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|  | Wizard Cantrips | |  |
| **🔲 Telekinesis** (Ongoing, Concentration)  While you concentrate, you create an invisible hand which manipulates objects in your field of sight. It has a +1 modifier to STR and DEX, but can only carry Load 3. It can pass through solid matter, but if it leaves your sight or you take any damage, the hand winks out of existence, dropping anything it was carrying. | **🔲 Light** (Ongoing)  An item you touch glows with arcane light, about as bright as a torch. It gives off no heat or sound and requires no fuel, but it is otherwise like a mundane torch. You have complete control of the color of the flame. The spell lasts as long as it is in your presence. | **🔲 Detect Magic** (Ongoing, Concentration)  One of your senses becomes attuned to magic. While you concentrate, you may ask one of the following each time you Discern Realities:   * “What or who here is currently affected by magic?” * “Who here can cast magic?” * “What is the strongest source of magic in the vicinity?” | **🔲 Prestidigitation** You perform minor tricks of true magic. If you touch an item as part of the casting you can make cosmetic changes to it: clean it, soil it, cool it, warm it, flavor it, or change its color. If you cast the spell without touching an item you can instead create minor illusions no bigger than yourself. Prestidigitation illusions are crude and clearly illusions—they won’t fool anyone, but they might entertain them. |
|  | Wizard Level 1 Spells | |  |
| **🔳 Blitz**Zig-zag through the air, striking up to D3 different Near targets with whatever weapon (or item) you hold. The spell deposits you next to the last target you struck.**🔳 Charm Person**The person (not beast or monster) you touch while casting this spell considers you their friend for about an hour, or until they take Damage or you prove otherwise.**🔳 Clairvoyance** (Ongoing, Concentration) Create a phantom bird which serves as your eyes and ears. The spell persists as long as you concentrate, during which time you can see through the bird’s senses. If scrutinized, it reveals itself to be magical. It is destroyed by any amount of hostile force. | **🔳 Ignite** (Ongoing) Your body bursts into multi colored flames. While this spell is Ongoing, you have immunity to this (and all other) fire, and anyone attempting to touch or strike you takes d6 fire damage, ignoring armor. When you cast another spell, your immunity ends (though you should probably put yourself out first)**🔳 Contact Spirits**Name the spirit you wish to contact (or leave it to the GM). You pull that creature through the planes, just close enough to speak to you. It is bound to answer any one question you ask to the best of its ability.**🔳 Disguise** Permanently change one minor aspect of your appearance: height, hair color, skin tone, etc. | **🔳 Dust Devil** (Ongoing, Concentration) Conjure a pillar of wind which sweeps a normal sized enemy off their feet and, while you concentrate, can carry and deposit them anywhere you desire.**🔳 Invisibility**Touch an ally: nobody can see them. They’re invisible! The spell persists until the target attacks or you dismiss the Effect. While the spell is ongoing you can’t Cast a Spell.**🔳 Jaunt**Teleport anywhere nearby within your sight for a moment, then snap back. This can be done to avoid danger, aid an ally, or for any other purpose.**🔳 Magic Missile**Projectiles of pure magic spring from your fingers. Deal 2d4 damage to one target you can see, ignoring armor. | **🔳 Mark** (Ongoing) Walk a wide circle as you cast this spell. Until you leave the area, your magic will alert you if a creature crosses that circle. Even if you are asleep, the spell will shake you from your slumber. While you are inside, you have +1 Ongoing to cast a spell.**🔳 Reversal** (Ongoing) The next spell cast at you bounces off, towards another random target. The effect ends when you cast another spell.**🔳 Telepathy** (Ongoing) You form a telepathic bond with a single person you touch, enabling you to converse with that person through your thoughts. You can only have one telepathic bond at a time. |
|  | Wizard Level 3 Spells | |  |
| **🔳 Haste** (Ongoing) Your body begins vibrating and twitching with energy. Gain D4 charges of Haste. You may use a charge when the DM indicates you don’t have time to use a move. You do have time. You cannot use a charge immediately after using a charge, however. Unused charges are lost after a few minutes.**🔳 Mirror Image** (Ongoing) Create an illusory copy of yourself, which you can command at will. It cannot make noise or physically interact with anything, but it can appear to do anything you can. There is a 50% chance an enemy will choose to target your image instead of you, if forced to choose. The image has 1 HP.**🔳 Sleep**D4 Enemies you can see of the GM’s choice fall asleep. Only creatures capable of sleeping are affected. They awaken as normal: loud noises, jolts, pain. | **🔳 Transform** (Ongoing)  Twist your body into that of a monstrous creature. You lose the use of your hands, and cannot speak clearly, but gain D3 of the following:   * Natural Flight * Great speed * Set any stat’s modifier to +2 * 2 natural armor  Increase your damage to d8**🔳 Fireball**You evoke a mighty ball of flame that envelops your target and everyone Near them, inflicting 2d6 damage which ignores armor.**🔳 Magic Circle** (Ongoing, Concentration)  Create a line of runes, straight or curved, which your enemies struggle to cross. Only those who possess extraordinary willpower may cross, and they take d6 mental damage (ignoring armor) when doing so. The line persists as long as you concentrate. | **🔳 Mimic** (Ongoing) You take the form of a person you touch while casting this spell. Your physical characteristics match theirs exactly but your personality and mental faculties remain unchanged. This change persists until you take damage or choose to return to your own form. While this spell is ongoing you lose access to all your wizard moves.**🔳 Recall**Instantly warp to the last place you slept or the last place you cast Mark on (your choice). Any Nearby creatures can choose to warp with you, but they will be overcome with teleportation sickness for a moment upon arrival.**🔳 Dispel Magic** Choose a spell or magic Effect in your presence: this spell rips it apart. Lesser Spells are ended, powerful magic is just reduced or dampened so long as you are nearby. | **🔳 Swap**Faster than the eye can blink, you swap places with a willing Nearby ally. This spell can be cast instantly.**🔳 Astral Project** (Ongoing, Concentration) While you concentrate, you step out of your body, creating a ghostly copy of yourself. The copy has 1HP, STR equal to your INT, and AGI equal to your WIS. While you channel the spell, your body lies unresponsive. The spell ends if you take any damage.**🔳 Visions Through Time** Cast this spell and gaze into a reflective surface to see into the depths of time. The GM will reveal the details of a grim portent to you—a bleak event that will come to pass without your intervention. They’ll tell you something useful about how you can interfere with the grim portent’s dark outcomes. Rare is the portent that claims "You’ll live happily ever after." Sorry. |

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|  | Wizard Level 5 Spells | |  |
| **🔳 Summon Monster**(Ongoing)A monster appears and aids you as best it can. Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats, 1 HP, and uses your Damage dice. The monster also gets your choice of 1d6 of these traits:It has +2 instead of +1 to one statIt’s not recklessIt does 1d8 DamageIt has 3 armorIts bond to your plane is strong: +2 HP for each level you haveIt has some useful adaptationThe GM will tell you the type of monster you get based on the traits you select. The creature remains on this plane until it dies or you dismiss it. While the spell is ongoing you take -1 to Cast a Spell. | **🔳 Thunderstrike**A bolt of lightning strikes you, causing you to disappear. A split second later you descend in another bolt. Teleport anywhere in sight, as long as there is open sky above the start and end points. Everything within Reach of the end point takes d4 shock damage. If they are wearing or made of metal armor, they instead take d8 shock damage, ignoring armor.**🔳 Nightmare**You project waves of horrific visions. D4 enemies of your choice take d6 mental damage and are momentarily paralyzed with horror if they are weak willed. | **🔳 Contact Other Plane**(Ongoing)You send a request to another plane. Specify who or what you’d like to contact by location, type of creature, name, or title. You open a two-way communication with that creature. Your communication can be cut off at any time by you or the creature you contacted.**🔳 Cage**(Ongoing)The target is held in a cage of magical force. Nothing can get in or out of the cage. The cage remains until you cast another spell or dismiss it. While the spell is ongoing, the caged creature can hear your thoughts and you cannot leave sight of the cage. | **🔳 Puppeteer** (Ongoing) You assume direct control of a Nearby enemy’s body. While you concentrate, you have control over D4 of their limbs.**🔳 Looped Object** (Ongoing) Touch an object and preserve a ghostly copy of it, frozen in place. When you release the spell, the object will return to it’s copy, in the position and state it was in when you cast the spell. Effect is lost unless used in the same day.**🔳 Fly** (Ongoing) You gain magical flight. You may move at your normal speed, and with your normal agility, but in any direction. |
|  | Wizard Level 7 Spells | |  |
| **🔳 Astral Cloud**A cloud of fog drifts into this realm from the Astral Plane, filling the immediate area. This spell persists so long as you can see the affected area, or until you dismiss it. Choose a type of cloud:Toxic: Whenever a creature in the area takes damage it takes an additional, separate 1d6 Damage which ignores armor.Mist: All nonmagical flames are snuffed out, and all creatures inside are blinded.Glitter: Everyone inside the cloud is outlined in gold dust. Invisible creatures are visible and attacks strike true. All damage taken by affected creatures is Brutal.**🔳 Premonition**Meditate for an hour to gain D4 visions of the future. For the next 24 hours, you may use a vision to grant yourself +1 to a single roll. Unused visions are lost if you cast the spell again. | **🔳 Contingency**Choose a 5th level or lower spell you know. Describe a trigger condition using a number of words equal to your level. The chosen spell is held until you choose to unleash it or the trigger condition is met, whichever happens first. You don’t have to roll for the held spell, it just takes Effect. You may only have a single contingent spell held at a time; if you cast Contingency while you have a held spell, the new held spell replaces the old one.**🔳 True Sight**You see all things as they truly are. This effect persists until you tell a lie or dismiss the spell. While this spell is ongoing you take -1 to Cast a Spell.**🔳 Dragon’s Scales**(Ongoing)Pick a source of damage (fire, edged weapons, acid). You are immune to it. You may only have one immunity at a time. | **🔳 Polymorph**Your touch reshapes a creature entirely, they stay in the form you craft until you Cast a Spell. Describe the new shape you craft, including any stat changes, significant adaptations, or major weaknesses. The GM will then tell you one or more of these:The form will be unstable and temporaryThe creature’s mind will be altered as wellThe form has an unintended benefit or weakness**🔳 Shadow Walk**The shadows you target with this spell become a portal for you and your allies. Name a location, describing it with a number of words up to your level. Stepping through the portal deposits you and any allies present when you cast the spell at the location you described. The portal may only be used once by each ally. | **🔳 Dominate** (Ongoing) Your touch pushes your mind into someone else’s. You gain 1d4 hold. Spend one hold to make the target take one of these actions:Speak a few words of your choiceGive you something they holdMake a concerted attack on a target of your choiceTruthfully answer one questionWhen the target takes damage, lose 1 hold. The effect ends if you cast a spell or run out of hold.**🔳 Deep Freeze**With a touch, you freeze your target into a thick, solid block of ice. This protects them from most danger, but also totally immobilizes them. The ice melts enough for them to break free after a few hours, at room temperature. |
|  | Wizard Level 9 Spells | |  |
| **🔳 Stop Time** (Ongoing) The flow of time halts for everything and everyone except you. When you make a move, the DM will roll a D6. On a 1 or 2, the flow of time resumes.**🔳 Mind Games** (Ongoing) Gain D4 hold. Spend a hold after any action or roll (yours or another’s) to say that it was all an illusion. The event is undone but anyone directly affected by it (other than yourself) takes d4 mental damage, ignoring armor, trying to comprehend what happened. Unused hold are lost after a few minutes. | **🔳 Antipathy** (Ongoing) Choose a target and describe a type of creature or an alignment. Creatures of the specified type or alignment cannot come within sight of the target. If a creature of the specified type does find itself within sight of the target, it immediately flees. This Effect continues until you leave the target’s presence or you dismiss the spell. While the spell is ongoing you take -1 to Cast a Spell.**🔳 Gate**Create a portal leading to any place on any plane of existence. The gate lasts 24 hours and works both ways. Other curious, careless, or intelligent creatures may decide to use it. | **🔳 Perfect Summons**You teleport a creature to your presence. Name a creature or give a short description of a type of creature. If you named a creature, that creature appears before you. If you described a type of creature, a creature of that type appears before you.**🔳 Alert**Describe an event. The GM will tell you when that event occurs, no matter where you are or how far away the event is. If you choose, you can view the location of the event as though you were there in person. You can only have one Alert active at a time. | **🔳 Shelter**(Ongoing)You create a structure out of pure magical power. It can be as large as a castle or as small as a hut, but is impervious to all non-magical Damage. The structure endures until you leave it or you end the spell.**🔳 Soul Gem**You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through Spells, Parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed. |

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|  | Cleric Rotes | |  |
| **🔲 Sanctity** Food and water you hold while you cast this spell is consecrated. In addition to now being holy or unholy, the affected substance is purified of any mundane spoilage. | **🔲 Light** (Ongoing)  An item you touch glows with divine light, about as bright as a torch. It gives off no heat or sound and requires no fuel, but it is otherwise like a mundane torch. You have complete control of the color of the flame. The spell lasts as long as it is in your presence. | **🔲 Guidance** A symbol of your deity appears before you and gestures towards the direction or course of action your deity would have you take, then disappears. The message is through gesture only; your communication through the spell is very limited. | **🔲 Thaumaturgy** You briefly create an impressive display of divine might. Doors and windows slam open and shut, the sky darkens for a moment, you speak with a hundred voices, your eyes shine with burning light, etc. |
|  | Cleric Level 1 Spells | |  |
| **🔳 Know Intent**One of your senses is briefly able to detect Holy and Profane energy in your vicinity. Additionally, you know if any NPCs have benevolent or malevolent intent.**🔳 Cure Light Wounds**At your touch wounds scab over and bones cease to ache. An ally you touch may use a Healing Surge. If they do, they heal an extra d4 HP.**🔳 Compel Truth** (Ongoing, Concentration) While you maintain a hold of your target and concentrate, they are unable to intentionally lie or refuse to answer your questions, though if they are clever they might find a way to deceive you without lying. | **🔳 Donation of Spirit**Energy courses from you, and into a Nearby target of your choice. Lose 2 Vigor. An ally of your choice regains 2 Vigor.**🔳 Magic Weapon**(Ongoing)The weapon you hold while casting does +d4 damage until you dismiss this spell. While the spell is ongoing, you take -1 to cast spells.**🔳 Speak With Dead** A corpse converses with you briefly. It will answer any three questions you pose, to the best of the knowledge it had in life, and the knowledge it gained in death. | **🔳 Holy Fire** (Ongoing) Your body is filled with divine light, and bursts into flames. While this spell is Ongoing, you have immunity to this (and all other) fire, and anyone attempting to touch or strike you takes d6 fire damage, ignoring armor. When you cast another spell, your immunity ends (though you should probably put yourself out first)**🔳 Holy Terror** (Ongoing) Choose a target you can see and a nearby object. The target cannot tolerate the subject so long as you maintain the spell, though their reaction is up to them: flee, panic, beg, fight. While this spell is ongoing you take -1 to cast spells. Has no effect on entities incapable of fear. | **🔳 Sanctuary** (Ongoing) As you cast this spell, you walk the perimeter of an area, dedicating it to your god. As long as you remain inside, you are aware when anyone inside acts with hostile intent (including entering with harmful intent). Anyone who receives healing within a sanctuary heals 2 extra HP.**🔳 Bless** (Ongoing) Your deity smiles upon a combatant of your choice. They take +1 ongoing so long as battle continues and they stand and fight. While this spell is ongoing you take -1 to cast spells. |
|  | Cleric Level 3 Spells | |  |
| **🔳 Animate Dead** (Ongoing) You invoke a hungry spirit to possess a recently-dead body and serve you. This creates a Zombie that follows your orders to the best of its limited abilities. Treat the Zombie as a character, but with access to only the basic moves. It has a +1 modifier for all stats and 1 HP. The Zombie also gets your choice of 1d4 of these traits:• It’s talented. Give one stat a +2 modifier.• It’s durable. It has +2 HP for each level you have.• It has a functioning brain and can complete complex tasks.• It does not appear obviously dead, at least for a day or two.The Zombie lasts until it is destroyed by taking Damage in excess of its HP, or until you end the spell. While this spell is ongoing you take -1 to Cast a Spell. | **🔳 Cure Moderate Wounds** You stanch bleeding and set bones through magic. An ally you touch may spend a Healing Surge. If they do, they heal an extra d4 per Vigor spent. **🔳 Swarm**(Ongoing, Concentration)Summon several small creatures which will do your bidding to the best of their ability. You may choose any generally harmless creature that would reasonably inhabit the environment you cast this spell in. You may assume direct control of your swarm by concentrating.**🔳 Divine Transposition**(Ongoing)Faster than the eye can blink, you swap places with a willing Nearby ally. This spell can be cast instantly.**🔳 Circle of Light** A warm light shines from your body, infusing all nearby with divine energy. All Nearby allies may instantly use their Healing Surge. If they do, they heal an extra d4 HP. | **🔳 Darkness** (Ongoing) Choose an area you can see: it’s filled with supernatural darkness and Shadow. While this spell is ongoing you take -1 to Cast a Spell.**🔳 Resurrection** Tell The GM you would like to resurrect a corpse whose soul has not yet fully departed this world. Resurrection is always possible, but The GM will give you one or more (possibly all) of these conditions to fulfill:   * It’s going to take days/weeks/months * You must get help from \_\_\_\_ * It will require a lot of money * You must sacrifice \_\_\_\_ to do it   The GM may, depending on the circumstances, allow you to resurrect the corpse now, with the understanding that the conditions must be met before it’s permanent, or require you to meet the conditions before the corpse is resurrected. | **🔳 Hold Person**(Concentration)Choose a person you can see. While you concentrate, they cannot act except to speak. This effect ends immediately if the target takes Damage from any source.**🔳 Seal**(Ongoing, Concentration)Trace a glowing line, straight or curved, which enemies of your god struggle to cross. Only enemies who possess extraordinary willpower may cross, and they take d6 mental damage (ignoring armor) when doing so. The line persists as long as you concentrate.**🔳 Savior** (Ongoing)  In a solemn ceremony, you promise to aid your target should harm ever befall them. If their health drops to 0, you will instantly lose all remaining Vigor and restore d4 hp per Vigor lost. You may also voluntarily trigger the effect, at will. The effect persists until it is triggered. You may only be one peron’s savior at a time. |

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|  | Cleric Level 5 Spells | |  |
| **🔳 Armor of the Faithful**While you have this spell memorized, you may cast it for free upon taking damage. On a hit you only take half the damage. But on a 7-9 you must choose to forget the spell.**🔳 Fate Link**(Ongoing)In a solemn ceremony, you link your fate to another willing person. While the effect persists, all damage taken is split evenly, but if either gains a debility, the other does as well. You also share a telepathic bond; either may concentrate to see through the eyes of the other. | **🔳 Contagion**(Ongoing)Choose a creature you can see. Until you end this spell, the target suffers from a disease of your choice. While this spell is ongoing you take -1 to cast a spell.**🔳 Ward**(Ongoing, Concentration)You thrust your hands outward, commanding that no harm shall come to those Near to you. While you concentrate, you may spend 1 Vigor to negate the damage any living creature would take. | **🔳 Cure Critical Wounds**An ally you touch may use a Healing Surge. If they do, they regain an extra d6 health per Vigor spent.**🔳 Revelation**Your deity answers your prayers with a moment of perfect understanding. The GM will shed light on the current situation. When acting on the information, you take +1 forward.**🔳 Divination**Name a person, place, or thing you want to learn about. Your deity grants you visions of the target, as clear as if you were there. | **🔳 Words of the Unspeaking**With a touch you speak to the spirits within things. The non-living object you touch answers three questions you pose, as best it can. Alternatively, it agrees to perform a service for you; take +1 Forward using the object.**🔳 Looped Object**You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through spells, parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed. |
|  | Cleric Level 7 Spells | |  |
| **🔳 Control Weather**Pray for rain—or sun, wind, or snow. Within a day or so, your god will answer. The weather will change according to your will and last as long as you desire, up to a handful of days.**🔳 Heal**Touch an ally and you may either remove all of their debilities or fully heal them. This spell can only be used once per day; you may not choose to forget the spell as a downside when casting.**🔳 Interdiction**(Concentration)Your god speaks words of denial through your mouth; cancel an ongoing spell, temporarily suppress a magical effect, or, as long as you concentrate, create a temporary zone of anti-magic. This can cause unexpected results if the spells you are tampering with are especially old. | **🔳 Sever**(Ongoing)Choose an appendage on the target such as an arm, tentacle, or wing. The appendage is magically severed from their body, causing no Damage but considerable pain. Missing an appendage may, for example, keep a winged creature from flying, or a bull from goring you on its horns. While this spell is ongoing you take -1 to Cast a Spell.**🔳 Judgement**You speak the words of your god, who passes unflinching judgement on those present. All intelligent creatures within earshot take d6 damage. If they are wicked or selfish, they take d8 damage. If they are virtuous or benevolent, they take only take d4 damage. This damage ignores armor. | **🔳 Burn Soul**Touch an enemy and strike them with divine wrath—deal 2d8 damage to them and 1d6 damage to yourself. This damage burns their very soul, ignoring armor. Enemies who lack souls, such as automatons, are unaffected.**🔳 Consume Unlife**The mindless undead creature you touch is destroyed and you steal its energy to heal yourself or the next ally you touch. The amount of Damage healed is equal to the HP that the creature had remaining before you destroyed it.**🔳 Puppeteer**(Ongoing, Concentration)You command the obedience of your enemy’s body. While you concentrate, you have direct control over d4 of your target’s limbs. | **🔳 Exhortation and Exorcism**Compel a soul, ghost, or spirit to seek refuge in a living body. It will seek out the nearest suitable host, including you. While the effect persists, the possessed body is inhabited by both personalities, who vie for control. Killing the host also forces the spirit to pass on.Alternatively, you can forcibly eject a hostile spirit from a body that it is possessing, preventing them from inhabiting it ever again.**🔳 Safety**You and all Nearby allies are instantly transported to the nearest safe place. This might be your hideout, the castle of a friendly baron, a hidden cave, etc. Whatever the location, your deity will watch over it for a short time, preventing enemies from intruding. |
|  | Cleric Level 9 Spells | |  |
| **🔳 Sanctity** (Ongoing) With a touch, you bless an ally with immunity to harm. They gain D4 Hold. They may spend a Hold to cause an enemy who is about to do harm to them to automatically fail, forcing the enemy to suffer the harm themselves.**🔳 Repair**Choose one event in the target’s past. All effects of that event, including Damage, poison, disease, and magical effects, are ended and repaired. HP and diseases are healed, Poisons are neutralized, magical effects are ended | **🔳 Plague** (Ongoing) Name a city, town, encampment, or other place where People live. As long as this spell is active that place is beset by a plague appropriate to your deity’s domains (locusts, death of the first born, etc.) While this spell is ongoing you take -1 to Cast a Spell..**🔳 Mark of Death**Choose a creature whose true name you know. This spell creates permanent runes on a target surface that will kill that creature, should they read them. | **🔳 Storm of Vengeance**Your deity brings the unnatural weather of your choice to pass. Rain of blood or acid, clouds of souls, wind that can carry away buildings, or any other weather you can imagine: ask and it shall come.**🔳 Divine Presence** (Ongoing) Every creature must ask your leave to enter your presence, and you must give permission aloud for them to enter. Any creature without your leave takes an extra 1d10 Damage whenever they take Damage in your presence. While this spell is ongoing you take -1 to Cast a Spell. | **🔳 Angelic Host**Summon d6 divine representatives of your god. Each will answer a single question about any subject, will perform a single task for you, to the best of their considerable abilities, or will attempt to destroy your enemies. In combat, an angelic representative will fly at an enemy, dealing d12 damage directly to the enemy’s very existence, ignoring armor, after which it will return to your deity. |