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## CREATE FLAME

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**Duration** 1 hour; see the effect

You cause a ball of fire to appear in the palm of your hand or at the end of an object you are holding. The flame is warm, but does not harm you or anything you wear or carry. It emits light that fills a sphere with a 3-yard radius centered on the flame.

You can use an action to attack with the flame, which ends the spell. Make an Agility attack roll with 1 boon against the Agility of one creature within short range. On a success, the flame hits and the target takes 1d6 + 1 damage.

*BEAUTY 16*

*UTILITY 0*

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## MISDIRECT

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**Target** One creature within short range

Make an Intellect attack roll against the target's Perception. On a success, the target makes attack rolls with 1 bane while it is within short range of you for 1 minute.

**Attack Roll 20+** The target also becomes impaired for 1 minute.

*BEAUTY 19*

*ATTACK 0*

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## SHRINK OBJECT

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**Target** One Size 1 or smaller object you can reach

You touch the target, causing it to become Size 1/8 or half its Size, whichever is smaller. The object remains at this Size until you use an action to restore it to its normal Size.

*BEAUTY 19*

UTILITY 0

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# FADE

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**Duration** 1 minute

You become hidden for the duration. The effect ends if you use an action or a triggered action.

**Triggered** When you take damage, you can use a triggered action to cast this spell. The duration becomes 1 round when you cast the spell in this way.

*BEAUTY 19*

*UTILITY 1*



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## DRUNKENNESS

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**Area** A sphere with a 2-yard radius centered on a point within medium range

Magical fumes spread through the area and then disperse. Each living creature in the area must get a success on a Strength challenge roll or become intoxicated. While intoxicated, the creature is impaired, takes half damage from all sources, and cannot gain Insanity.

*BEAUTY 19*

*ATTACK 1*

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## WILL-O'-WISP

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**Target** A point in space within medium range

**Duration** Concentration, up to 1 minute

A 1-foot-diameter ball of flickering flame appears at the target point and remains for the duration. The flame sheds light in a 2-yard radius. When the flame appears, each creature within medium range of it and that can see it must get a success on a Will challenge roll with 1 boon or become beguiled by the flame until the spell ends or until the creature takes damage.

Each time you use an action to concentrate on the effect, you can move the ball of flame up to 5 yards in any direction. While a creature is beguiled by the flame, whenever you move the ball of flame, the creature must move half its Speed toward the flame.

*BEAUTY 19*

*ATTACK 1*

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## SLUMBER

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**Area** A sphere with a 3-yard radius centered on a point within medium range

Sparkling specks of gold swirl through the area and disappear. Each living creature with Health 10 or lower falls prone and goes to sleep for 8 hours.

Each living creature with Health 11 or higher must make a Will challenge roll. A creature makes the roll with 1 bane if it is injured and 2 banes if it is fatigued. A creature with Health 30 or higher makes the roll with 1 boon. With a failure on the challenge roll, the creature falls prone and goes to sleep for 8 hours. A sleeping creature immediately wakes if it takes damage or if another creature uses an action to shake or kick it awake.

*BEAUTY 19*

*ATTACK 2*

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## FAERIE GOLD

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**Target** One leaf you are holding

**Duration** See the effect

The target transforms into a gold coin and remains in this form until the next sunrise, at which point it becomes a leaf once more. When a creature other than you touches the coin, it must make an Intellect challenge roll. It makes the roll with 1 bane if it is charmed by you. On a success, the effect ends immediately.

**Sacrifice** You can expend a casting of this spell to heal damage equal to your healing rate.

*BEAUTY 19*

*UTILITY 2*

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# BEWILDER

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**Target** A sphere with a 2-yard radius centered on a point within medium range

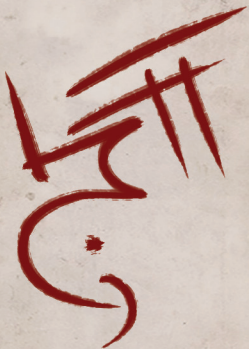
Multicolored lights spread through the area. Each living creature in the area must make a Will challenge roll. A creature with 1 or more Insanity makes the challenge roll with 2 banes. On a failure, the creature becomes confused for 1 minute. On a success, the creature becomes impaired for 1 round.

A confused creature must take a fast turn each round and on that turn roll a d6 to see what it does.

## BEWILDER EFFECTS

1d6	Behavior
1	The creature spends its turn laughing or weeping.
2	The creature moves up to its Speed along a straight line in a random direction.
3	The creature uses an action to charge the creature nearest to it.
4	The creature uses an action to claw at itself, taking 1d6 damage as a result.
5	The creature is frightened for 1 round, but otherwise decides what it does on its turn.
6	The creature decides what it does on its turn.

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## ERASE MEMORY

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**Target** One creature within short range that can hear you

Your words cause the target's memories to fade from its mind. Make an Intellect attack roll against the target's Intellect. You make the attack roll with 1 boon if the target is charmed. On a success, you erase the target's memories of what it had experienced during the minute before your casting of this spell. Casting this spell also removes any Insanity gained by the target during the previous minute.

**Attack Roll 20+** The target also becomes impaired for 1 minute.

*BEAUTY 20*

*ATTACK 3*

reÿ



## HALLUCINATIONS

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**Target** One creature you can see within medium range

The target sees and hears things that are not real. Make an Intellect attack roll against the target's Perception. On a success, the target hallucinates for 1 minute. Until the effect ends, whenever the target would use an action, it must first make a Perception challenge roll with 1 bane. On a failure, the target becomes dazed for 1 round.

*BEAUTY 20*

*ATTACK 4*

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## TWISTED CROWN

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**Duration** Concentration, up to 1 minute

A twisted wooden crown appears on your head and remains for the duration. When you cast the spell and again when you use an action to concentrate on it, each creature within short range of you must make a Will challenge roll. A creature becomes stunned for 1 round on a failure, or immune to this casting of the spell on a success.

*BEAUTY 20*

*UTILITY 5*



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## BEGET CHANGELING

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**Requirement** Before you can cast this spell, you must spend 1 hour working with mud, sticks, leaves, and small stones to form a simulacrum of a human-shaped creature. The simulacrum can be no larger than Size 1. Once created, the simulacrum retains its potency until you complete a rest or until it takes 10 damage or more.

**Target** The simulacrum you created that is within your reach

**Duration** 1d6 + 1 days; see the text

You transform the target into a changeling that has the appearance of one living creature you can see within medium range. The changeling has 1 for all of its attribute scores. Each hour, the changeling's attribute scores increase by 1 until it has Strength 9, Agility 10, Intellect 10, and Will 10.

When the spell would end, roll a d20. If you roll a 1, the effect becomes permanent. Any other result indicates that the spell ends, and the changeling collapses into a pile of dirt, sticks, leaves, and small rocks.

*BEAUTY 20*

*UTILITY 6*

BATTLE

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## SEEKING MISSILE

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As part of casting this spell, make an attack with a ranged weapon or a thrown weapon. Your attack ignores banes incurred by any form of cover except for total cover, banes due to invisibility, and banes from attacking targets that are in obscured areas.

*BEAUTY 20*

*ATTACK 0*

BATTLE

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## PHASING MISSILE

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As part of casting this spell, make an attack with a ranged weapon or a thrown weapon. You make the attack roll with 1 boon. Your attack ignores banes due to cover, and you can attack totally covered targets, but if you cannot see such a target, you shoot as if you were blinded. If you can see a totally covered target, you can attack that target as if it was not covered.

*BEAUTY 20*

*ATTACK 1*

celestial



## MOON BRIDGE

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**Requirement** You can cast this spell only at night or underground

**Area** A line 10 yards long, 2 yards wide, and 1 inch thick, originating from a point within medium range, each end of which must be in contact with a solid surface

**Duration** Concentration, up to 1 minute

Soft light fills the area and remains for the duration. The area becomes solid and able to hold any weight placed on it.

**Sacrifice** You can expend a casting of this spell to cast the burning beam spell.

*BEAUTY 20*

*UTILITY 2*

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# CONJURATION



## CREATE SECRET DOOR

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**Requirement** You can cast this spell only at night or underground

**Area** A line 10 yards long, 2 yards wide, and 1 inch thick, originating from a point within medium range, each end of which must be in contact with a solid surface

**Duration** Concentration, up to 1 minute

Soft light fills the area and remains for the duration. The area becomes solid and able to hold any weight placed on it.

**Sacrifice** You can expend a casting of this spell to cast the burning beam spell.

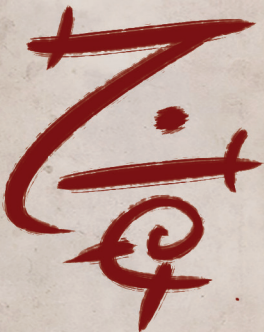
*BEAUTY 20*

*UTILITY 2*

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## CURSED APPLE

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**Target** One apple you are holding

**Duration** 24 hours or until consumed

You concentrate for 1 minute, during which time you must prick your hand and spill a little blood onto the target. At the end of this time, you imbue the target with magic that imparts a curse on anyone who eats. The imbued magic lasts for the duration.

As part of the casting, you must state a specific action that can lift the curse laid by the target, such as a kiss from a mortal with noble blood, the tears of a maiden, or a drop of blood from a mortal child. You can also use an action to lift the curse from the target, provided you are within long range of it.

A creature that eats the apple falls prone and becomes cursed. While cursed, the creature is asleep, does not need to eat or drink, and grows no older. The effect lasts until the curse is lifted, or until you die.

*BEAUTY 20*

*UTILITY 3*

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enchantment.



## BLISS

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**Target** Any number of creatures within short range

Each target must make a Will challenge roll. If the target is charmed, it makes the roll with 1 bane. If you attacked the target at any point since you last completed a rest, the target is immune to this spell. On a failure, the target becomes dazed for 1 minute or until it takes damage.

*BEAUTY 21*

*ATTACK 3*

illusion



# KINDRED SOUL

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**Duration** 1 hour

For the duration, creatures that can see and that have the same Size or range of Sizes that members of your ancestry commonly possess perceive you as sharing their ancestry. In addition, when you speak, creatures that hear you speak and know at least one language can understand what you say as if you had spoken in a language they know.

*BEAUTY 21*

*UTILITY 1*



Nature



# CIRCLE OF STONES

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**Target** Eight points on the ground within short range, each of which must be at least 2 yards from another

You cause a stone to rise from one target point when you cast the spell and another stone in each round when you use an action to concentrate on the spell, until a total of eight stones appear. Each stone is 2 yards wide, 1 yard thick, and 4 yards tall, with Defense 5 and 100 Health, and remains until it is destroyed.

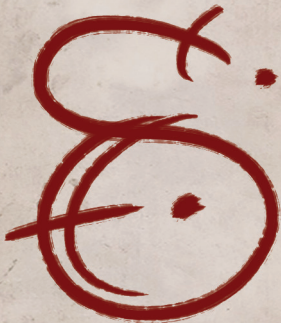
A stone that appears as a result of casting this spell is imbued with magical energy that lasts until you complete a rest. You can use an action, or a triggered action on your turn, to choose up to eight creatures you can see within medium range of you. The stones provide a +1 bonus to Defense and 1 boon to attack rolls for chosen creatures that are within 1 yard of at least one of the stones.

A chosen creature can use an action to touch a stone imbued with magical energy and be moved into the stone's space. While in the stone's space, the creature remains aware of its surroundings and of the passage of time, but it cannot do anything except to use an action to move out of the stone through the surface where it entered. If a stone is destroyed while a creature is inside it, the creature becomes fused to the rubble and dies. If the creature is still inside the stone when the stone's magical energy dissipates, the creature is forced out of the stone, taking damage equal to twice its healing rate and gaining 1d6 Insanity.

*BEAUTY 21*

*UTILITY 3*

primal



## CALL STEEDS

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**Target** A circle on the ground with a radius of 5 yards centered on a point within short range

**Duration** 8 hours; see the effect

At the end of the round, six horses appear in the area standing on the ground. They remain for the duration or until they become incapacitated, at which point they disappear. The horses become compelled by anyone riding them for as long as they are ridden.

*BEAUTY 21*

*UTILITY 4*

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protection



## IMPRISON

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**Target** One creature within long range that is standing on the ground

Adamantine chains spring up from the ground, forcing the target to make an Agility challenge roll. A target with Health 50 or lower makes the roll with 1 bane per point of its Power score. A target with Health 100 or higher makes the roll with 1 boon. On a failure, the creature is immobilized for as long as you concentrate, up to 1 minute. While it is immobilized, the target can use an action to make a Strength challenge roll with 1 bane plus 1 bane for each round you used an action to concentrate on the spell. On a success, the target removes the immobilized affliction and the chains disappear.

If you concentrate on maintaining the effect for 1 minute, the chains drag the target 3d6 miles down into the earth, where it remains bound until you use an action or a triggered action at any time to free it. While bound in this way, the target cannot be perceived with Divination spells.

*BEAUTY 22*

*ATTACK 5*

protection



## REMOVE CURSE

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**Target** One cursed creature you can see within medium range

Make an Intellect challenge roll. On a success, you remove one curse from the target. If the total of your challenge roll is 20 or higher, you remove all curses from the target.

*BEAUTY 22*

*ATTACK 5*



SONG



## SONG OF REVELS

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**Duration** Concentration, up to 1 minute

When you cast the spell, and when you use an action to concentrate on it, choose one creature within short range that can hear you. The target must get a success on a Will challenge roll or become impaired for 1 minute. While impaired, the target must take a slow turn each round, and you decide how the target moves during that turn, provided you can see it. An affected creature can use an action to make a Will challenge roll. A creature removes the affliction on a success, or gains 1 Insanity on a failure.

*BEAUTY 22*

*ATTACK 3*

SONG



## ENTHRALLING SONG

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**Target** Any number of living creatures within short range that can hear you

You play or sing a lively melody. Each target must get a success on a Will challenge roll or become enthralled for as long as you concentrate and continue to play, up to 1 hour. An enthralled creature is dazed, and on each of its turns, it must move to stay with medium range of you. If an affected creature cannot see or hear you on its turn, the effect immediately ends for that creature.

*BEAUTY 22*

*ATTACK 5*

teleportation



# HIDDEN SPACE

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**Area** A cube of space, 1 yard on each side, originating from a point within medium range

**Duration** 8 hours

A portal opens in the center of the area and remains for the duration. The portal is 1 yard wide and 2 yards tall, but has no thickness. It has a front and a back, and can have any orientation.

Anything moving through the front of the portal enters an interdimensional space that is up to 2 yards in all dimensions for each point of your Power score. For example, if you have Power 5, the space can be a cube up to 10 yards on each side. The walls, floor, and ceiling of the space are solid, with swirls of silvery mist moving across their surfaces. There is sufficient air to breathe for as long as the space remains in existence.

Creatures and objects inside the space cannot be approached by any means except through the open portal. If you are inside the space, you can use an action to close the portal, thus making the space inaccessible. When the spell ends, roll a d6 for each creature or object inside the space. On an odd number, the creature or object is shunted into the Void, tumbles into the endless dark, and is likely torn apart by demons. On an even number, the creature or object takes damage equal to half its Health and lands prone in an open space of the GM's choosing within short range of the space the portal occupied.

**BEAUTY 22**

**UTILITY 3**

teleportation



## BANISH

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**Target** One creature you can see within medium range

Make a Will attack roll against the target's Will. On a success, the target goes out of phase for as long as you concentrate, up to 1 minute. While out of phase, the target takes half damage from all attacks, and its attacks deal half damage. The target can use an action to make a Will challenge roll with 1 bane plus 1 bane for each round you used an action to concentrate on the spell. On a success, the effect ends. If you concentrate on the effect for 1 minute, the target disappears. If it had been summoned, the target returns to where it was when you summoned it. Otherwise, the target teleports to a point the GM chooses 5d20 miles away.