies and aiding their foes. The voices of their real allies seem to be coming from their enemies and vice versa, so reasoning with them does not help. If a true enemy (a perceived ally) strikes them, it ends the spell, but actions by true allies will not do so.

**Depletion:** 0–2 (check each round)

**Color:** Blue

## CONJOINMENT

Level: 6 (+1 die)

I pick two beings that are near each other. If I can affect them both with this spell, they fly together with great force, both suffering damage equal to the level of the spell. Upon contact, they are stuck together, and due to the impact, their positioning is likely awkward. Until the spell ends, the two cannot be separated, and all actions they attempt are hindered by –2. If they can move at all, it is at half the speed of the slower of the two.

**Depletion:** 0 (check each round)

**Color:** Gold

*If a being is conjoined with a much larger being, the larger one is likely less hindered and the smaller one far more hindered, depending on the circumstance.*

## CONJURED CASEMENT

Level: 5

I coat myself with a conjured bone-white paste that hardens quickly. When I need to move, it softens in the joints and other places so I am not hindered. It grants me +2 Armor.

**Depletion:** 0–2 (check at the end of each combat encounter).

Ends automatically when the sun rises or sets.

**Color:** Invisible

**Facet:** Conjunction

## CONJURED LOVER

Level: 2

I create a simulacrum of a being of any appearance I choose. The simulacrum is incapable of doing anything other than having consensual, non-harmful sex (with me or another being I choose).

**Depletion:** When the sun next rises or sets

**Color:** Silver

*Some vislae have been known to become addicted to the Conjured Lover spell as surely as they would a drug.*

## CONSIGNMENT

Level: 7 (+1 die)

I instantly send a nearby target (not me) to a spot that I have marked with the **Designated Place** enchantment, regardless of how far away it is.

**Color:** Green

*Consignment can be used to send friends to a place of safety or send foes to a prison, depending on the location of the Designated Place.*

THE WAY

Designated Place, page 34

## CONTROL THE BLACK CUBE

Level: 6

I summon the Black Cube from the Void and control what contents will be found within (to a point). Opening the box is difficult and dangerous. An Intellect-based action is required to solve the puzzle involved, with a challenge of 6. If I fail, I gain a scourge in Intellect and the box disappears. The scourge disappears when the sun next rises. Opening the box reveals any one ephemera object I wish up to level 8. Should I cast this spell again, the object I found in the previous box vanishes back into the Void. The box lingers for a few rounds after it is opened. Then it disappears.

**Color:** Pale

**Facet:** The Dark

THE PATH

The Dark, page 62

## CONVIVIAL RELATIONS

Level: 2 (+1 die)

Two beings within short range become more friendly. Any attempts at pleasant social interactions between them gain +1.

**Depletion:** Ends automatically when the sun next rises

**Color:** Blue

## CORPSE WHISPER

Level: 3 (+1 die)

After I kill a creature, I cast this spell to make them repeat a phrase of my choosing of up to 17 words in length. The corpse will continue to whisper the phrase over and over.

**Depletion:** Ends automatically when the sun next rises

**Color:** Pale

**Facet:** Death

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### CORPSE'S FORMER MASTER

**Level:** 6 (+1 die)

If I touch the remains of a dead creature that was not higher level than the spell, I conjure its spirit, which lingers for a few minutes. During this time, I can speak with it and the spirit gives the answer it knows to one question I ask.

**Color:** Pale

**Facets:** Death, Conjunction

### CORPUS REPLICA

**Level:** 2 (+1 die)

I create a duplicate of a creature that I'm touching, but the duplicate is dead. Effectively, I have made an utterly realistic fake corpse of the creature. The creation is permanent, although like any dead body, it begins to decay immediately.

**Color:** Silver

**Facet:** Death

*Meat eaters may find Corpus Replica useful for their own reasons.*

### COUNTERSPELL

**Level:** 2 (+1 die)

I cancel one ongoing spell cast by someone else. The level of the spell serves as the challenge, but two successes are required. (Note that this works only on spells, not on other forms of magic.)

**Color:** Invisible

**Facet:** Metamagic

### CRESCENDO

**Level:** 3

Music gradually fills the area around me, its volume and intensity growing. Each round, all beings within close range of me when I first cast the spell move a bit faster. On rounds one and two, all actions gain +1. On round three and after, those affected can take two actions each round (each with +1). On round four and after, all actions gain +2. On round six and after, those affected suffer 1 Wound per round from the stress of the constant acceleration.

**Depletion:** 0-1 (check each round)

**Color:** Gold

**Facet:** Sound

### CROWN OF CHAINS

**Level:** 3 (+1 die)

I conjure a crown made of woven chain links that cannot be removed from my head until the spell depletes. As an action, I can cause the chains to extend from the crown to do one of four things.

1. Attack a close target with a lash, inflicting damage equal to the spell's level.
2. Grasp a close, unsecured inanimate object that I could lift with one hand and bring it to me (grasping it with my hand is part of the action).
3. Wrap around a close secured object to anchor myself (the chain can hold my weight).
4. Attempt to grasp a close being and hold them fast, as if I were grabbing them with my own arms (using my Physicality if needed).

**Depletion:** 0 (check each round)

**Color:** Silver

### CRYPTAESTHESIA

**Level:** 2 (+1 die)

With a wave and a word, I see beyond the wall, door, or other barrier that I touch, for as long as I touch it, as if I stood on the other side.

**Color:** Indigo

**Facet:** Divination

*If it is dark on the other side of the barrier, the caster won't see anything (unless they can see in the dark).*

### CURSE OF THE CLOSED EYE

**Level:** 3 (+1 die)

With this curse, I can no longer perceive a nearby being and they can no longer perceive me.

**Depletion:** When the curse is lifted

**Color:** Grey

**Facet:** Curse

### A CURSE OF FEATHERS

**Level:** 5 (+1 die)

The being I curse, who must be within long range, randomly sprouts birdlike things from its own flesh, tearing and screeching as they do. Each time this happens, the victim loses an action and suffers 4 points of damage. It happens immediately and then whenever a 0 on a die is rolled (checking each round).

**Depletion:** When the curse is lifted

**Color:** Red

**Facet:** Curse



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## DARK NOISE

Level: 4 (+1 die)

By creating a resonating, almost imperceptible sound, I poison the ears of all within an area of short diameter that is within very long range. Those in the area suffer 3 points of damage each round, and begin to lose all coordination. For PCs, their Movement pool gains 1 scourge. For NPCs, all movement actions are hindered by 1. This penalty ends when the damage is restored.

**Depletion:** 0–4 (check each round)

**Color:** Red

**Facet:** Sound

## DEATH WARD

Level: 8 (+2 dice)

I cast this on the dead remains of a being and prevent them from coming back to life, even via spells. Only the ritual **Return to the Living** (or similarly potent magic) can overcome this ward.

**Color:** Pale

**Facet:** Death

### THE WAY

*Return to the Living, page 43*

## DEATH'S SECRET

Level: 7

If I die while this spell is in effect, I do not become a ghost. Further, I can be brought back to life by an effect that normally requires knowledge of my **secret name** without that knowledge. Finally, if someone speaks my secret name over my corpse three times on three consecutive nights, I'm automatically restored to life.

**Depletion:** 0 (check each sunset)

**Color:** Pale

**Facet:** Death, Night



### THE KEY

*Secret Name, page 140*

## DEBELLATE

Level: 6 (+1 die)

I subdue a being within short range, binding them with conjured coils of rope and draining them of their will to struggle, fight, or do anything but remain still and quiet.

**Depletion:** 0–1

(check each round)

**Color:** Blue

**Facet:** Conjunction

## DECISIVENESS OF THE BLADE

Level: 2

I add 2 bene to my Accuracy pool.

If I am an **Empath**, this spell costs me only 1 Sorcery to cast if I do so while holding a sword, knife, or other blade.

**Color:** Green

*Effects that only add bene last until the bene are used.*



### THE KEY

*Empath, page 68*

## DECRESCENDO

Level: 4 (+1 die)

Music gradually fills the area around me, its volume and intensity diminishing. Each round, all beings within close range of me (other than me) when I first cast the spell move a bit slower. On rounds one and two, all actions are hindered by 1. On round three and after, all actions are hindered by 2 rather than 1. On round six and after, those affected suffer 1 Wound per round as their bodies begin to shut down.

**Depletion:** 0–1 (check each round)

**Color:** Gold

**Facet:** Sound

## DEGLUTITION

Level: 4 (+1 die)

My mouth opens impossibly wide and I swallow an object I can hold in one hand instantly and safely, destroying it.

**Color:** Red

*Estaeban the Weaver once ended the threat of a sorcerous bomb that would have destroyed a significant portion of Fartown with this spell.*

## DELIQUESCE

Level: 2

I transform my body, whatever I'm wearing, and whatever I'm holding in my hands to water. I move extremely slowly (only 1 foot [30 cm] each round) but can seep under doors and through tiny holes. I can take no action other than moving, although I'm aware of my surroundings while I'm water. Normally I cannot be harmed, but any condition that could affect water, like heat that boils any bit of me, cold that freezes me to ice, or even cloth that might soak me up ends the spell immediately.

**Depletion:** 0–4 (check each hour)

**Color:** Gold

**Facet:** Water

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### DELIRATION

Level: 3

I go a little mad so that my madness can bring me power. I gain 1 bene in all my pools. However, if I attempt any Intellect-based actions, the GM can suggest an action for me to take on the following round that reflects my temporary madness (probably one that is random, strange, or inappropriate). Should the GM exercise this option, I automatically succeed at the action this round.

**Depletion:** Ends automatically when the sun next rises or sets

**Color:** Blue

### DEMONSHRIEK

Level: 3 (+1 die)

I summon an incorporeal demonic entity that psychically assaults a nearby being, inflicting 1 Anguish and forcing them to lose their next turn. If the being resists the demon's mental shriek, the negative feedback is channeled to me and I potentially suffer the damage unless I can resist the spell.

**Color:** Pale

### DENTATA

Level: 2

A close inanimate object of my choosing forms a mouth filled with teeth and bites anyone (not me) that comes close to it. If someone is touching it or tries to touch it, the bite attack automatically succeeds. Otherwise, the object attacks as a creature of the same level as the spell.

**Depletion:** 0–1  
(check each round)

**Color:** Gold

### DISMISSED DISTANCE

Level: 4

The next spell I cast can be cast upon someone standing in a location specified with the **Designated Place** enchantment, regardless of how far away it is. Any spell will work, even those requiring touch, other than spells that affect only me. It is likely that I'll want to have used Dissociative Presence or some other means to know who it is I am casting the spell upon.

**Color:** Green

**Facet:** Metamagic

#### THE WAY

*Designated Place, page 34*

### DISSOCIATIVE PRESENCE

Level: 4

I sense everything happening in a spot that I have marked with the **Designated Place** enchantment, regardless of how far away it is. It is as if I am standing at that location. If I wish, I can make an insubstantial vision of myself standing there that can be seen and heard by anyone there, or I can simply observe. Either way, this lasts as long as I concentrate, but as I do so I am completely unaware of what's happening around my actual location.

**Color:** Indigo

#### THE WAY

*Designated Place, page 34*

### DREAM INTRUSION

Level: 2 (+1 die)

I enter the dream of a close being who is asleep and already dreaming. I can take on whatever appearance I want, change the environment, and essentially control whatever happens. The dreamer, when they awaken, remembers the dream, but to them it is just a dream, foggy and strange, and it fades quickly. There are no other lasting effects, no matter what I did in their dream.

Casting this spell takes an action, as normal, but I must concentrate while the dream is going on, which usually requires ten to fifteen minutes.

**Color:** Blue

### DREAM STUDY

Level: 2

When next I sleep, I can use that time to read or study if I lay the materials out beforehand. This is because while my body rests, my spiritform leaves my body and reads. I cannot cast this spell on consecutive nights without inflicting 2 mental damage on myself.

**Color:** Indigo

### DREAMSEEKER

Level: 5 (+1 die)

When next I sleep and then wake, I get a clue as to the whereabouts of a specific being or object that I choose when I cast the spell.

**Color:** Indigo

**Facet:** Divination

#### THE WAY

*Divinations and Information-Gathering Magic, page 17*



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### EGOIST'S DREAM

**Level:** 1 (+1 die)

I curse a nearby being to see all other beings as having their face, even if the juxtaposition makes no sense. Thus, even a cat, a spider, or a massive demon would bear their image.

**Depletion:** When the curse is lifted

**Color:** Grey

**Facet:** Curse

### EIDOLON OF REST

**Level:** 3 (+1 die)

Cast right before I sleep in my own house, this spell ensures that the house is safe from intrusion and I am safe from harm. My house gains +3 levels for these purposes.

**Depletion:** Ends automatically when the sun next sets or rises

**Color:** Invisible

### ELDRITCH ESCUTCHEON

**Level:** 5 (+1 die)

I create a ward over a single structure that I stand within. This prevents any sort of magical sensory intrusion, magical transportation, summoning, or similar passage.

**Depletion:** Ends automatically when the sun next sets or rises

**Color:** Invisible

### ELEGY OF OPPORTUNITY

**Level:** 4

Whenever someone close by me dies, one of my pools is restored. A skull-like visage appears about my head each time the spell's effect triggers.

**Depletion:** 0–2 (check each hour)

**Color:** Pale

**Facet:** Death

### ELEMENTAL SCAR

**Level:** 3 (+1 die)

I choose one of the classical elements (earth, air, fire, or water) and use it to lash out at a nearby being with a burst of energy that inflicts damage equal to the spell's level. If the being is wounded because of this, they bear a visible scar indicative of the element. Earth makes a glistening, stony scar. Air leaves an open wound that emits wisps of steam or smoke. A fire scar literally glows like an ember, while a water scar drips with watery pus.

The wound cannot be healed until the spell depletes.

**Depletion:** When the sun next sets  
**Color:** Red

### EMBLEM OF AGREEMENT

**Level:** 6

This spell places a magical seal on a written agreement that two willing beings both sign. Should one of them break the terms of the agreement, they gain 1 Wound that cannot be healed until things are reconciled. If things are not reconciled to the satisfaction of the other person within ten days, the breaker is wounded again. This continues every ten days until reconciliation or death, whichever comes first.

**Color:** Indigo

### EMERALD BLESSING

**Level:** 3

With a flash of green around my eyes, I grant a being that I touch magical assistance so that they gain 3 bene in pools of their choosing (NPCs gain +1 level for about an hour). While the spell is in effect, the green glow disappears from my eyes and appears around theirs. A being cannot be affected by this spell more than once each day.

**Color:** Green

### EMOTIONAL INVERSION

**Level:** 3 (+1 die)

I glare at a nearby person and whatever emotion they are feeling is turned inside out, becoming its opposite. Hate turns to love. Certainty becomes confusion. Fear turns to bravery. And so on.

**Depletion:** 0 (check each round)  
**Color:** Blue

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### EMPERY

Level: 8 (+1 die)

I mentally enslave a number of beings equal to the spell's level, none of which can be higher level than half the spell's level. I must roll to affect each being separately. Once enslaved, they will do anything I verbally command, even if they normally could not understand me. They move jerkily and with glazed expressions, making it fairly obvious to most that they are ensorcelled.

**Depletion:** 0 (check each day)

**Color:** Blue

#### THE WAY

*Influencing and Controlling Minds,  
page 19*

### ENHANCED PHYSIQUE

Level: 3

I add mass to my body in the form of sinew, bone, and muscle. This grants me 3 bene to Physicality.

**Color:** Gold

*Effects that only add bene to pools end  
when those bene are used.*

### ENTRAPMENT

Level: 8 (+1 die)

I encase a faraway being about my size or smaller in a sphere of translucent magical force that floats above the ground a few inches. The trapped being cannot use magic of any kind, nor can they be harmed or affected by magic unless the sphere is dispelled or destroyed.

**Depletion:** 0–4

(check each hour)

**Color:** Silver

### ENTREAT THE BLACK CUBE

Level: 5

I summon the Black Cube from the Void. Opening the box is difficult and dangerous. An Intellect-based action is required to solve the puzzle involved, with a challenge of 5. If I fail, I gain a scourge in Intellect and the box disappears. The scourge disappears when the sun next rises. Opening the box reveals a parchment with the secret name of a random angel, devil, or ghost of level 3 to 5. The box lingers for a few rounds after it is opened. Then it disappears.

**Color:** Pale

**Facet:** The Dark

**THE PATH**  
*The Dark, page 62*

### ENVENOMED MAW

Level: 3

My mouth grows mandibles like those of a spider. Alternatively, if I choose, a spiderlike mouth (about the size of my own mouth) appears somewhere else on my body, such as the palm of my hand or my shoulder. Thereafter, I can make an attack with this mouth, inflicting damage equal to the spell's level and injecting poison that stiffens joints and muscle, giving the victim a vex to Movement.

**Depletion:** 0 (check each round)

**Color:** Gold

### EPHEMERON

Level: 3

From a handful of dust or dirt, I create a single mundane item that I can hold in one hand, such as a knife, an axe, a shovel, a pen, a hammer, or a raincoat. For as long as it lasts, the item functions as a normal example of its type.

**Depletion:** 0–3

(check each hour)

**Color:** Silver

### EPITHYMY'S GRIP

Level: 4 (+1 die)

I fill a being that I touch with desire and lust for a close target that I specify. They spend their actions attempting to touch or possess the object of their desire.

**Depletion:** 0–2

(check each round)

**Color:** Blue

### ESCUTCHEON

Level: 3

I conjure a small shield that I hold in one hand. With it, I deflect attacks, both physical and magical. My Dodge and Resist actions gain a +1 bonus. If I spend twice the Sorcery, I have a shield in both hands, which means I have no free hands, but the Dodge and Resist bonuses are +3.

**Color:** Invisible

**Facet:** Conjuration

**Depletion:** 0

(check each round)



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### EVANESCENCE

**Level:** 6 (+1 die)

I fade from sight and hearing. Those observing me fade forget that I even existed. Any action I take that might reveal myself, such as making an attack or moving a heavy object across the floor, ends the spell.

**Depletion:** 0–2

(check each round)

**Color:** Grey

### EXACTING EYE

**Level:** 3

My eye sparkles with silver and I gain supernatural aim. I gain 3 bene to my Accuracy pool.

**Color:** Indigo

*Effects that only add bene to pools end when those bene are used.*

### EXECRATION

**Level:** 4 (+1 die)

I transform a creature into a hideous version of itself. The transformation occurs slowly, over the course of a few hours. When it is done, the creature is so horrific that no one will willingly look upon them. The curse lasts until someone sincerely professes love and physical attraction for the victim.

**Depletion:** When the curse is lifted

**Color:** Gold

**Facet:** Curse

### EXIGUOUS APPEASEMENT

**Level:** 1

I conjure a trifle that will please a specific nearby being I choose. The object is impractical and inexpensive, but delightful to the target. Examples include a piece of their favorite candy, a paper origami of their favorite animal, or a glass bead that is their favorite color. I don't control what I create, but I know it will please them if I give it as a gift. In certain circumstances, it might grant me a one-time bonus to an interaction.

**Color:** Silver

### EXPANSIVE ARENA

**Level:** 7 (+1 die)

Every being within long range (including myself) is transported to an extradimensional arena created by this spell. Combat in the arena has no effect on anything outside the extradimensional space. This arena lasts until all involved agree to cease hostilities, at which point all affected are returned to their original position.

**Color:** Pale

**Facet:** Teleportation

### EXQUISITE PAIN

**Level:** 2 (+1 die)

A being I touch is filled with an intense longing for something (or someone) they know they can never have. The object of their desire is drawn from their own life—I do not necessarily even know what it is when I cast the spell. During this period of pain, all their actions suffer a –2 penalty.

**Depletion:** 0 (check each round)

**Color:** Blue

### EXTIRPATION

**Level:** 7 (+2 dice)

Other than myself, all living creatures within a medium area around me suffer damage equal to 4 less than the spell's level as I drain their life essence in a single burst of dark energy.

**Color:** Red

**Facet:** The Dark

### EYE OF IMMANIS

**Level:** 3

I gaze into the abyss and take from it monstrous energies. I grow at least a foot taller and gain a beastly countenance, complete with claws and large teeth. I add 3 bene to my Accuracy pool, and I can make a melee attack that inflicts damage equal to the level of the spell.

**Depletion:** 0–2 (check after each combat encounter). Ends automatically when the sun next rises or sets.

**Color:** Gold

**Facet:** The Dark

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### EYE SPY

Level: 3

I create a large human eye about the size of a fist. I can see through the eye as though it were my own. Further, as my action, I can cause it to move a short distance each round, hovering about 5 feet (1.5 m) above the floor. If it suffers any damage, the spell ends.

**Depletion:** 0 (check each round)

**Color:** Silver

### EYES OF THE CAT

Level: 2

My eyes transform into those of a cat, and I can see in the dark as if it were light.

**Depletion:** When the sun next rises

**Color:** Gold

### EYES OF THE HAWK

Level: 2

My eyes transform into those of a hawk. I add 3 bene to my Perception pool, and I can see three times as far as normal.

**Depletion:** When the sun next rises or sets

**Color:** Gold

### FALSEHOOD'S HALO

Level: 2 (+1 die)

Anyone nearby (except me) who knowingly tells a lie glows with a halo of orange light.

**Depletion:** Automatically ends at the end of the interaction encounter

**Color:** Indigo

### FERMATA

Level: 4

I make my spells last longer. The next spell I cast after this one that has a depletion roll requires that two such rolls need to be made before the spell ends.

**Color:** Gold

**Facet:** Metamagic

### FICTIONAL SAVAGERY

Level: 5

I conjure a construct of pure energy in the form of a creature from a story that I choose. Regardless of appearance, the creature is the same level as the spell and makes a single attack. The creature can only move and make attacks, but it does so as I direct, requiring my action each round. The creature must remain within long distance of me or it dissipates. If I do not use my action to control the creature, it remains still, although it defends itself if attacked.

**Depletion:** 0 (check each round) or until destroyed

**Color:** Silver

**Facet:** Conjuration

### FIGMENT

Level: 2

I create a visual **illusion** of a creature my size or smaller within long range. It lasts one round longer than I concentrate (doing nothing else but directing its actions).

**Color:** Grey

### FINGERSNAKES

Level: 4 (+1 die)

The fingers on one of my hands turn into serpents that grow long enough to bite foes up to a short distance away. Each serpent (up to five on a normal hand) makes one attack and, if successful, inflicts damage equal to 2 less than the level of the spell and injects the target with a special proximity venom. The venom inflicts 1 point of damage each round the target remains within very long range of me.

**Depletion:** When all snakes have made an attack

**Color:** Red

THE WAY  
Illusions, page 19



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### **FIRESIGHT**

**Level:** 2

I can see out of any flame within a mile, as long as I have a good idea that it's there. (If there is no flame where I think, the spell ends.) I have 360-degree vision, but no other special sight. While the spell functions, the flame appears to have two eyes within it, but they are difficult to notice. The spell ends when I wish to see from my normal eyes.

**Color:** Indigo

**Facets:** Divination, Fire

### **FLESH MAIL**

**Level:** 2

My skin becomes like malleable iron and I gain +1 Armor.

**Depletion:** Automatic (at the end of a combat encounter)

**Color:** Invisible

*Some people are attracted only to those whose flesh is currently affected by magic.*

### **A FLUTTER OF FETTERS**

**Level:** 4 (+1 die)

Bone manacles, laced with iron, appear around the legs of a nearby being I choose. The victim cannot walk or run.

**Depletion:** 0 (check each round)

**Color:** Silver

### **FOUND WANTING**

**Level:** 1 (+1 die)

I name a level and cast this spell on a close target. If the target's level is lower than the level I've named, it sparkles briefly with an orange halo.

**Color:** Indigo

**Facet:** Divination

### **GIBBERING FOOL**

**Level:** 2 (+1 die)

A being that I touch can only make unintelligible noises when they try to speak.

**Depletion:** 0–2

(check each hour)

**Color:** Blue

### **GLARE OF ENMITY**

**Level:** 3 (+1 die)

I stare at a nearby being and instill in them a deep hatred either for me or for an object or being I touch while casting the spell. Beings of lower level than the spell can't help but attempt to destroy the object of their hatred. Those of the spell's level or higher may react with violence or not, depending on the circumstances.

**Depletion:** 0–1 (check each hour)

**Color:** Blue

### **GODSPEED**

**Level:** 4

When I move, I cover three times as much ground as normal. Further, I am tireless while I run. A multicolored blur trails behind me when I move.

**Depletion:** 0–2

(check each hour)

**Color:** Green

### **GRUDGE**

**Level:** 3 (+1 die)

A grudge is a magical barrier that I create to hedge out up to ten specific individuals I name when I create it. Against the named individuals, the barrier is 5 levels higher than the spell's level. It does not affect anyone else. The barrier can be in any shape, but it must fit within a small area.

**Depletion:** 0 (check each day)

**Color:** Silver

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## GUILE'S TONGUE

Level: 3

When I tell lies while this spell is in effect, I gain an enhancement of 1 additional die.

**Depletion:** 0 (check each lie)

**Color:** Grey

## HALO OF EYES

Level: 4

Eight to ten eyes appear and orbit around my head. Most are human, but some are not. I gain 4 bene to my Perception pool, and I can see in all directions at once (while the bene last).

**Color:** Silver

## HARIOLATION

Level: 3

I peer through the veils surrounding me to snatch a glimpse of the future. I learn the basic details of one event that will occur within the next few days if I and those I know do not intervene in any way. I do not get to determine which event I learn of, but I will know at least one person involved with or affected by it. My intervention may or may not change the event.

**Color:** Indigo

**Facet:** Divination

**THE WAY**  
Divinations and Information-  
Gathering Magic, page 17

## HAUNT OBJECT

Level: 8

As a stage 4 ghost, I inhabit and animate an inanimate object. The spell grants the object limbs, eyes, a mouth to speak, and anything else it might require, but otherwise it operates based on its shape and nature. So a stone table might use its existing legs, but it grows stone arms and the tabletop forms a face. A statue of a person would likely need no modifications. Neither would a corpse. At any time, as an action, I can revert the object to its original form.

As a PC object, my Qualia pools are my own, and my Certes pools are derived by taking the level of the object and dividing it among those pools. GMs may grant bonus Physicality to objects made of strong, sturdy materials (perhaps +1 for stone, +2 for metal, and so on).

**Color:** Pale

**THE PATH**  
Ghost, page 18

## HEART'S MESSENGER

Level: 4

I create a level 1 animal of my **heart**—a swan, rat, cat, or raven—and give it a message to deliver for me. The message can be written on a single sheet of paper, a verbal message of up to fifty words, or both. The animal will deliver the message, but only if the recipient is somewhere that the animal can reach. Regardless, the animal moves very fast—up to 5 miles (8 km) in a single hour—and it needs only an hour of rest in a day. The animal might be caught, killed, or otherwise kept from its mission, but if it can reach its destination, it will. In either case, the spell ends.

**Color:** Silver

**THE KEY**  
Heart, page 65

## HEART'S MEMENTO

Level: 3

I create a functional level 1 object of my **heart**—a mirror, clock, blade, or (blank) book. I cannot control the size, shape, or final form of the memento. In addition to conventional use, the memento offers me or anyone else of the same heart 2 bene in any stat pool of my choosing.

**Depletion:** Ends automatically when the sun next sets

**Color:** Silver

**THE KEY**  
Heart, page 65

## HEAVEN AND EARTH ARE MINE

Level: 9 (+2 dice)

I can pluck a star from the sky or call up a mass of molten metal from the ground. Either way, I now have an enormous, burning hot weapon that I can wield to attack a medium area within very long range as an action. The weapon inflicts damage equal to 4 less than the spell's level to all within the area (except me). Inanimate objects of a lower level than the spell are automatically destroyed (even swaths of terrain).

**Depletion:** 0 (check each round)

**Color:** Silver

**Facets:** Earth, Fire

## HEMAKINESIS

Level: 5 (+1 die)

Blood obeys my command. I affect a wounded creature's wounds within short range, either to aid them or to harm them. If I wish to aid them, they are healed of 1 Wound and all Injuries. If I wish to harm them, their wounds tear open and bleed more profusely as they suffer an additional Wound.

**Color:** Green

Attacks that inflict Wounds rather than damage ignore Armor.



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### HIDDEN VENOM

Level: 2 (+1 die)

I ingest a poison as I cast this spell. The poison does not harm me, but instead, I can now introduce it into the system of a creature that I touch. I can choose which creature, but if I have not transferred the poison to someone by the time the sun next rises or sets, the spell ends and I suffer the poison's ill effects.

Color: Red

### HUNT THE LOST

Level: 5 (+1 die)

Using the **Noosphere**, I learn the location of one being whose name I know. If they are within 5 miles (8 km), I learn their direction and distance. If they are farther than 5 miles away, I learn a place name.

Color: Indigo

Facet: Divination

#### THE PATH

*Noosphere, page 14*

#### THE WAY

*Divinations and Information-  
Gathering Magic, page 17*

### IGNIPOTENCE

Level: 8 (+2 dice)

I am like unto a god of fire. I wreathe myself in flames, granting me two distinct abilities.

1. Anyone who comes close enough to touch me suffers 3 points of damage per round from the heat, if I wish it. This is not an action.
2. I control flame within long range, including the flames surrounding me thanks to this spell. I can cause any open flame to burst in a small area, inflicting damage equal to half the level of the spell to all in that area (except me). Alternatively, I can cause the flame to lash out like a whip against any single target within short range of it, inflicting damage equal to the level of the spell. Last, I can extinguish any such flame. Using my power in this way is an action.

Depletion: 0 (check each round)

Color: Gold

Facet: Fire

### IGNORANCE OF PAIN

Level: 1

I am extremely resistant to pain. Physical torture does not weaken my resolve. I can ignore any effect, magical or otherwise, that would use pain to influence me in any way.

Depletion: When the sun next rises or sets

Color: Blue

### ILLUMINATING GLOW

Level: 1

An object I touch glows brightly with light.

Depletion: When the sun next rises

Color: Gold

*This spell is very similar to the process for creating the shamlight lamps that light many Satyrine streets.*

### ILLUMINIST CHALLENGE

Level: 5 (+1 die)

I challenge a close being to a test of lore. For this spell to work, we both must have some skill in that area of knowledge. The spell poses a difficult question in the topic in both our minds, and whomever cannot answer it (possesses less skill in that area) suffers damage equal to the spell's level.

Color: Blue

*As NPCs often don't have ratings for levels of skill, the GM will have to use their best judgment when Illuminist Challenge is used on them.*

### IMAGINARY THREAT

Level: 1 (+1 die)

I choose a nearby being. My hand appears to hold the most threatening object (that I could hold in one hand) that being could imagine. Only they see it, but any intimidation action I attempt with them gains a +1 bonus.

Depletion: Ends automatically at the end of the interaction encounter

Color: Blue

### IMBUE KNOWLEDGE

Level: 2

I tie some knowledge to a specific location or an event in that location, so that others who visit that location or experience the event gain the knowledge. For example, a needle trap that I set at the entrance to my house poisons an intruder, and the intruder suddenly knows that I have the only antidote to the poison and they must find me to negotiate to get it. Once triggered, the spell fades.

Color: Indigo

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## IMPEDIMENTA

Level: 1

I create a series of barriers and impediments using the natural terrain within short range. If on rocky ground, the stones grow large and jagged. If in the woods, branches and roots stretch out. In a city, barrels, short brick walls, or loose cobblestones become prevalent. Anyone (except me) attempting to move through the area on foot does so at half normal speed.

**Depletion:** 0 (check each round)

**Color:** Silver

## IMPLICATION AVERSION

Level: 6 (+1 die)

While this spell is in effect, divinations that would identify me as the caster of any other spells I cast instead implicate another vislae that I choose at the time I cast this spell.

**Depletion:** Ends automatically when the sun next rises

**Color:** Grey

## INCULPABLE AURA

Level: 2

If someone attempts to discover my guilt in a situation (through interrogation or other investigative means), their actions to do so are hindered by 1.

**Depletion:** 0–2 (check each day)

**Color:** Invisible

## INEFFABLE THOUGHT

Level: 7 (+1 die)

I connect to a thinking being through the Noosphere with limitless range and place in their mind a thought so disturbing or unthinkable that it inflicts mental damage equal to 2 less than the level of the spell. To do so, I must know either their name and location or their secret name. If they successfully resist, the thought comes back to me and I suffer the damage.

**Color:** Blue

THE PATH  
Noosphere, page 14

## INFUSE REMAINS

Level: 5

I conjure a disembodied spirit (a ghost, demon, or other spirit) and force it to inhabit a corpse I touch. The spirit retains its own mind and outlook, but gains any physical attributes of the body it now inhabits and operates as a creature 2 levels lower than the spell's level. In exchange for the body, the spirit must complete one task I give it that will take no longer than a week. Thereafter, it is on its own.

**Color:** Pale

**Facet:** Death, Conjunction

## INSIGHTFUL ANALYSIS

Level: 5 (+1 die)

I examine an active magical effect closely and learn its level, its color, its facets (if any), its general nature, and the name of the caster. If the caster is alive, I must make a roll to learn their name as if I cast the spell on them.

**Color:** Indigo

**Facet:** Metamagic

## INTERROGATOR'S BOON

Level: 4

When I attempt to intimidate someone who is bound or otherwise helpless, my voice gets louder and deeper, and my eyes glow red. All intimidation actions gain +1 die.

**Depletion:** Automatic at the end of the intimidation encounter

**Color:** Gold

## INVIGILATOR

Level: 2

I conjure a small, translucent spirit to keep watch. It never leaves my side while the spell remains. Once it appears, I can give it specific guidelines of what to watch for, and if it spots that thing, it whispers in my ear. For example, I can tell it to watch for anyone who approaches while I sleep, anyone who attempts to pick my pocket, or anyone within sight who is wearing a red rose in their lapel. The spirit can see as a normal person can see (it needs light, can't see invisible things, and so on), but it has 360-degree vision.

**Depletion:** When the sun next rises or sets

**Color:** Invisible

**Facet:** Conjunction

*The Invigilator doesn't help the caster's Perception actions. Rather, it calls out things that the caster would miss because they're not looking at all. The spirit isn't infallible, of course; it is the same level as the spell that summoned it.*



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### INVIDIOUS

Level: 3 (+1 die)

I cause general discontent in a community, organization, or group of creatures no more than one hundred strong (larger groups or communities are immune). To cast this spell, first I must touch each creature affected. Once I have done so, I roll to see if I succeed (using the level of the highest-level creature as the challenge number). Discontent groups begin to bicker, distrust their leader(s), and don't work together well. The spell isn't powerful enough to cause dramatic events or get creatures to act entirely against their nature, but it makes groups harder to control.

The spell manifests as invisible demonic entities squatting on the shoulders of those affected, whispering lies and horrible suggestions.

Depletion: 0 (check each day)

Color: Grey

### INVOLUCRUM

Level: 3

I surround myself with a sheath of swirling matter, using whatever available objects are close at hand. In a library, it might be books. In a grocery, it might be fruit. The objects do not alter the effect of the spell, which is to grant +1 point of Armor.

Depletion: 0-2 (check at the end of each combat encounter)

Color: Invisible

### KALEIDOSCOPE VOID

Level: 10 (+2 dice)

I open a yawning portal to a place that exists only in rumors—a place where all the suns' colors mix and collide in an empty realm of creation and destruction, life and death, body and mind. All within long range (including me) gaze into the large portal and suffer 1 Anguish. However, I choose up to three nearby creatures or objects to be hurled into the portal and utterly consumed before it quickly closes.

Color: Green

Facet: Teleportation

### KTHERIS'S FUSION

Level: 5 (+1 die)

I take two creatures and combine them into one. The new creature uses the best of each creature's stats, and where there is no overlap, the new creature possesses the skills, abilities, and knowledge of both original creatures. In fact, it has both of the original minds, and they struggle for control (if they are both NPCs, the highest level wins; otherwise, the PC attempts a Resist defense action).

Depletion: 0-2 (check each hour)

Color: Gold

### LAMENTATION

Level: 3 (+1 die)

I drain the happiness from a person I touch. They are so overcome with grief that they lose their next action, wailing and crying. I gain 1 bene to put in a stat pool of my choosing.

Color: Blue

### LEITMOTIV

Level: 1

I choose a few bars of music (probably about three to five seconds' worth), and this music emanates from me whenever I enter a room. I say my name, someone else close says my name, or I cast a spell. I can also make it play at any time as an action.

The music can include any instrument I'm familiar with, along with sung lyrics.

Depletion: 0 (check each hour)

Color: Silver

Facet: Sound

### LIES OF THE MIRROR

Level: 1

My appearance changes slightly, making me seem slightly better or worse looking, slightly taller or shorter, slightly heavier or thinner, and so on. The changes are notable, but I don't change so much that I no longer look like myself.

If I am a **Stoic**, this spell costs me no Sorcery to cast if I do so before a mirror.

Depletion: Ends automatically when the sun next rises or sets

Color: Grey

### LIFT THE CURSE

Level: 3 (+1 die)

I lift one curse affecting me or something I touch unless it has a specified means of lifting.

Color: Invisible

Facet: Metamagic



THE KEY  
Stoic, page 67

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### LIMB POSSESSION

Level: 4 (+1 die)

I choose the limb of a nearby creature and take control of it. If I use an action in a round, I can operate the limb as if it were my own. A leg might cause the creature to trip, or it might kick at something. An arm could drop what it's holding or pick up something dangerous.

**Depletion:** 0 (check each round)

**Color:** Blue

### LOOSE THE VILAJ

Level: 6

With a quick cut along my palm (an Injury) and a few ancient words, I cause a dozen thick ropes to descend from the sky, all around me, each bearing a level 3 reptilian humanoid warrior called a vilaj. These warriors bear scimitars and attack everyone they come across—even me, if I don't get away somehow—until they are banished or slain.

**Color:** Pale

**Facet:** Conjunction

### LORE OF THE BOOK

Level: 2

I infuse myself with knowledge and gain 2 bene to my Intellect pool.

If I am a **Galant**, this spell costs me only 1 Sorcery to cast if I do so within a library.

**Color:** Indigo



**THE KEY**  
*Galant, page 67*

### LORICA CUIRASS

Level: 4

A semi-translucent, form-fitting cuirass appears upon me. This grants +1 Armor and adds +1 to my Resist and Withstand defense actions.

**Depletion:** Automatic (at the end of a combat encounter)

**Color:** Invisible

### LORICA SQUAMATA

Level: 8

Semi-translucent, scaly armor appears upon me, reminiscent of that of a serpent or a dragon. This grants +2 Armor and adds +2 to my Resist and Withstand defense actions.

**Depletion:** Automatic (at the end of a combat encounter)

**Color:** Invisible

### MAGICAL HETERODYNE

Level: 3

The level of the next spell I cast is increased by 2.

**Color:** Gold

**Facet:** Metamagic

*In Fartown, there is a tiny, hard-to-find shop called Meta that sells ephemera objects and books of lore, exclusively relating to metamagic.*

### MARIONETTE

Level: 6 (+1 die)

I touch a creature and slowly, over time, it becomes my mental puppet, no matter how far away they are. After the first few minutes, I can see through their eyes. After an hour, I can attempt a Sorcery-based action to make them take an action of my choosing. After a full day, they automatically do as I wish. If I turn my attention away from them, they do as they please (I cannot give them long-term or ongoing tasks without paying full attention to them), but even if they are once again in control, they do not know that I have been pulling their strings. They even try to rationalize their "strange" behavior.

**Depletion:** 0 (check each sunrise)

**Color:** Blue



**THE WAY**  
*Influencing and Controlling Minds, page 19*

### MASTER THE BLACK CUBE

Level: 10

I summon the Black Cube from the Void, and I master it to shape its contents. Opening the box is difficult and dangerous. An Intellect-based action is required to solve the puzzle involved, with a challenge of 10. If I fail, I gain a scourge in all Qualia pools and the box disappears. Only curse-lifting or affliction-curing magic of level 8 or higher will remove the scourges. Opening the box reveals any one ephemera object (any level) or object of power (up to level 10) that I wish. Should I cast this spell again, the object I found in the previous box vanishes back into the Void. The box lingers for a few rounds after it is opened. Then it disappears.

**Color:** Pale

**Facet:** The Dark

**THE PATH**  
*The Dark, page 62*



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### MEMORY OF MOTHS

Level: 4

Ephemeral moths dance about my head. I gain 3 bene to my Intellect pool and a +3 bonus to the venture of my next action involving recalling knowledge.

Color: Indigo

### MEMORY SPEW

Level: 3 (+1 die)

With a touch, I make a person use an action to cough up a ball of gelatinous substance that is one memory. If I add 2 extra Sorcery when doing so, I get to choose the memory. Otherwise it is random. Either way, the target loses the memory unless they ingest the substance again. If, before that happens, someone else ingests it, they get the memory. The color, appearance, and flavor of the substance is linked to the memory. A happy memory might seem like cake frosting. A bad one might be more akin to motor oil.

Color: Blue

### MENTAL SEQUESTRATION

Level: 8 (+2 dice)

I use this spell to do one of two things:

1. I cut myself off from the Noosphere until such time as I cancel the spell. No one can find, contact, or attack me through the Noosphere, and I cannot use it in any way.
2. I forcibly cut someone else off from the Noosphere. They cannot use or be affected by spells or effects that use it. This version of the spell ends when the sun next rises.

Color: Blue

THE PATH  
Noosphere, page 14

### MERGE WITH THE BLACK CUBE

Level: 17

I summon the Black Cube from the Void, and I control what contents will be found within. Opening the box is extraordinarily difficult and dangerous. An Intellect-based action is required to solve the puzzle involved, with a challenge of 17. If this should fail, I die. Opening the box reveals any one object of level 15 or lower that I wish, unless I know that object to be currently in the possession of another being. Should I cast this spell again, the object I found in the previous box vanishes back into the Void.

The box lingers for a few rounds after it is opened. Then it disappears.

Color: Pale

Facet: The Dark

THE PATH  
The Dark, page 62

### MIDNIGHT'S OCCUPATION

Level: 5

I summon a mostly invisible and incorporeal demon and force it to inhabit an object that I touch. Cracks in the fabric of space around the object show hints of black tentacles and a foul green ichor. While the spell lasts, the demon wields or uses the object as I direct, and this does not require me to touch it or use my actions.

Depletion: 0 (check each round)

Color: Pale

Facet: Conjuraton, The Dark, Midnight

### MIEN OF ADAPTATION

Level: 4

I adapt to the conditions around me. I can breathe in whatever environment I'm presented with, and in the extremes of temperature or other environmental threats. This spell does not protect me against any form of direct attack.

Depletion: When the sun next rises or sets

Color: Gold

### MIND'S EYE THEATER

Level: 5 (+1 die)

I concentrate on a nearby being, and their thoughts become visual images around their head for all to see. The revelations are always images, not words or sounds. These images move, cavort, and cling to the target's head like a seething miasma of thought, but the images reveal their true thinking nonetheless.

Depletion: 0 (check each round)

Color: Blue

THE PATH  
Noosphere, page 14

### MIND'S INTERFACE

Level: 6

I set up a link between me and someone else via the Noosphere. It lets us mentally communicate for as long as neither of us does anything else. Distance is irrelevant.

Color: Blue

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### MORIENT DESIRE

Level: 2

I die. When I do, I immediately become a stage 2 **ghost** and have full awareness and memory.

Color: Pale

Facet: Death

THE PATH  
Ghost, page 18

### MORTIFERUM

Level: 5

I conjure a weapon of darkness and death. It can be any normal weapon shape that I am familiar with (but I do not need to be practiced with it) and can hold in one hand, from a stiletto to a pistol. The weapon does not inflict normal damage. Instead, when I successfully attack with it, it inflicts 1 Wound on the target by infusing them with deathly energies. The weapon inflicts no damage on nonliving things.

Depletion: 0–2 (check each round)

Color: Pale

Facets: Conjunction, Death

*Attacks that inflict Wounds rather than damage ignore Armor.*

### MUTE ACCORD

Level: 3 (+1 die)

One or more beings that I touch must agree to my stated proposal. Until they do, they cannot speak. I must successfully affect all of the beings I try to affect with this spell, or it fails.

Color: Blue

Facet: Curse

### MYSTIC DOCENT

Level: 3

I create a magical orb of light that appears either next to a being whose name I know or in a location I have been. In either case, distance is not a factor. The orb then floats slowly toward a location that I choose within 1 mile (1.5 km) of the being or the first location. Essentially, the orb leads anyone paying attention to the location.

Color: Silver

### MYRMIDON'S STRENGTH

Level: 3

I have great strength in combat. My melee attacks inflict additional damage equal to the spell's level.

Depletion: 0–3 (check at the end of each combat encounter). Ends automatically when the sun rises or sets.

Color: Gold

### NEGATE THE POWER

Level: 6 (+1 die)

By severing its ties to the Invisible, I cancel an ongoing magical effect from any source, even one normally permanent (such as the effect of a changery or the power of a secret), as long as it is level 10 or lower. The level of the effect serves as the challenge, but two successes are required. This spell will banish a being brought by a summoning, erase a thoughtform, or cause a magical construct to stop working.

Color: Invisible

Facet: Metamagic

### NEGATIVE SOUND

Level: 4

With a whistle and a gesture, I create a small area of silence deeper than silence. This area absorbs sound within it and dampens sound nearby. I can choose to move the area up to a short distance each round (this is not an action), so, for example, it can move with me if I move. Anyone within the area is utterly silent (but also deaf). Anyone nearby gains an additional +1 die when taking sneaking actions, but the challenge of hearing noises in that same area is increased by 2.

Depletion: 0 (check each round)

Color: Grey

Facet: Sound

### NIGHTMARE WEATHER

Level: 7 (+2 dice)

I conjure a storm at night. The storm is strong, but not unnaturally so, and conforms to the normal expectations of the season and location. However, everyone within the area of the storm (except me) who is trying to sleep experiences terrible nightmares. If they have no Despair, they gain 1. The entire following day, all their actions are hindered by 1.

Color: Blue

Facet: Night



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## NINE

Level: 9 (+2 dice)

With a powerful utterance, I divide a target no larger than a house into nine separate pieces. Each of these pieces is an inert, inanimate object, small enough to hold in one hand (regardless of the target's size). Each looks different but is indicative of the original target in some way. The pieces of a house might look like a brick, a piece of wood, a piece of glass, and so on. The pieces of a human might be a cameo with their face, a bottle of their favorite perfume, their favorite book, and the like. The point of this spell is to be able to take the nine pieces and scatter them to hide the target. If the pieces are ever brought back together and either the target's secret name is spoken (if it has one) or the being bringing them together speaks their own secret name, the target is restored. The target has been in stasis and (if a living being) has no memory of what happened while separated, and is in precisely the same condition as they were when last whole.

While separate, each piece is level 12 for the purposes of being found through divination.

Color: Gold

## NYCTOPHILIA

Level: 6

I operate better with no sun in the sky above me. In the night, all my actions gain +1 die.

**Depletion:** When the sun next rises

**Color:** Gold

**Facet:** Night

## OBDURATE BARRIER

Level: 5

I erect a two-dimensional wall of pure energy, no more than 50 feet (15 m) high or wide. Its color is based on the currently active sun:

**Silver:** The wall is 2 levels higher than the level of the spell.

**Green:** The wall keeps out only living things.

**Blue:** The wall keeps out only things without a mind.

**Indigo:** Anyone who knows a secret password that I create can pass through the wall.

**Grey:** The barrier appears transparent, but in truth I decide what appears to be on the other side.

**Pale:** The barrier even keeps out incorporeal or out-of-phase beings.

**Red:** The barrier inflicts damage to anyone who touches it equal to the level of the spell.

**Gold:** The barrier appears completely permeable, but anyone who passes through it is immediately transported back to the original side.

**Invisible:** I can choose to make the wall permanent if I wish.

**Depletion:** When the sun next sets

**Color:** Varies

## OBJECT ARCANUM

Level: 1

I hide an object that I can hold in one hand somewhere on my person. It doesn't matter whether I have something on or with me that's large enough to conceal it. I can have only one such hidden object at a time.

**Depletion:** When the sun next sets or rises

**Color:** Grey

## OBLIVISCENT GIFT

Level: 6 (+1 die)

I make it so that everyone who has seen me since the sun last set forgets my presence or anything I did or said during that time. If presented with incontrovertible proof that my actions occurred (for example, I broke a window and they see the shattered glass), either they can't place who it was that they saw or heard, or they insist that it was someone else.

Color: Blue

## OBTRUSION

Level: 3 (+1 die)

I force a close being to share my opinion on one topic that I choose.

**Depletion:** 0–2 (check each hour)

**Color:** Blue

*You must sincerely hold the belief you attempt to impart with this spell.*

## OILY SEEKER

Level: 5

I conjure a mass of oily black liquid that covers a small area. This animate liquid is a creature of the same level as the spell. However, all it can do is move and search. It moves a long distance each round and can seep through even the tiniest of cracks. It covers terrain methodically, and I cannot direct it. As it moves, I always know where it is, and I become aware of everything it touches. I know the level and name (if any) of any creature or significant object it touches.

**Depletion:** 0 (check every hour)

**Color:** Silver

**Facet:** Conjuration

## ONEIRIC WISH

Level: 8

I sleep, and I dream. In the dream, I state something I want to happen in the coming week. This must be during a normal night's sleep—probably at least seven or eight hours. When I wake, all actions I take that directly contribute to reaching the goal that I dreamed about gain +1 die.

**Depletion:** When the sun next rises or sets

**Color:** Blue

**Facet:** Night

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### ORIENTATION ADJUSTMENT

**Level:** 4

I can stand or walk on any surface, including a wall or ceiling. When I do, “down” is always oriented toward the surface I’m standing or walking on.

**Depletion:** 0–3  
(check each hour)

**Color:** Gold

### OSTINATO

**Level:** 4 (+1 die)

I cast this on a nearby being who is speaking. Thereafter, they continue to repeat the same phrase they just spoke over and over, unable to act otherwise.

**Depletion:** 0–3  
(check each round)

**Color:** Blue

### PALINGENESIS

**Level:** 7

I restore something dead to life. The body must be relatively intact, and both it and the spirit must be close. This means that the dead creature must currently be a ghost, or its spirit must have been summoned recently from the Pale. Further, the creature must have been an NPC of level 3 or lower unless I know their secret name, in which case they can be any level equal to or less than the spell (or a player character). The restored creature is conscious, but 1 Wound away from death. They are disoriented and groggy, and all their actions are hindered by 2 for an hour.

**Color:** Pale

**Facet:** Death

*A Goetic or someone casting Corpse's Former Master might be able to return a spirit to the proximity of its dead body if it is not there already.*

### PARAPROSEXIA

**Level:** 1 (+1 die)

I cause one being I point at within long range to become distracted by thinking about whatever happened to them most recently. Their next action is hindered by 2.

**Color:** Grey

### PASS THROUGH THE CROWD

**Level:** 3 (+1 die)

I can move unnoticed through a crowd or down a city street. If I am alone (or mostly alone) and not on a city street, this spell has no effect. If I draw attention to myself by making a lot of noise or taking a dramatic action (such as knocking over a large object or making an attack), the spell ends.

**Depletion:** 0 (check each minute)

**Color:** Grey

### PATHWALKER

**Level:** 4

Every sun on the Path of Suns is adjacent to two other suns, depending on whether I follow the Path or its opposite, the Nightside Path. With this spell, I can move to the gate of the realm of a sun adjacent to the current sun. If I travel along the Path, I encounter the guardian of the gate. If I move in the direction of the Nightside Path, I encounter the Nightside guardian. It is very likely that that guardian will ask something of me—a task, a riddle, or the revelation of a secret—to allow me to get through.

If I spend additional Sorcery, I can take others with me (1 Sorcery per additional target).

**Color:** Green

**Facet:** Teleportation

*Pathwalker is, by far, the most common means of traveling to the realms of other suns, even though sometimes it must be cast multiple times to get where one is going.*

### PATTERNED FLESH

**Level:** 2

I can make my flesh bear any color or pattern I choose, and I can change it at the speed of thought (it does not require an action). If I am naked or mostly so, I can use this to camouflage myself, adding +1 to any hiding or stealth action. Alternatively, I can make the patterns brightly colored and ever-changing, which distracts anyone looking at me, hindering their attacks by 1.

**Depletion:** 0–4 (check each hour)

**Color:** Grey

### PEERING INTO HEARTS

**Level:** 4 (+1 die)

I look at a close being and know what their immediate thought is, what their current desire or intentions are, or why they are carrying out their current action. I can look at another close being each round, as an action, but I can't look at anyone more than once.

**Depletion:** 0–1  
(check each round)

**Color:** Blue



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### PERCULSION

**Level:** 3 (+1 die)

I give a close person a severe emotional shock, the equivalent to the sudden discovery of the death of a loved one. They lose their next action.

**Color:** Blue

### PERDURANCE

**Level:** 11

I separate my present self from my past and future selves. At this specific moment (which is to say, this round and next), no negative effect, spell, or condition that has affected me affects me now. All my pools are full, Wounds and Injuries are gone, vexes and scourges are removed, curses are lifted, and so on. On the next round, I can act free of all such afflictions. But there's more. Nothing I do in that moment affects my future self. Wounds I suffer, points I spend, spells that affect me, and so on—none of these remain when the spell is over. I can even die in this moment and my future self will live. Anything else I might affect, however, is handled normally.

Once the moment is over, all past conditions return. Pools, Injuries, and Wounds return to where they were before I cast the spell.

**Color:** Green

### PERFECT EXECUTION

**Level:** 4

I succeed at my next physical action if it is within the realm of possibility for someone to accomplish. Thus, I can't leap from one side of the city to the other or run across the ceiling, but I could dive from the top of a tall building into a hole just barely able to fit my body, and land safely in a roll.

This spell does not apply to attacks of any kind or to defense against attacks.

**Color:** Green

### PERFIDIOUS ASSAULT

**Level:** 6 (+1 die)

I gather deceit, mistrust, and unease in my mind and launch it through the [Noösphere](#) at a thinking being within long range. They suffer mental damage equal to the level of this spell.

**Color:** Blue

THE PATH  
*Noösphere, page 14*

### PHANTASMAL ENVIRONMENT

**Level:** 4

I create a visual, auditory, tactile, and olfactory illusion around me the size of a medium area. I make the surroundings whatever I wish, but they can contain no creatures—just terrain, structures, plants, and so on. Once the illusion is created, I cannot change it.

**Depletion:** Ends automatically when the sun next rises

**Color:** Grey

### PHYLACTIC

**Level:** 3

The creature I touch gains +1 on any defense needed to resist or withstand curses, diseases, or poisons.

**Depletion:** Ends automatically when the sun next sets

**Color:** Invisible

### PLENTIFUL POCKETS

**Level:** 1

I have hundreds of hidden pockets in my clothing, some of which are far larger than they appear. I can store vast amounts, including items up to the size of anything I could carry in one hand, yet I always know where everything is.

**Depletion:** 0 (check each day)

**Color:** Silver

### POLLENT SELF

**Level:** 3

I am like unto a warrior born, able to wield any weapon with a +1 bonus.

**Depletion:** 0–4 (check at the end of each combat encounter). Ends automatically when the sun next rises or sets.

**Color:** Gold

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### POSSESSING GHOST

Level: 6 (+1 die)

As a stage 4 **ghost**, I can possess a living creature and control their actions.

**Depletion:** 0 (check each round)

**Color:** Blue

**Facet:** Death

THE PATH  
Ghost, page 18

### POSTERITY'S BLESSING

Level: 1

I cast this spell on a pen or pencil and a book with plenty of blank space. Everything that I speak aloud is written in that book by that pen or pencil.

**Depletion:** When the sun next rises or sets

**Color:** Indigo

### PRESCIENT DEFENSE

Level: 4

I see incoming attacks on me before they strike. I automatically succeed on any two defense actions of my choice while the spell is active. Spell depletes over time normally or if I use it against two attacks, whichever comes first.

**Depletion:** 0–3  
(check each hour)

**Color:** Indigo

### PROFITIOUS SWARM

Level: 3

I conjure a swarm of spiders that crawl all over my body in shocking numbers. After a few moments, they have completely altered my appearance in a manner of my choosing, and then they disappear into my clothing or worn belongings. At my mental command, they come out again, swarm over me, and change my appearance to something else.

They cannot change my size, but they can alter my hair and my face, and make minor changes to my build. They can make me a different gender and a different apparent age, and change the texture and complexion of my flesh.

**Depletion:** 0–6 (check each hour)

**Color:** Pale

**Facet:** Conjunction

### PROSOPAGNOSIA

Level: 4 (+1 die)

I curse one person within short range, and they can no longer recognize faces. No one—not even their true love—is recognizable to them by sight.

**Depletion:** When the curse is lifted

**Color:** Grey

**Facet:** Curse

### PSYCHIC MISSIVE

Level: 2

I send a telepathic message through the **Noösphere** to a being within long range. If I spend 1 additional Sorcery, I give the target the opportunity to immediately reply with a message of similar length, but whether they do so is up to them.

**Color:** Blue

THE PATH  
Noösphere, page 14

### PSYCHOKINETIC HAND

Level: 5

I conjure a human hand of translucent energy that can move, pick up objects, pull back curtains, and so on. It has the strength of a typical human and can move anywhere within long range (taking only one round to move to its limits). It is an action for me to make it do something. If I make it pick up a weapon, it can make an attack as if I were making it.

**Depletion:** 0 (check each round)

**Color:** Silver

### QUICKENING

Level: 5

I give the semblance of life (or at least animation) to an inanimate object. It functions as a mindless creature 2 levels below the level of the spell, and it obeys my simple commands. It operates based on its shape and nature. So if I cast the spell on a corpse, it moves like the creature it once was. If I cast it on a table, the legs of the table allow it to walk. If I cast it on a box, the box likely can do little more than awkwardly hop.

I can have multiple living objects under my control at once, but each time I cast the spell, it costs 1 additional point of Sorcery for each living object I already control. Thus, the second one costs 6, the third costs 7, and so on.

**Color:** Green



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### QUIDDITY OF CORROSION

**Level:** 6 (+1 die)

I conjure a mass of burning, acidic ooze covering a small area. It eats through any material of a lower level at a rate of about 1 inch (2.5 cm) per round. If a living creature touches the acid, they suffer damage equal to the spell's level.

**Depletion:** 0  
(check each round)

**Color:** Red

**Facet:** Conjuration

### QUIDDITY OF HAPPINESS

**Level:** 3

When I concentrate on a person whose name I know, I spend 1 Joy to fill them with happiness. If they have no Joy, they gain 1 Joy. Otherwise, they are simply happy for at least a moment, but afterward subject to their circumstances.

**Color:** Blue

### QUIDDITY OF TRUTH

**Level:** 5

The next thing I say will be believed by a person of my choosing, regardless of their level, as long as I can see them and they are within short range. No roll is required, but I can never affect the same person twice with this spell.

**Color:** Indigo

### QUINTESSENCE OF DUST

**Level:** 4 (+1 die)

I turn a nearby object, no more than 25 pounds (11 kg), to dust.

**Color:** Red

*Rumors say that there is a secret, more potent version of this spell that can affect an object a hundred times the size described here, likely level 11 or 12.*

### REACHING FOR GNOSIS

**Level:** 4

I spend an hour in meditation and gain one short answer to a question that I pose.

**Color:** Indigo

**Facet:** Divination

### RED PRESENCE

**Level:** 5 (+1 die)

I cause a single faraway object that I could hold in one hand to turn into violent energy and explode in a small area. The object is destroyed, and all within the area suffer damage equal to 2 less than the spell's level.

**Color:** Red

### REDUCTION OF LIFE

**Level:** 6 (+1 die)

I reduce a nearby creature at least 2 levels lower than the spell to its essential elements, taking the form of a small pile of powders. These powders can be stored in a small container. Applying a gallon of water and spending 1 Sorcery per creature level will restore the creature to normal. A restored creature is in the precise condition it was when reduced, with no memory of anything after that point.

**Color:** Gold

### REFLECTED SPELL

**Level:** 7 (+1 die)

I create a swirling vortex of silver in front of me that is a bit like a mirror, about 3 feet (1 m) across. It moves with me. This vortex reflects unwanted spells that target me back at the caster if I can make a roll to affect the caster. Reflecting a spell requires no action on my part, and I do not even need to be aware that the spell is being cast.

**Depletion:** 0 (check each use)

**Color:** Invisible

**Facet:** Metamagic

#### THE WAY

*Divinations and Information-  
Gathering Magic, page 17*

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## REFUSAL

Level: 6

If I know a nearby being's secret name and I cast this spell on the round following their death, they do not actually die. They remain in a deathlike state, unconscious, until their wounds are somehow healed.

Color: Green

Facet: Death

## REFUTATION OF THREAT

Level: 3

I cast a ward on myself. The next time I am attacked, the attack is transformed into something harmless. An incoming bullet or arrow becomes a butterfly. A burst of flame becomes a shower of flower petals. A stabbing knife becomes a feather. The spell affects the attack, not the weapon, so a knife transformed into a feather becomes a knife again immediately after that single attack is thwarted.

Color: Invisible

## RELENTLESSNESS OF THE CLOCK

Level: 4

I move a short distance in addition to whatever action I take in the next round. Further, in all subsequent rounds, if I continue to move in that same direction, I can move a short distance each round in addition to taking an action. As soon as I stop or slow down, the spell ends.

If I am an **Ardent**, this spell costs me only 3 Sorcery to cast, if I do so while holding a clock or watch.

Color: Green



THE KEY  
Ardent, page 68

## REORIENTATION

Level: 7

I designate a cardinal direction (north, south, east, or west), and that direction becomes "down" within long range. As long as I remain in that area, I can continue to reorient "down" to an adjacent direction as an action. For example, if on the first round I turn "east" into "down," on the next round I can make what was originally "north," "south," "up," or "down" to the new "down." This reorientation affects me too, so if I haven't taken some kind of precaution, I'll fall just like everyone and everything else.

Depletion: 0 (check each round)

Color: Gold

## RESISTENTIALISM

Level: 2 (+1 die if the object is in a being's possession)

An otherwise inanimate object within a short distance of me becomes hostile to a being that is also within a short distance of me. If that being attempts to use the object, any action to do so is hindered by 2. Further, if a being of a level lower than the spell so much as attempts to hold or carry the object, they drop it.

Color: Green

Depletion: 0 (check each round)

## RESPIRE

Level: 9

I step outside of time, as do a number of additional beings equal to the level of this spell. We cannot affect the world around us, but we can interact with each other—talking, casting spells on ourselves or each other, and so on. We cannot move more than a close distance. Relative to us, we have three rounds before the flow of time starts again.

Color: Invisible

## RESTORATION OF FORM

Level: 4

I repair a damaged, solid, and relatively simple object that could fit into a small area, returning it to its original state. If the object is larger than that, the spell might repair a portion (like a damaged portion of a wall on a much larger house), within reason. A computer, an automobile, or a work of art is too complex for this spell, although damage to a car's door or windshield (for example) could reasonably be fixed. If the object was magical, magical properties may not be restored.

Color: Gold

## RESTORATIVE TOUCH

Level: 5

I touch a living creature. If they are a PC, I can choose to heal 1 Wound, restore one pool, or rid them of all Injuries. If they are an NPC, I heal 1 Wound or all Injuries, or grant them a **recovery action**.

Color: Green



THE GATE  
Recovery Action, page 26



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### REVANCHE

**Level:** 3 (+1 die)

If someone causes me Injury or Wounds me, I cast this spell and inflict 1 Wound on them. If my Injury or Wounds are healed, I cannot call upon this spell's magic.

**Color:** Red

### REVIVIFICATION

**Level:** 10

I restore something dead to life, even if they've been dead for centuries and all I have is a bit of their dust, as long as I know their secret name. Only those who have passed into the Stillness (or are blocked by a Death Ward or similar magic) cannot be brought back using this spell. The restored creature is conscious, but 1 Wound away from death. They are disoriented and groggy, and all their actions are hindered by 2 for an hour.

**Color:** Pale

**Facet:** Death

THE PATH  
Stillness, page 55

### REVOCATION OF POSITION

**Level:** 8 (+2 dice)

I cast this spell on a faraway being that has moved instantaneously via magic since the sun last rose. This can be someone who teleported, a being that was summoned, or someone who stepped through a magical portal. The being is returned to wherever they were when the magic was initiated: where the teleportation spell was cast, where they were before they were summoned, or the other side of the portal.

**Color:** Green

**Facet:** Teleportation

### RHAPSODIC MOMENT

**Level:** 1 (+1 die)

A close person experiences extreme pleasure in whatever action they take next round.

**Color:** Blue

*This spell can be addictive.*

### SAVAGE CLEAVE

**Level:** 3 (+1 die)

With a slashing motion of my hand in the air, I attack a target within long range, slicing them for damage equal to the level of this spell.

**Color:** Red

### SCENT OF MAGIC

**Level:** 2

For a moment, I gain the ability to sense magic by its unmistakable and unique odor. Not only can I sense the presence of active magic near me, but if I use an action to examine a specific magical effect or item, I can also identify it.

**Color:** Indigo

**Facet:** Metamagic

### SEALED DOOR

**Level:** 4

A door (or hatch, lid, or similar closable mechanism) that I touch becomes sealed. To force it open, a character must have two successes. If it has a lock, a character must have two successes to pick it.

**Color:** Invisible

**Depletion:** Ends when the door is next opened

THE GATE  
NPCs don't make rolls and thus can't have multiple successes. For more information, see NPCs and Challenges, page 25.

### SEALED WITH A KISS

**Level:** 3 (+1 die)

I kiss another being and their mouth seals shut with their own flesh. They cannot coherently speak and must breathe through their nose, if possible (and applicable). The only way to free themselves is to cut the newly grown flesh away, which inflicts a Wound.

**Color:** Gold

*Creatures with multiple mouths are not as debilitated by Sealed With a Kiss as those with just one. Those without a mouth are not affected at all.*

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### SELF-MUTILATION

Level: 3 (+1 die)

I send a nearby person into a whole new realm of fear and madness, compelling them to inflict their standard amount of damage on themselves.

Color: Blue

### SENSORY INFUSION

Level: 6

I allow someone to experience everything I am sensing, or they (willingly) allow me to use their senses. This connection occurs through the **Noösphere** and has no limitation on range.

**Depletion:** Ends automatically when the sun next sets

Color: Blue

THE PATH  
Noösphere, page 14

### SERVANT OF STONE

Level: 3

The ground beneath my feet produces a being of living rock, animated by magic. It is the level of the spell and about my size and shape. It cannot speak, but it can understand my verbal commands and will obey them to the best of its ability. The servant is strong and tireless, good for carrying things, but too clumsy for fine manipulation or wielding a weapon. It is nothing special in combat except that it has 3 Armor. It lasts until it depletes or it is destroyed.

**Depletion:** 0 (check each hour)

Color: Silver

Facet: Earth

### THE SEVENTH FIRE

Level: 4

Violet flames dance across my limbs and grant me energy, which adds 3 bene to my Movement pool. However, during the round in which I create these flames, if I am touching anyone, they suffer fire damage equal to the spell's level.

Color: Silver

Facet: Fire

### SHADESOUL

Level: 7

I store my soul in my shadow. I am rendered immune to effects that would steal or harm my soul directly, and this eases Resist defense actions by +1. If I die with this spell in effect, I do not become a ghost. Instead, my shadow (with my soul) lingers near my corpse, perhaps making it easier to restore me to life (such as with a Palingenesis spell).

**Depletion:** 0–1 (check each sunrise)

Color: Pale

Facet: Death

### SHADOW BOX

Level: 1

I conjure a box about 12 inches (30 cm) to a side. Inside the box is a random (and very likely utterly banal or innocuous) item from Shadow that can fit inside it, like a microwavable dinner, a carburetor cap, or a tube of toothpaste.

Color: Pale

Facet: Conjunction

*The naïve are sometimes fooled into mistaking a Shadow Box for the Black Cube.*

### SHIFTING LANDSCAPE

Level: 8

In a large area around me, the ground (or floor), walls, and other environmental elements are partitioned into squares 6 feet (2 m) across that begin to shift, slide, and mix randomly, almost like a giant sliding puzzle. Anyone in the area besides me can get lost and trapped in the shifting landscape for the duration. Even those who do not get lost still suffer a –2 penalty on all actions while in the area.

**Depletion:** When the sun next rises or sets

Color: Gold

### SIGHT OF TOUCH

Level: 3

I touch an inanimate object that I can hold in one hand. Thereafter, I can sense its location. I know the distance and direction (or, at the very least, the world or sun) where it can be found.

**Depletion:** When the sun next sets

Color: Indigo



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### SIGILSHIELD

Level: 6

I create a shield-like disc of swirling sigils that hovers near my hand. I use it to fend off attacks, adding +1 die to any Dodge defense actions I take.

**Depletion:** Ends automatically when the current (or upcoming) combat encounter ends

**Color:** Silver

### A SIMPLE REPAST

Level: 2

I create a fine and tasty meal for one person, including necessary plates, bowls, utensils, and so on. It is not fancy, but it is filling, and the meal can be anything I choose within those parameters (such as fish and chips, a nice sandwich and a salad, or spaghetti and meatballs with bread). Any leftovers or serving items disappear after a few minutes, but the food that's been eaten remains nourishing and sustaining.

**Color:** Silver

### SINUOUS SNARE

Level: 2 (+1 die)

My arms become like snaky ropes with a reach long enough to grab anything nearby. When I successfully grab something not held or affixed, if it is smaller than me, I pull it next to me, and if it is larger, I pull myself next to it. If the thing I grab is held or affixed, I can attempt a Physicality-based action to pull it free.

**Depletion:** 0 (check each round)  
**Color:** Gold

### SIX VITAL WORDS

Level: 4

The next six words I utter are heard by all beings I choose whose secret names I know, no matter how far away they are, with no die roll needed.

**Color:** Indigo

### SKELETAL KEY

Level: 3

The tip of my finger becomes a key, and I can attempt to pick a lock, enhanced by +1 die. Sealed doors without keyholes or locks have one for the duration of this spell, so that I can "pick" a barred or magically sealed door to open it.

**Color:** Gold

### SKETCH

Level: 1

If I have the proper implements (pen, chalk, charcoal, paint, pencil, paper, canvas, and so on), I create an intricately detailed and absolutely accurate image of what I'm looking at, all within about a minute's time.

**Color:** Indigo

### SLEEP OF THE DAMNED

Level: 4 (+1 die)

A creature that I touch falls asleep and cannot be awakened until the next sunrise unless they are attacked or hurt, in which case they wake immediately. The sleeper's dreams are tortured and horrific.

**Color:** Blue  
**Facet:** Night

### SLEEP OF THE RESTLESS

Level: 2 (+1 die)

A creature that I touch falls asleep but is easily woken by the merest sound or jostle. If attacked, they awaken in time to defend themselves.

**Depletion:** 0 (check each round)  
**Color:** Blue

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### SLICK STEPS

**Level:** 3 (+1 die)

The bottoms of a creature's feet (if they have feet) become covered in ice, making each step difficult. Balance and movement actions suffer a -1 penalty, and movement is slowed by half.

**Depletion:** 0 (check each round)

**Color:** Gold

### SMOKE SHIELD

**Level:** 5

I blow smoke from my nostrils that becomes solid if I am attacked, shielding me. My Dodge actions are enhanced by +1 die.

**Depletion:** 0 (check each use)

**Color:** Invisible

### SNUFF THE DIVINE

**Level:** 10 (+2 dice)

Calling on one of the hidden names of the Legacy itself, I cancel an ongoing magical effect from any source, even one normally permanent (such as the effect of a changery or the power of a secret), of any level. The level of the effect serves as the challenge, and two successes are required unless the effect is above level 10, in which case three successes are required. This spell will banish a being brought by a summoning, erase a thoughtform, or cause a magical construct to stop working.

**Color:** Invisible

**Facets:** The Legacy, Metamagic

### SOUL COMPULSION

**Level:** 4 (+1 die)

I implant a desire into the mind and soul of a person I touch. As long as the spell remains in effect, the person will continue to pursue that desire. Compulsions can include physical hunger, sex, bloodlust, rest, alcohol, cleanliness, and so on. They can also be more specific, such as the desire for a specific dish, the love of a particular individual, and so on. It cannot be unnatural for the person affected (hunger for poison, or the love of a signpost), and the drive instilled must fit the person's nature. In other words, a mild-mannered person in need of sex won't resort to force, a moral one in need of food won't steal, and a timid or careful one out for blood won't commit wanton violence, but instead will follow a subtler, more meticulous plan.

**Depletion:** 0 (check each hour). Ends automatically the next time the sun rises or sets.

**Color:** Blue

### SOUL RIDER

**Level:** 6 (+1 die)

My consciousness leaves my body, which remains still as though I'm unconscious. I immediately possess another creature within long range. I retain my own Qualia pools and all my skills and knowledge (including spells). I have no access to my host's skills and knowledge, only their body. While in control of their body, I can make them do anything I wish. It no longer matters how far the possessed body is from my original body. They suffer 1 point of damage each minute while they struggle to be free of me. If the host body dies while I'm possessing it, I return to my body, suffer 2 Anguish, and cannot take any actions for ten minutes.

**Depletion:** 0 (check each hour)

**Color:** Blue

*Creatures that die due to Soul Rider possession appear to be nothing but burnt-out husks of their former selves.*

### SOUL THIEF

**Level:** 5 (+1 die)

The next time a creature with a soul of at least level 2 dies near me, their soul is absorbed into an object of their level or higher. This can be used as a power source for a magical item, a bartering chip for a summoned demon, or whatever else I wish.

**Color:** Pale

**Facet:** Death

### SOUNDPLAY

**Level:** 1

I create the auditory illusion of a sound about as loud as a single person shouting, coming from anywhere I wish within long range. It lasts for one round.

**Color:** Grey

**Facet:** Sound

### SPELL OF CHALLENGE

**Level:** 5 (+1 die)

I speak a challenge to one person within long range. They are compelled to accept. The challenge must have a clearly defined winner and loser, win/loss conditions, and rewards and penalties. For example, I could challenge someone to a duel to the death, to a race to a specific location where the winner gets the loser's house, or to a dice-throwing competition where the loser must serve the winner for a year and a day. If the victory conditions seem impossible for the challenged person, the spell fails.

**Color:** Blue



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## SPELLBINDING

Level: 4

I cast a spell and hide it within another spell. I cast both spells and Spellbinding as a single action, and pay the full cost for all three. To all who observe, to all divination magic, and so on, it appears as though I cast just one spell, and it's the one that I choose to be the visible, obvious spell. Thus, I could hide a curse within a healing spell, or use a telepathy spell to send a secret message even while it appears that I am attacking someone. If the hidden spell has visible elements, they are cloaked.

Color: Grey

Facet: Metamagic

### THE PATH

*This spell is not related to the virus that is also called spellbinding, page 32*

## SPLIT PHYSICALITY

Level: 2

My body splits painlessly and bloodlessly at my waist, and I control both halves. My lower half (legs) can walk or run, while the top half hovers in place. My top half can do anything I could normally do, as long as I do not move in position. So it can remain in place and use a tool, read a book, cast spells, and so on. When the spell ends, my top half fades away and reappears atop my bottom half, wherever it is. So I can act where I am for a while, and suddenly be as far away as my legs could take me in that time. Damage suffered or stat points used by either half applies to my total as normal.

Depletion: 0 (check each round)

Color: Gold

## SPONTANEOUS SPAWL

Level: 3 (+1 die)

Small objects begin to fall out of the mouth of a close person I choose. These are random and generally harmless, such as a broken watch, a coin, a length of string, a cheap ring, a small handkerchief, and so on. In addition to the surprise and perhaps revulsion involved, the target suffers a -1 penalty to all actions involving speaking.

Depletion: 0 (check each round)

Color: Silver

## STAG'S CROWN

Level: 1

Stag's horns made of ice grow atop my head. I can use them to attack as level 1 weapons that inflict 2 points of damage.

Depletion: 0 (check each round)

Color: Gold

## STARLIGHT SERVANT

Level: 1

At night, under the stars, I conjure a being made of pure starlight, a lithe humanoid figure with flesh like midnight's sky. This being happily serves as my valet, carrying my things and helping me with inconsequential tasks. They cannot help me climb over a wall or fight a foe, but they can make me tea, given the right implements. They cannot move more than a close distance away from me.

Depletion: When the sun next rises

Color: Pale

Facets: Conjuration, Night

## STIR THE DEAD

Level: 6

While standing atop a corpse or over a grave, I summon the spirit of the dead being from the Pale. It appears as a mad, terrifying specter of 2 levels lower than the spell's level. It obeys a single command that I give it, as long as that command involves violence, destruction, vengeance, or something similar. It attempts to follow the command in the time allowed by the spell.

If the dead being is already outside the Pale (for example, it's a ghost haunting a place in Satyrine), the spell fails.

Depletion: 0-5 (check each hour)

Color: Pale

Facet: Death

## STONE PISTOL

Level: 4

I transform a stone that I hold in my hand into a pistol that can fire at a target within very long range once each round (it never needs to be reloaded). The weapon is equal in level to this spell and inflicts damage equal to the spell's level.

Depletion: Ends when the combat encounter ends

Color: Gold

Facet: Earth

## STONE'S HANDS

Level: 6

With a single gesture, I create a simple but permanent structure of stone—a wall, a bridge, or a small shelter. The entire construction must fit within a medium area.

Color: Silver

Facet: Earth

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### SUBTLE VISLAE

Level: 3

I cast spells in such a way that no one knows that I'm casting. Just an innocuous gesture here or an unheard whisper there. They might see the effects, but there's nothing to suggest that I did it. Casting this spell requires no sound or movement.

**Depletion:** 0 (check each round)

**Color:** Grey

**Facet:** Metamagic

### SUMMONED SYCOPHANT

Level: 1

I conjure a level 1 being of a type of my choosing. It follows me around and takes no actions other than to agree with whatever I say, praise my every action, and compliment me (sometimes insulting others nearby in so doing: "You are so much smarter than any of these people, master").

**Depletion:** Ends automatically when the sun next sets

**Color:** Pale

**Facet:** Conjunction

### SUPERFICTION

Level: 12

Before I cast this spell, I must communicate a single, detailed (and likely elaborate) falsehood to at least a dozen people. Then the spell turns the falsehood into reality. Thus, if I hand out sheets of paper in my neighborhood describing a wall I built around my house (or showing doctored photographs of said wall) and then cast the spell, my house has a wall around it. If my description said that it was an old wall, everyone will remember that I've had that wall around my house for years.

A superfiction only adds to reality. It does not subtract or substantively change a state. I cannot use this spell to destroy something that exists or alter it in a significant way. A superfiction cannot make the dead live, but—perhaps even more powerfully—it can spontaneously bring new beings permanently into existence.

The GM may require that a powerful and wide-ranging superfiction's integration into reality requires relaying the falsehood to more than a dozen people. Perhaps many more—hundreds or even thousands.

**Color:** Silver

### SUSPEND

Level: 6

The spell I cast on the next round does not take effect for a period of time that I state, up to one hour later. When it finally takes effect, it is treated as if I were exactly where I stood while casting it, even if I am gone from that spot. If I devote 2 more Sorcery to the spell, I can cause the delay to be any time before the next sunrise.

**Color:** Gold

**Facet:** Metamagic

### SWARMBLOOD

Level: 4 (+1 die)

I cause a mass of spiders or insects (my choice) to stream out of the open wound of a nearby wounded being. The being suffers another Wound as the laceration tears open further.

**Color:** Silver

*Attacks that inflict Wounds rather than damage ignore Armor.*

### TEMPORAL ADJUSTMENT

Level: 3

I touch an inanimate, nonmagical object that I could hold in one hand and reverse the effects of time on that object, up to one year. This can repair a damaged object (if it was whole sometime in the last year).

If I can increase the level of the spell and cast it as a level 6 spell, it can affect magical objects as well.

**Color:** Gold

### THALASSIC DELUGE

Level: 6 (+1 die)

From my open palm, a disc of seawater projects forward, widening as it moves. It is followed by another, and another, and so on, in rapid succession. They move up to a short distance, at which point the discs are 6 feet (2 m) across and 3 inches (8 cm) thick. If they strike anything before moving that distance, they do so with great force, inflicting 6 points of damage and knocking unfixed things over or down.

The deluge goes on for a full round, so that someone struck cannot advance forward.

**Color:** Silver

**Facet:** Water

### THAUMATURGIC STRIKE

Level: 2 (+1 die)

Channeling raw power, I blast a faraway target with a brief bolt of energy that inflicts damage equal to the spell's level.

**Color:** Red

*The wounds this spell leaves glow red for up to an hour afterward.*



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### THOUGHT BECOMES MOTION

**Level:** 4 (+1 die)

With a slight direction from my hand, I pick up and move a nearby creature or object if it weighs less than a ton. I move it up to a long distance each round as an action. As long as the spell is active, I can attempt to move different things, but only ever one thing at a time. As with most psychokinetic effects, I cannot use this to move myself.

**Depletion:** 0 (check each use)

**Color:** Green

### A THOUSAND NEEDLES

**Level:** 4 (+1 die)

With a wave of my hand, needles protrude from within the body of a nearby creature, inflicting damage equal to the spell's level. They then shoot out, inflicting 1 point of damage to anyone close to the original victim (except me).

**Color:** Red

### TIMEBLADE

**Level:** 6

I stretch out a handful of time and shape it into a blade. This weapon inflicts damage equal to the level of the spell by speeding up time for whatever it strikes, causing things to wither and decay. It has an enhancement of +1 die with each attack.

**Depletion:** Ends automatically at the end of the current (or upcoming) combat encounter

**Color:** Silver

### TIMEWORM VISION

**Level:** 7

I (and up to five other close beings that I choose) see through time as well as space. Thus, things that move leave afterimages of where they were in the moment prior, and the moment prior to that, making them appear almost like worms writhing through spacetime. In a crowd, this vision is a jumbled mess that is difficult to make sense of, but if there aren't too many moving beings or objects, it's possible to trace where someone came from. The afterimages fade after about an hour, so the "tail" of the timeworm fades, but the trail can still be followed back at least 24 hours (more if Perception-based actions are successful). I can focus on any single afterimage to get a good idea of what was happening in that particular moment. In practical use, this spell allows me and my allies to see where creatures have been and what they were doing, if creatures have passed through a particular area, and even all the (recent) events that have transpired in a particular area.

**Depletion:** 0–5 (check each hour)

**Color:** Indigo

*Timeworms are sometimes called "world lines."*

### TONITRUCUS BURST

**Level:** 5

I unleash a deep, resonant sonic wave that rolls like deafening thunder away from me. Although it can be heard for 1 mile (1.5 km) or more, those within short range (except me) suffer damage equal to 2 less than the level of the spell.

**Color:** Red

**Facet:** Sound

### TOUCH OF THE DEMIURGE

**Level:** 9

I prevent any magic—spells, long-form workings, minor magic, secrets, forte abilities, ephemera, objects of power, and so on—from functioning near me. This includes effects I might attempt to produce. The area becomes a dull, lifeless place, a pale shadow of itself.

**Depletion:** 0 (check each round)

**Color:** Grey

**Facet:** Metamagic

### TRIGGERED SPELL

**Level:** 9

After I cast this, the spell I cast on the following round is "frozen" and does not take effect until an event I specify occurs.

Unless it is a spell that affects me, the frozen spell remains at the spot where I cast it, and the triggering event must take place within short range of that spot. If the spell affects me, the triggering event must be within short range of me.

**Color:** Gold

**Facet:** Metamagic

### TRUE TO LIFE

**Level:** 8

I give life to an inanimate object. It has intelligence, a personality, and the ability to speak. It is a creature of a level 3 lower than the spell's level. The spell grants it limbs, eyes, a mouth to speak, and anything else it might require, but otherwise the creature operates based on its shape and nature. So a chair might use its existing legs, but it grows wooden arms and its cushion forms a face. A statue of a person would likely need no modifications. Neither would a corpse (although it will continue to rot, as its body still operates under its original nature). At any time, the living object can revert to its original form, if it so chooses.

I have no control over the new creature, but it is probably somewhat well disposed toward me for giving it life (although some objects might resent that).

**Color:** Green

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### TWOFOLD OBJECT

Level: 3

I make a duplicate of a mundane object that I can hold in one hand.

Color: Silver

*As described in the Key, most currency—orbs, magecoins, bloodsilver, and so on—is magical and thus can't be created using this spell.*

### UNFAIR EXCHANGE

Level: 5 (+1 die)

I hold a simple, non-dangerous object in my hand and cast this spell at a nearby being. The object replaces an item of my choosing in the target's possession, which must be on their person but not in their hands, and it must be something that I know they possess. I now hold their object.

Color: Green

Facet: Teleportation

### UNBINDING

Level: 6 (+1 die)

I touch a person and undo a magical effect that has caused them to be ensorcelled, cursed, or suffering from some other unwanted condition.

Color: Invisible

Facet: Metamagic

*The level of the effect is the challenge here, not the level of the person.*

### UNFIT VISIONS

Level: 4 (+1 die)

I touch a being that has eyes and seal the eyes closed. They cannot see.

Depletion: 0 (check each round)

Color: Gold

### UNTO SHADOW

Level: 3

Shadows gather around me like living things, and I move with supernatural grace and stealth. The next related action gains +1.

Color: Gold

Facet: Night

### UNWANTED REMEMBRANCE

Level: 3 (+1 die)

I make a person I touch recall something from their past that was disturbing or disheartening. They are distracted, and all their actions are hindered by 1.

Depletion: 0 (check each round)

Color: Blue

### UNWHOLESOME ALIMENT

Level: 3 (+1 die)

I conjure a small but delicious meal, enough for one person. However, I lace the food with magic that can produce one of the following effects on the eater:

*Deep sleep:* Lasts for an hour.

*Sickening poison:* Target suffers 3 damage and is at -1 to all actions until damage heals.

*Confusion:* Target suffers 1 mental damage and cannot take actions until damage heals.

Color: Silver

### VAMPIRE'S BREATH

Level: 1

The smell of the grave hangs heavy on my breath, startling one close person I choose, giving them a -1 modifier on their next action.

Color: Pale

Facet: Death



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### VANISH FROM SIGHT

**Level:** 6

With a flourish and (if I choose) a puff of smoke approximately equal in size to me, I disappear, becoming invisible.

**Depletion:** 0 (check each round)

**Color:** Grey

### VENIFIC TOUCH

**Level:** 3 (+1 die)

I touch a living creature and they are poisoned. They take 1 point of damage and continue to suffer 1 point of damage each round as long as I continue to successfully affect them with a new roll each round (not an action on my part). If I fail a roll, the ongoing damage stops.

**Color:** Red

### VETANDA

**Level:** 4 (+1 die)

One nearby being can no longer perform one specific action that I name. In the case of this spell, the specificity is important. Make melee attacks, cast spells, speak, or move from where they stand are all viable actions to name. Take offensive actions, breathe, think, or move a muscle are all too broad.

**Depletion:** 0 (check each round)

**Color:** Blue

### VIRTUOUS COMPEL

**Level:** 4

A creature I touch becomes inherently, sincerely more helpful, loyal, generous, and honest. Their mind is still their own, however.

**Depletion:** 0–5

(check each hour)

**Color:** Blue

### VITIFEROUS CURSE

**Level:** 4 (+1 die)

A creature I touch sprouts green growths that quickly turn into tiny vines. After an hour or so, the vines begin to hinder them, slowing movement by half and bestowing a scourge of –1 to all actions.

Cut vines regrow. Taking a few minutes to cut them all away resets the process, and new vines will hinder them in about another hour.

**Depletion:** When the curse is lifted

**Color:** Green

**Facet:** Curse

### VIVAN'S TELEOSIS

**Level:** 1

When I cast this on an object I touch, the object becomes a perfect form of itself. When used properly, the object adds +1 to the action it is being used for.

**Depletion:** 0 (check each use)

**Color:** Gold

### VOLUBLE ACQUAINTANCE

**Level:** 1 (+1 die)

Someone who does not wish to speak to me becomes very talkative. They're not necessarily willing to say what I want, but at least they're not reticent.

**Depletion:** Ends automatically at the end of the interaction encounter

**Color:** Blue

### VORAGINOUS SPHERE

**Level:** 7 (+2 dice)

A small area I designate is devoured by the Red, utterly consumed. That area and everything in it ceases to exist, and reality adjusts slightly to compensate for the loss. Thus, the ground seals up rather than leaving a hole. Likewise with a wall. There must be no beings in the area when I cast the spell.

**Color:** Red

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### WAKE THE DEAD

**Level:** 4

I animate a corpse. It becomes a shuffling, zombie-like thing 2 levels lower than that of the spell. It obeys my simple commands but is next to mindless—more like an automaton than a creature.

**Depletion:** 0–1  
(check each hour)

**Color:** Pale  
**Facet:** Death

### WARPING CONDUIT

**Level:** 8

I create a swirling vortex in the air next to me. If anyone steps through it, they step out at a spot I chose when I cast the spell. Stepping into that other vortex brings them back to where I cast the spell. The location of the other vortex must be a spot on which I have stood. In effect, I create a two-way doorway from one place to another.

**Depletion:** 0 (check each hour)  
**Color:** Pale  
**Facet:** Teleportation

### WATCHMAN WATCHING

**Level:** 3

I conjure a construct of pure energy in the form of a male human of the same level as the spell. He remains near me at all times or he dissipates. The watchman watches over me, alerting me to threats as they arise. He can see invisible things and is 4 levels higher than normal to notice hidden threats. The watchman does not attack but can help defend me, granting +1 to all my Dodge actions. The watchman can also defend himself, of course.

**Depletion:** 0 (check each hour) or until destroyed  
**Color:** Invisible  
**Facet:** Conjunction

### WATER WHIP

**Level:** 3

I touch a container holding water (at least as much as a glassful) and pull a strand of the water out like a whip. This is a melee weapon of a level equal to the spell's level that I can use to attack foes up to a short distance away. It inflicts damage equal to 1 less than the spell's level.

**Depletion:** Ends automatically at the end of the combat encounter  
**Color:** Gold  
**Facet:** Water

### WHELVE

**Level:** 5

I use magic to protect my secrets. I name a specific secret, such as "I killed my twin sister," and all attempts to use divinatory magic to learn the secret fail.

**Depletion:** This spell lasts until I die  
**Color:** Grey  
**Facet:** Metamagic

### WIND'S BLADE

**Level:** 4

I conjure a knife or sword made of swirling wind that is as sharp as a razor. I can use it to make a melee attack equal to the spell's level that inflicts damage equal to the spell's level.

**Depletion:** 0–4 (check at the end of each combat encounter)  
**Color:** Silver  
**Facets:** Air, Conjunction

### WINDOWS TO THE SOUL

**Level:** 3 (+1 die)

I make it so that anyone who looks into the eyes of a close being that I choose (one that has eyes, of course) knows the thoughts of that being.

**Depletion:** When the curse is lifted  
**Color:** Blue  
**Facet:** Curse

### WINGS OF FEAR

**Level:** 5 (+1 die)

Wings made of dark strands and screaming skulls appear at my back, granting me the ability to float and hover in the air, moving no more than a close distance each round. Anyone who can see me is so unnerved that their next action is hindered by 1.

**Depletion:** 0–6  
(check each hour)  
**Color:** Gold



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## WINGS OF PLENILUNE

**Level:** 4

Wings of softly luminous moonlight sprout from my back, granting me the ability to fly as fast as I can walk or run. They also give off light like a lantern.

**Depletion:** 0–1

(check each hour)

**Color:** Gold

## WITCHSIGHT

**Level:** 4

I think of a location where I have previously stood and can see that location as if I were standing there again. If I choose to see from where I actually stand, the spell ends.

**Color:** Indigo

## WITCHSTEP

**Level:** 6

I think of a location where I have previously stood, and with a single step I stand there once again no matter how distant.

**Color:** Green

**Facet:** Teleportation

*Witch, as a term for a person who uses magic, is rarely used anymore. However, as an adjective used to describe magical things, it's still very much in use: witchgun, witchcoat, and so on.*

## WITHIN WITHOUT

**Level:** 4

I can fuse one willing creature about my size or smaller with my own body so they are completely concealed. They can take no actions while in my space, but when I wish it (or when the spell depletes), they emerge and can act normally.

**Depletion:** When the sun next rises or sets

**Color:** Gold