

WOE TO THE WICKED / ALPHA v44

Techniques and Spells

Complete entries and section rules. Summary: [03 Techniques-and-Spells.pdf](#). Collected source: [01 All-Options.pdf](#).

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Techniques and spells

Learned Techniques

Read Name - Category, then Requires / Use / Effect. Requires gives eligibility; Use lists timing, targets, reach, cost and frequency; Effect gives resolution and consequences. Omitted fields follow *Player Book*. Italic text is flavor only; profile statistics stay separate.

Choose your free starting method using the *Player Book's Starter Technique* rule. The entries below supply individual requirements and effects.

General Techniques use the shared Training purchase rule: pay one current cap from the named Skill bank. Skill d4/d6/d8/d10/d12 costs 12/8/6/5/4 Tallies. Requirements govern access; a higher trained Skill uses its own current cap even for a lower-requirement method. Omitted Skill and Affinity requirements mean the universal d4 baseline. Equipment, anatomy and predecessor requirements remain. Only an explicit exception changes the normal cost. Use *Player Book* for combined Skill improvement and acquisition.

Accessible Techniques

Interpose - Technique

Requires:

Protector

Use: Reaction · 1 Stamina

Effect: Trigger: before an attack against an ally within 5 feet. If you perceive it and are a legal target, become the target before the roll. This same Reaction permits an appropriate defense against that threat and later threats until your next turn; no second Reaction is required. Normal equipment limits and method-specific supplements apply. One use per triggering attack.

Driving Strike - Technique

Requires:

Heavy Martial

Use: Before a melee weapon attack · 1 Stamina

Effect: On a Damaging Hit, choose: Topple the target or push it 5 feet into reachable open space. It can be no more than one size larger than you. Apply the rider without another Contest.

Slip Through - Technique

Requires:

Mobile Fighter

Effect: Once before your next turn, after successfully Evading a creature within 5 feet during your defensive Reaction, spend 1 Stamina to move up to 5 feet into a reachable vacant space. This follow-through grants no second defense or attack.

Steady Aim - Technique

Requires: Aim; Ranged Attack.

Cost: 1 Stamina.

Action Cost: Bonus Action.

Effect: Gain Advantage on your Agility die roll applied to your next weapon attack.

Duration: This turn.

Restriction: Moving more than half your Movement Speed this turn ends the effect early.

Trailwise - Technique

Requires:

Scout

Effect: When you successfully scout a route using Maneuver, allies who travel that same route may use your result instead of repeating that route check. This shares only the route result; individual hazards, choices, and later changes still resolve normally.

Evidence Trail - Technique

Requires:

Investigator

Effect: After examining a relevant clue for at least one minute, ask the GM whether it supports one specific lead: a person, place, object, or method. The GM answers yes, no, or inconclusive based on the evidence. The Technique does not reveal facts the clue cannot support.

Read the Room - Technique

Requires:

Social Specialist

Effect: In a conversation after at least one exchange, spend a bonus action and roll Perception against one participant's Presence. On a success, learn one immediate concern, desire, or objection that the participant has expressed or visibly signaled. This does not reveal hidden thoughts or compel disclosure. Once per conversation unless circumstances materially change.

Steady Hands - Technique

Requires:

Field Medic

Effect: Once per turn when you use a consumed restorative item on a creature within reach, increase the Resolve restored by 2. Use the item's printed action, target, and healing limits; this does not revive a dead creature or prevent an attack from reducing Resolve to 0.

Workshop Practice - Technique

Requires:

Crafter

Effect: Choose one craft family represented by agreed designs. Gain Advantage on Crafting Tests to complete projects in that family when you have the design, listed materials, proper tools, and work time. Apply the **Player Book** Workday progress and resource-loss procedure to each Test.

Channel Guard - Technique

Requires:

Support Caster

Effect: Main action; range touch; 1 Mana. Choose yourself or one willing creature you touch. The target gains Advantage on its next Ward roll against a spell that calls for Ward before the start of your next turn. The effect then ends. It grants no other defense and does not stack with another source of Advantage.

Disrupting Feint - Technique

Requires:

Controller

Use: Bonus action · 1 Stamina

Effect: Choose a creature within 10 feet that can perceive you. Roll Presence against its Composure. On a success, it has Disadvantage on its next attacking Affinity roll before the start of your next turn. One application per target at a time.

Arcane Edge - Technique

Requires:

Damaging Caster

Effect: Once per turn when casting one of the catalog's six direct-damage spells, spend 1 additional Mana to add 1d4 supplemental damage to its first declared target only, before defenses. Roll it once; it cannot crit or join the Affinity chain. No healing, control or guardian benefit. This can combine with ordinary 3-Mana catalog purchases, but not Spellweight or Focused Burst.

Companion Bond - Technique

Requires:

Companion Handler

Effect: You may bond with willing non-player **Creatures** that have written profiles, are present, and are capable of companionship. Each occupies one Contact Slot. They remain NPCs with their own motives and limits; this Technique does not create or compel them. Only one companion may fight with you in a combat; others may assist eligible Skill checks during the adventuring day. Use **Player Book: Companions and Contact Slots**.

Standard Techniques - d8 requirements

Bodyguard's Reach - Technique

Requires: Block d8. requires Interpose.

Protector

Effect: When you use Interpose, spend 1 additional Stamina to move up to half your Movement before the attack roll. You must end within 5 feet of the ally and remain a legal target. Explicit movement-triggered effects can still apply.

Hold the Line - Technique

Requires: Force d8. requires Driving Strike.

Heavy Martial

Use: Reaction · 1 Stamina

Effect: Trigger: a creature within your melee weapon's reach attempts to leave that reach or declares an attack against an ally within that reach. Make one melee weapon attack against it before the triggering action resolves. Resolve any critical chain normally. This creates only the stated trigger.

Flowing Assault - Technique

Requires: Maneuver d8. requires Slip Through.

Mobile Fighter

Effect: Once per turn, after you move at least 10 feet during your turn and before making a melee weapon attack, spend 1 Stamina to gain Advantage on that attack's assigned Affinity die.

Pinning Shot - Technique

Requires: Aim d8. requires Steady Aim.

Ranged Specialist

Effect: Before one ranged weapon attack, spend 1 Stamina. If it causes Resolve loss, the target's Movement is halved until the start of your next turn. Reapplying this effect does not stack or extend its duration.

Resource Eye - Technique

Requires: Maneuver d8. requires Trailwise.

Scout

Effect: Once per travel day when you successfully locate a natural resource, find one additional usable portion if the source has enough. The GM may rule that the source is exhausted or contains no additional portion. This Technique creates no resource and requires no additional discovery roll.

Pattern Analysis - Technique

Requires: Cunning d8. requires Evidence Trail.

Investigator

Effect: After you successfully use Assess to learn an observed capability, defense, or limitation, tell one ally who can hear you. That ally gains Advantage on their next attack against the observed creature before your next turn. Once per turn.

Broker - Technique

Requires: Influence d8. requires Read the Room.

Social Specialist

Effect: When a willing character asks you to negotiate on their behalf, use your Influence for the negotiation. The character must approve any offer or commitment, and their resources, reputation, and authority remain their own.

Triage - Technique

Requires: Recover d8. requires Steady Hands.

Field Medic

Effect: Once per turn on your turn, you may use a bonus action instead of a main action to administer one carried restorative item to an adjacent willing creature. Consume the item and apply its printed effect and Steady Hands if eligible.

Shared Guard - Technique

Requires: Ward d8. requires Channel Guard.

Support Caster

Effect: When you use Channel Guard, spend 1 additional Mana to also protect one additional willing creature within 5 feet of the first target. Both receive the same duration and effect.

Spellweight - Technique

Requires: Invoke d8. requires Arcane Edge.

Damaging Caster

Effect: Once per turn, spend 2 additional Mana to add 1d8 supplemental damage to the first declared target of a catalog direct-damage spell, instead of Arcane Edge. Roll once; no critical or shared multi-target addition. Does not combine with Arcane Edge or Focused Burst; ordinary 3-Mana catalog purchases remain available.

Coordinated Handling - Technique

Requires: Influence d8. requires Companion Bond.

Companion Handler

Effect: Once per turn, use a bonus action to command your companion to move up to its Movement and perform one non-attacking action in its profile. The companion does not receive an independent turn or additional actions from repeated commands.

Living Focus - Technique

Requires: Attune d8.

Companion Handler

Effect: Safely stabilize spells through Spirit Affinity tier without a separate item. Use the corresponding Focus channel-die ceiling. Normal casting-Affinity access and all other costs remain. This converted scaling replaces Level gates and requires playtest review.

Specialist Techniques - d12 requirements

Guardian's Stand - Technique

Requires: Block d12. requires Bodyguard's Reach.

Protector

Effect: Once per turn when you use Interpose, after defenses are rolled, reduce the remaining damage by 1d8. This reduction cannot take damage below 0 and is rolled once after the completed Affinity critical chain and applies only to that attack.

Titan's Momentum - Technique

Requires: Force d12. requires Hold the Line.

Heavy Martial

Effect: Once per turn when your melee weapon attack causes Resolve loss, spend 2 Stamina. The target contests your Force + Might with Block + Might; on your success, choose Toppled or push it up to 10 feet. The target can be no more than one size larger than you.

Whirlwind Step - Technique

Requires: Maneuver d12. requires Flowing Assault.

Mobile Fighter

Effect: Once per turn after a melee weapon attack causes Resolve loss, spend 2 Stamina and move up to half your Movement. Before your turn ends, one melee weapon attack you make against a different target you reach gains Advantage on its assigned Affinity die. Resolve movement triggers and each attack separately.

Volley - Technique

Requires: Aim d12. requires Pinning Shot.

Ranged Specialist

Effect: Main action; 2 Stamina. Make a ranged weapon attack against two different creatures within 10 feet of each other and within your weapon's range. Roll and resolve each attack, defense, ammunition cost, and critical chain separately. You need ammunition for both attacks.

Hidden Passage - Technique

Requires: Maneuver d12. requires Resource Eye.

Scout

Effect: After your group completes a successful route-scouting check, spend 1 Stamina per traveler to conceal the group's tracks for that travel leg. A creature tracking the group has Disadvantage on its first relevant check to follow those tracks. This does not hide the group from other senses or remove evidence unrelated to tracks.

Connect the Clues - Technique

Requires: Cunning d12. requires Pattern Analysis.

Investigator

Effect: After examining two distinct relevant clues, ask one specific question about how they relate. The GM answers supported, contradicted, or unresolved and gives one concrete detail the clues establish. This cannot produce a fact neither clue supports.

Build a Coalition - Technique

Requires: Influence d12. requires Broker.

Social Specialist

Effect: During a negotiation, if at least three present parties voluntarily share a stated goal, spend one hour and make one Influence test against the highest relevant opposing Composure result. On a success, record a specific voluntary joint commitment and its limits. No party is forced to agree, and incompatible interests remain unresolved.

Emergency Intervention - Technique

Requires: Recover d12. requires Triage.

Field Medic

Use: Reaction

Effect: 2 Stamina and one carried restorative item. Trigger: after an attack against an adjacent ally resolves, if that ally remains above 0 Resolve. Administer the item and resolve its printed healing immediately. This cannot prevent the triggering attack's damage or restore a dead creature.

Master Maker - Technique

Requires: Crafting d12

Use: Once per Workday, on one project's successful Crafting Test.

Effect: Gain one additional Workday of progress, in addition to normal success and Critical Success progress. This is the maximum single bonus crafting benefit from this Technique. It grants no extra Test or progress on failure; excess progress does not carry to another project.

Sanctuary Pulse - Technique

Requires: Ward d12. requires Shared Guard.

Support Caster

Use: Reaction · 2 Mana

Effect: Trigger: you or a creature protected by your Channel Guard takes damage from a spell after defenses. Reduce that remaining damage by 1d8, to a minimum of 0. Use only once per turn; this does not prevent the spell's other effects or reroll a completed Affinity critical chain; the reduction die cannot crit.

Field Mastery - Technique

Requires: Presence d12. requires Disrupting Feint.

Controller

Effect: Once per turn when a spell successfully applies a Condition, pay that spell's listed Mana cost to attempt its printed effect against one additional legal target in range. Roll one new Casting Skill + governing Affinity total; the target rolls its own printed Skill + Affinity defense. This additional resolution neither duplicates the first total nor creates an extra Affinity die. Apply normal upkeep to any additional Persistent effect.

Focused Burst - Technique

Requires: Invoke d12. requires Spellweight.

Damaging Caster

Effect: Once per Full Rest, when a catalog direct-damage spell declares only one target, spend 2 additional Mana to add one supplemental die matching the casting Affinity size. This is a supplemental die, rolled once, not another Affinity or critical trigger. Replaces Arcane Edge and Spellweight for this casting; no extra targets, range or duration.

Partner Strike - Technique

Requires: Influence d12. requires Coordinated Handling.

Companion Handler

Effect: Main action; 1 Stamina. Command your companion to move up to its Movement and make one attack using its written profile against a legal target. Resolve its attack and the target's defenses normally. The companion makes no other attack that turn and cannot critically chain unless its profile explicitly grants that ability.

Offensive Carryover - Technique

Requires: Force d12.

Companion Handler

Effect: When your Affinity critical actually kills or defeats its target and unused damage remains after that target's defenses and Hope/death resolution, apply that remainder once to another target legal for the original attack, including its original range and line of effect. The new target resolves a fresh appropriate defense and its own type effects, buffers and Hope/death. Transfer only the unused damage; do not reroll or duplicate resource-funded dice or riders. Hope that prevents defeat or death prevents this carryover. This Technique grants one transfer, not an automatic chain or extra Action.

Defensive Carryover - Technique

Requires: Block d12.

Companion Handler

Effect: When your Affinity critical on a damage-reducing defense exceeds the incoming damage to which that defense applies, retain only the unused reduction. Apply it once to another reduction using the same defensive method before the start of your next turn; then consume it. Any unused reserve expires at the start of your next turn. This reserve is a fixed value, does not roll or crit, and cannot change methods, turn a successful control Contest into damage reduction, or replace the required legal defense. It is additional reduction, not a second defensive roll.

Weapon Techniques

Weapon Techniques are learned individually, one slot each, grouped by Weapon Family. Pay one current cap from the named Skill bank under **Player Book**: Skill d4/d6/d8/d10/d12 costs 12/8/6/5/4 Tallies. Weapon compatibility and printed prerequisites govern use and access; tags grant no free knowledge. Ordinary attacks remain available with suitable equipment. Use Player Book for combined Skill improvement and acquisition; only a printed exception changes the normal cost.

A Training bank governs learning, not an extra damage die. Each Technique changes only its printed offense, defense, timing or rider. Resource costs do not grant additional dice unless the rule says so.

Heavy techniques

Read Name - Category, then Requires / Use / Effect. Requires gives eligibility; Use lists timing, targets, reach, cost and frequency; Effect gives resolution and consequences. Omitted fields follow **Player Book**. Italic text is flavor only; profile statistics stay separate.

Committed Strike - Weapon Technique

Requires: Compatible Heavy weapon.

Use: Before a melee attack · 1 Stamina

Effect: Increase the assigned attacking Affinity by one die size for that attack. You cannot voluntarily move afterward during the same turn.

You plant your feet and commit your full weight to the blow.

Driving Blow - Weapon Technique

Requires: Compatible Heavy weapon.

Use: Rider · Damaging Hit with a Heavy melee weapon · Struck target · 1 Stamina

Effect: Move the target 5 feet away from you if its size and position make that movement reasonable.

The weight of the blow drives your opponent back.

Follow-Through - Weapon Technique

Requires: Compatible Heavy weapon · Force d8.

Use: Rider · Defeat a target with a Heavy melee weapon · Another eligible target within weapon reach · 2 Stamina

Effect: Immediately make one additional attack with the same weapon. Paid bonuses from the first attack do not carry over.

The weapon carries its momentum into a second foe.

Reach techniques

Brace - Weapon Technique

Requires: a compatible Reach weapon.

Use: Reaction · A creature willingly enters your Reach · That creature · 1 Stamina

Effect: When a creature willingly moves from outside your Reach into it, make one attack with the Reach weapon before that creature finishes the movement.

Keep at Bay - Weapon Technique

Requires: a compatible Reach weapon.

Use: On a Hit with a Reach weapon · Struck target · 1 Stamina

Effect: On a Hit with a Reach weapon, the target cannot voluntarily move closer to you until the start of your next turn, unless it leaves your Reach or another effect forcibly changes its position. Apply this rider without another Contest.

Precision techniques

Exploit Opening - Weapon Technique

Requires: a compatible Precision weapon.

Use: An attack against a target unable to Evade · That target · 1 Stamina

Effect: When a target cannot use Evade against your attack, increase the assigned attacking Affinity by 1 die size for that attack.

Called Placement - Weapon Technique

Requires: a compatible Precision weapon.

Use: Before an attack with a Precision weapon · Declare an exposed object, limb, held item, gap or similarly narrow target · 1 Stamina

Effect: Before making an attack with a Precision weapon, declare a specific exposed object, limb, held item, gap, or similarly narrow target. On a successful hit, you may exchange ordinary damage for an appropriate positional or object-level effect approved by the GM.

Disarming Strike - Weapon Technique

Requires: a compatible Precision weapon.

Use: On a Hit with a Precision weapon · Creature holding an exposed object · 2 Stamina

Effect: On a Hit against a creature holding an exposed object with a Precision weapon, disarm that object; it falls into a reachable adjacent space. The hit deals damage normally. The weapon must reasonably reach and release the object. No second Contest against that target.

Defensive techniques

Parry is Block with a compatible intercepting weapon. Its Weapon Die caps usable Block; use the general defensive purchase rule for optional supplements. It occupies no learned slot. The Techniques below grant their distinct follow-through or interception options.

Guard Ally - Weapon Technique

Requires: a compatible Defensive weapon.

Use: Reaction · Adjacent ally targeted by an interceptable melee attack · 1 Stamina

Effect: When an adjacent ally is targeted by a melee attack your Defensive weapon could intercept, use your Reaction to become the defender. Block that triggering attack with the intercepting weapon; no second Reaction. Later threats use the general flexible-defense rule. Normal equipment limits and method-specific supplement purchases apply.

Riposte - Weapon Technique

Requires: Block d8; a compatible Defensive weapon.

Use: Once before your next turn · After Defensive weapon Block reduces a melee attack to 0 damage during your defensive Reaction · Attacker within reach · 2 Stamina

Effect: Once before your next turn, after your Defensive weapon's Block reduces a melee attack to 0 damage during your defensive Reaction, spend 2 Stamina to attack that attacker within reach. This follow-through grants no new Reaction or further Riposte before your next turn.

Thrown techniques

Quick Throw - Weapon Technique

Requires: a compatible Thrown weapon.

Use: Bonus Action · Once on your turn · 1 Stamina

Effect: Draw and throw a Thrown weapon.

Ricochet Throw - Weapon Technique

Requires: a compatible Thrown weapon.

Use: After resolving a successful Thrown attack · Second eligible target within 10 feet of the first · 2 Stamina

Effect: After resolving a successful attack with a Thrown weapon against one target, make one additional attack with the same weapon against a second eligible target within 10 feet of the first. The second attack is resolved normally.

Pinning Throw - Weapon Technique

Requires: a compatible Thrown weapon.

Use: On a Hit beside a suitable pinning surface · Struck target · 1 Stamina

Effect: On a Hit beside a surface the Thrown weapon can reasonably pin clothing, gear or a limb against, you may exchange damage for Restrained movement. The target or a reachable helper can spend an Action removing the weapon. If its placement makes removal uncertain, use Force, Labor or Crafting against the assigned attacking Affinity's die maximum under [Player Book](#). Tools or an accessible loose anchor may require no roll. Removing or destroying the anchor ends the pin. No second Contest on application.

Ranged techniques

Covering Fire - Weapon Technique

Requires: a compatible Ranged weapon.

Use: After a Ranged attack · Firing lane between you and the attacked creature · 1 Stamina

Effect: After making a Ranged attack against a creature, designate the clear firing lane between you and that creature until the start of your next turn. If that creature voluntarily moves through an exposed position within that lane, it suffers Disadvantage on its next Evade against you before the start of your next turn. No movement Test is created merely by moving.

Distant Shot - Weapon Technique

Requires: a compatible Ranged weapon.

Use: One Ranged attack · Physically reachable target · 1 Stamina

Effect: Ignore one range-based disadvantage or similar range penalty on a single attack with a Ranged weapon, provided the target is still physically reachable by the weapon.

Hooking techniques

Pull - Weapon Technique

Requires: a compatible Hooking weapon.

Use: After a successful Hooking attack or control Contest · Caught target · 1 Stamina

Effect: After a successful attack or control Contest with a Hooking weapon, move the target 5 feet toward you if the hook can reasonably catch and move it.

Trip - Weapon Technique

Requires: a compatible Hooking weapon.

Use: When a Hooking weapon can catch a leg, limb, gear or support · That creature · 1 Stamina

Effect: When a Hooking weapon can reasonably catch a creature's leg, limb, gear, or support, attempt to Topple the target using the weapon's relevant Skill.

Disarm - Weapon Technique

Requires: a compatible Hooking weapon.

Use: Control Contest with a Hooking weapon · Held object · 1 Stamina

Effect: Use a Hooking weapon to attempt to pull a held object free. Resolve an opposed control Contest using the weapon's relevant Skill + assigned Affinity against the defender's appropriate Skill + assigned Affinity.

Impact techniques

Crushing Blow - Weapon Technique

Requires: a compatible Impact weapon.

Use: When you deal damage with an Impact weapon · Struck target · 2 Stamina

Effect: When you deal damage with an Impact weapon, reduce the target's Withstand by 1 die size until the start of your next turn.

Durability damage - Weapon Technique

Requires: a compatible Impact weapon.

Use: One Impact weapon Test · Rigid unattended object, barrier, lock, structure or similar target · 1 Stamina

Effect: Increase Force by 1 die size for one Test made with an Impact weapon against a rigid unattended object, barrier, lock, structure, or similar target.

Stagger - Weapon Technique

Requires: a compatible Impact weapon.

Use: When you deal damage with an Impact weapon · Struck target · 1 Stamina

Effect: When you deal damage with an Impact weapon, reduce the target's remaining Movement by 10 feet until the end of its next turn, minimum 0.

Sweeping techniques

Cleave - Weapon Technique

Requires: a compatible Sweeping weapon.

Use: When making a Sweeping melee attack · One additional eligible target within reach · 2 Stamina

Effect: When making a melee attack with a Sweeping weapon, include one additional eligible target within the weapon's reach. Resolve the additional target separately. Paid bonuses apply only to the primary target.

Clear Space - Weapon Technique

Requires: a compatible Sweeping weapon.

Use: After a successful Sweeping melee attack · One other creature within reach · 1 Stamina

Effect: After a successful melee attack with a Sweeping weapon, choose one other creature within the weapon's reach and make an immediate control Contest using the weapon's relevant Skill + assigned Affinity against that creature's appropriate Skill + assigned Affinity. On success, move that creature 5 feet away from you if there is open space and the movement is physically reasonable.

Reaping Sweep - Weapon Technique

Requires: Force d8; a compatible Sweeping weapon.

Use: Action · Up to two eligible creatures within reach · 2 Stamina

Effect: Use your Action to make one control Contest with a Sweeping weapon against up to two eligible creatures within reach. Roll the acting Skill + assigned Affinity once; each target rolls its own appropriate Skill + assigned Affinity against that total. On success against a target, Topple it instead of dealing damage.

Spells

Tier 1 - Zero-Mana spells

Read Name - Category, then Requires / Use / Effect. Requires gives eligibility; Use lists timing, targets, reach, cost and frequency; Effect gives resolution and consequences. Omitted fields follow *Player Book*. Italic text is flavor only; profile statistics stay separate.

Spell slots: Every spell, including a zero-Mana spell, occupies one slot. At creation you may choose one Tier-1 spell for free in the Starter slot; it grants no resource growth. Other spells occupy one of

nine advancement slots and grant normal growth. Record each method once; there is no separate spell repertoire.

Spells use the shared Technique purchase rule: pay one current cap from the named Casting Skill bank, 12/8/6/5/4 Tallies at Skill d4/d6/d8/d10/d12. A higher trained Skill uses its own cap even for a lower-tier spell. Spell tier and Affinity requirements govern access; Mana pays for casting, separately. The free Starter choice waives its learning cost. Unlisted Skill and Affinity requirements are the universal d4 baseline. Use **Player Book** for combined Skill improvement, acquisition, Focus safety, trials, criticals and persistence; only a printed exception changes learning cost.

These ten experimental spells provide useful methods or information. Casting is one Action and costs 0 Mana. Most finish immediately; Brace explicitly uses the existing persistent upkeep. Normal consequential Skill Tests and two-die Contests still apply. Obvious learned uses need no extra check, and repeated routine casts grant no Training Tallies.

Brace - Abjuration, Tier 1 - Spell

Requires: Casting Skill: Ward. Affinity: Spirit. one learned slot.

Use: Action · Touch; one object · Persistent · 0 Mana

Effect: While touching an object, hold it against displacement, such as a slipping rope, unstable ladder or opening door. Initial hostile pressure uses Ward + Spirit versus the appropriate opposing Skill + Affinity. Once that hold is established, forcing the same hold uses an Action and an appropriate Skill Test against the casting Spirit die maximum under **Player Book**; no repeat opposing roll. Unopposed or static pressure uses a normal Test only when uncertain. Continued attention and contact are required; normal persistent upkeep applies on each later turn. Release, lost contact or ended persistence ends the hold. It provides no damage buffer or structural Durability and does not automatically complete construction.

An unseen hand reinforces your own.

Diagnose - Biomancy, Tier 1 - Spell

Requires: Casting Skill: Cunning. Affinity: Intellect. one learned slot.

Use: Action · Touch; one living creature · Instant · 0 Mana

Effect: Examine a touched living creature with Cunning, using TN 4 for ordinary uncertainty or the source's explicit concealment procedure. On success, identify an injury or bodily affliction and the ordinary treatment it requires. Concealed or unfamiliar causes retain their appropriate uncertainty; the GM states what the examination can establish. It restores no resource and removes no Condition or injury.

Living tissue reveals where something has gone wrong.

Replay - Chronomancy, Tier 1 - Spell

Requires: Casting Skill: Invoke. Affinity: Spirit. one learned slot.

Use: Action · Self; one personally witnessed event from the current scene · Instant · 0 Mana

Effect: Revisit your own sensory memory of an event from the current scene and examine a detail you originally overlooked. Use the appropriate Skill when uncertain. It reveals nothing you could not have perceived, reconstructs no missing experience and grants no automatic success. Replaying the same event creates neither a new Training opportunity nor permission to repeat a failed roll without changed circumstances.

A recent moment unfolds again within your mind.

Reach - Conjunction, Tier 1 - Spell

Requires: Casting Skill: Crafting. Affinity: Intellect. one learned slot.

Use: Action · 15 feet; one visible object, up to one Carry unit · Instant · 0 Mana

Effect: Retrieve or simply manipulate one visible, unattended object within range. Delicate work requires the normal Skill check and appropriate tools; no tools are created. Against explicit resistance, use the appropriate Skill + Affinity Contest instead of automatic movement. It cannot make an attack, manipulate a creature's worn or held equipment, or exceed the one-Carry-unit load.

Your grasp extends beyond your fingers.

Appraise - Divination, Tier 1 - Spell

Requires: Casting Skill: Perception. Affinity: Intellect. one learned slot.

Use: Action · Touch; one item · Instant · 0 Mana

Effect: Examine a touched item with Perception to assess its material, condition and mundane tier, including exposed evidence of tampering. Ordinary uncertainty uses TN 4; deliberate concealment uses its applicable Contest. It does not reveal concealed magical Properties, establish provenance or guarantee a selling price. It supports trade judgment without replacing negotiation.

An object's workmanship becomes unusually clear.

Common Tongue - Enchantment, Tier 1 - Spell

Requires: Casting Skill: Influence. Affinity: Tact. one learned slot.

Use: Action · 15 feet; one willing creature capable of communication · Instant · 0 Mana

Effect: Exchange one simple idea despite lacking a shared language. Complex instructions, negotiations and persuasion still require further communication and their normal resolutions. It changes no attitude, compels no response and reads no private thought.

Intent crosses a barrier that words cannot.

Resonate - Evocation, Tier 1 - Spell

Requires: Casting Skill: Cunning. Affinity: Intellect. one learned slot.

Use: Action · Touch; one object or local portion of a surface · Instant · 0 Mana

Effect: Roll Cunning to identify a structural weakness, hollow space or loose connection through vibration. Use TN 4 for ordinary uncertainty or the applicable concealment procedure. The result indicates where to investigate or apply force; loose joints, cracks and uneven loads can inform ordinary repair or reinforcement. It causes no damage, maps no entire structure, and grants no automatic repair, fortification or crafting progress.

Your touch sends a measured pulse through solid matter.

Projection - Illusion, Tier 1 - Spell

Requires: Casting Skill: Crafting. Affinity: Intellect. one learned slot.

Use: Action · 15 feet; one static image · Instant with timed consequence · 0 Mana

Effect: Display a static image of a face, route, symbol or proposed construction until the beginning of your next turn. It communicates visual information but creates no light source, physical obstruction or automatic concealment. Meaningful deception uses Crafting + Intellect against each observer's Perception + Intellect; defenders win ties. An ally may use genuinely helpful information through the normal shared assistance rules, not an automatic spell bonus.

An imagined shape briefly becomes visible to everyone.

Communion - Pneumancy, Tier 1 - Spell

Requires: Casting Skill: Invoke. Affinity: Spirit. one learned slot.

Use: Action · 15 feet; one willing, present spirit already located · Instant · 0 Mana

Effect: Exchange a brief question and answer with the spirit. It conveys only what it knows and chooses to share. The spell neither summons nor locates the dead, compels truth, reads memory or establishes that an available spirit exists.

A willing spirit finds a voice through your presence.

Loosen - Transmutation, Tier 1 - Spell

Requires: Casting Skill: Crafting. Affinity: Intellect. one learned slot.

Use: Action · Touch; a hand-sized portion of an unattended nonliving object · Instant · 0 Mana

Effect: Soften the touched portion so it can be bent or manipulated with ordinary tools during this Action. It retains its material and cannot become liquid. Resolve meaningful work with the appropriate Skill; the spell does not automatically open locks or complete crafting. At the end of the Action the material hardens again, retaining any physically possible alteration. It grants access to working the material, not free success.

Rigid matter briefly yields where your fingers meet it.

Tier 2 - Former introductory spells

The former Tier 1 spells now require Tier 2 access and cost 1 Mana. Their effects are retained for review. Persistent entries use existing upkeep; instant timed consequences do not gain upkeep.

Protect - Abjuration, Tier 2 - Spell

Requires: Casting Skill: Ward. Affinity: Spirit. Requirements: Spirit d6; Ward d6. one learned slot.

Use: Action, before harm is resolved · Touch · one willing creature or unattended object · Instant with timed consequence · 1 Mana

Effect - Resolution: none.

Effect - Defense: none against willing target; an unwilling creature cannot receive this version.

Effect: grant a 3-point temporary Ward Buffer. After the target's one applicable defense and type effects, the buffer absorbs up to 3 remaining damage before Resolve. One target can have one Ward Buffer; a new casting replaces it only if the new buffer is greater.

Duration: 10 minutes or until depleted.

Ending or recovery: no special cooldown; the buffer does not restore Resolve.

Critical: none.

Exception: the buffer is not the Ward Skill, armor, a shield, or a second flat reduction layer.

A thin shimmer gathers where the next blow will land.

Mend - Biomancy, Tier 2 - Spell

Requires: Casting Skill: Recover. Affinity: Vitality. Requirements: Vitality d6; Recover d6. one learned slot.

Use: Action · Touch · one living creature, including the caster · Instant · 1 Mana

Effect - Resolution: none on a willing target.

Effect - Defense: an unwilling target cannot receive this version.

Effect: restore 1d4 Resolve, capped at the creature's maximum. This can raise negative Resolve toward 0 but cannot revive the dead, erase a Condition, regrow a limb, or affect an unliving object.

Duration: instant.

Ending or recovery: no special cooldown.

Critical: the healing die has no damaging critical reroll.

Exception: the d4 is an effect die, a supplemental effect die and cannot trigger a critical.

Warmth passes into torn flesh, knitting the wound closed.

Hasten - Chronomancy, Tier 2 - Spell

Requires: Casting Skill: Invoke. Affinity: Spirit. Requirements: Spirit d6; Invoke d6. one learned slot.

Use: Bonus Action on the caster's turn · 10 feet · one willing creature the caster can see · Instant with timed consequence · 1 Mana

Effect - Resolution: none.

Effect - Defense: none on willing target.

Effect: the target gains 10 feet of usable Movement on its next turn; unused extra Movement expires at that turn's end. The spell grants no Action, Bonus Action, Reaction, attack, defense method, or escape from restraint.

Duration: through the end of the target's next turn.

Ending or recovery: a creature cannot benefit from a second Hasten while one remains active; later castings do not stack.

Critical: none.

Exception: explicit movement-triggered effects still apply when the target actually moves.

The world seems briefly slower around the target's quickening steps.

Summon - Conjuration, Tier 2 - Spell

Requires: Casting Skill: Crafting. Affinity: Intellect. Requirements: Intellect d6; Crafting d6. one learned slot.

Use: Action · 10 feet · one unoccupied space the caster can see · Persistent · 1 Mana

Effect - Resolution: none for an ordinary simple object.

Effect - Defense: none; a contested placement is illegal.

Effect: manifest one inert, hand-sized mundane object of a single ordinary material, weighing at most 1 pound. It can serve as a prop or simple tool but cannot be a weapon, key to an unknown lock, reagent, food, currency, living creature, valuable commodity, or part of another creature or object. It cannot duplicate a priced equipment entry's special capability.

Duration: 1 minute; it then disappears.

Ending or recovery: no special cooldown; only one object from this spell may persist per caster.

Critical: none.

Exception: the object cannot support a load exceeding 1 pound or create permanent economic value.

An ordinary shape takes substance beneath your outstretched hand.

Sight - Divination, Tier 2 - Spell

Requires: Casting Skill: Perception. Affinity: Intellect. Requirements: Intellect d6; Perception d6. one learned slot.

Use: Action · Self; inspect within 30 feet · one visible space or object per turn · Persistent · 1 Mana

Effect - Resolution: Perception Test, TN 4 for an exposed magical trace; use a relevant opposing concealment result instead when one exists.

Effect - Defense: a hidden creature's applicable concealment or effect remains its stated contest; this spell does not cancel it automatically.

Effect: on success, learn whether the inspected target bears active magic or a recent magical trace and its broad location. The caster does not learn a spell's full rules, identify its maker, see through solid barriers, or automatically reveal an Invisible creature.

Duration: up to 1 minute, ending if the caster becomes incapacitated; one inspected target per turn.

Ending or recovery: no special cooldown.

Critical: no additional effect; a qualifying Skill maximum uses the separate Training rule, not a combat critical.

Exception: this is perception of magic, not certainty about motive, future, or truth.

Hidden traces of magic glimmer at the edge of your vision.

Suggestion - Enchantment, Tier 2 - Spell

Requires: Casting Skill: Influence. Affinity: Tact. Requirements: Tact d6; Influence d6. one learned slot.

Use: Action while speaking a brief suggestion · 30 feet · one creature that can understand the caster · Instant with timed consequence · 1 Mana

Effect - Resolution: Influence + Tact versus Composure + Tact.

Effect - Defense: Composure + Tact; defender wins ties; other explicit protection applies as written.

Effect: on success, the target feels receptive to one harmless, plausible request. The caster gains Advantage on one Influence Test about that request before the end of the target's next turn. This does not force compliance, bypass firm commitments, compel self-harm, override a player character's choices, or turn a hostile combatant into an ally. A failed contest has no effect.

Duration: through the end of the target's next turn or until the qualifying Influence Test, whichever comes first.

Ending or recovery: repeated castings against the same target in one scene require a meaningful changed circumstance.

Exception: the target notices the suggestion as an idea, though it may not know magic caused the feeling.

Your words carry a persuasive warmth that lingers in the listener.

Bolt - Evocation, Tier 2 - Spell

Requires: Casting Skill: Aim. Affinity: Agility. Requirements: Agility d6; Aim d6. one learned slot.

Use: Action · 60 feet · one creature or object in line of effect · Instant · 1 Mana

Effect - Resolution: Agility + one channeling die capped at d8 (use the Focus damage rule for actual size); use the shared damaging-spell rule for any paid additions.

Effect - Defense: the target rolls Ward + Spirit; apply that total once.

Effect: Burn damage equal to the remaining completed pool after the applicable defenses and type interaction.

Duration: instant.

Ending or recovery: no special cooldown.

Exception: no area effect or automatic ignition; environmental ignition requires a separate GM ruling.

A bright streak of gathered power leaps from your focus.

Phantasm - Illusion, Tier 2 - Spell

Requires: Casting Skill: Crafting. Affinity: Intellect. Requirements: Intellect d6; Crafting d6. one learned slot.

Use: Action · 30 feet · one 5-foot space the caster can see, perceived by creatures with the relevant sense · Persistent · 1 Mana

Effect - Resolution: Crafting + Intellect versus Perception + Intellect for each observer whose decision depends on the image or sound.

Effect - Defense: Perception + Intellect; defender wins ties; physical contradiction exposes that the phenomenon is false to a creature that detects the contradiction.

Effect: create one stationary visual image or simple sound. It cannot inflict damage, block a path, issue an irresistible command, mimic a full conversation, or conceal a real hazard. On a successful defense the observer recognizes the false impression.

Duration: up to 1 minute, ending if the caster becomes incapacitated.

Ending or recovery: no special cooldown.

Exception: use each observer's own legal contest; an ally's warning gives the warned observer a new Perception + Intellect attempt when it can examine the effect.

An imagined sight takes shape in the waking world.

Spirit Touch - Pneumancy, Tier 2 - Spell

Requires: Casting Skill: Invoke. Affinity: Spirit. Requirements: Spirit d6; Invoke d6. one learned slot.

Use: Action · Touch · one living creature, spirit, or spiritually inhabited object · Instant · 1 Mana

Effect - Resolution: Invoke + Spirit versus Ward + Spirit only when the target resists contact.

Effect - Defense: Ward + Spirit for an unwilling spirit or host; a willing target may allow contact.

Effect: on success, the caster senses whether a spirit is present and may exchange one brief thought or sensation with a willing, aware spirit. The spell does not force an answer, read memory, remove possession, heal Resolve, animate a corpse, or guarantee that a dead spirit is available.

Duration: instant contact and one brief exchange.

Ending or recovery: no special cooldown.

Exception: Pneumancy concerns spirit; later ranks may address death, communion, possession, exorcism, and spiritual repair without making this school synonymous with death.

Your presence brushes the unseen spirits beyond ordinary perception.

Alteration - Transmutation, Tier 2 - Spell

Requires: Casting Skill: Crafting. Affinity: Intellect. Requirements: Intellect d6; Crafting d6. one learned slot.

Use: Action · Touch · one unattended nonliving object of at most 1 cubic foot · Instant with timed consequence · 1 Mana

Effect - Resolution: none for a legal object.

Effect - Defense: a worn, held, or actively resisted object is not a legal target for this version.

Effect: change one simple physical property: texture, color, flexibility, or apparent weight by up to half. The object keeps its material, actual mass for carrying, volume, function, and mechanical statistics; it cannot become a weapon, bypass a lock, generate value, or harm a creature by itself.

Duration: 10 minutes, then the original property returns.

Ending or recovery: no special cooldown; one Alteration per caster may persist.

Critical: none.

Exception: living biological change belongs to Biomancy; the spell does not create matter.

Matter yields briefly to the shape held in your thoughts.

Abjuration

Shelter - Abjuration, Rank 2 - Spell

Requires: Casting Skill: Ward. Affinity: Spirit. Requirements: Spirit d6; Ward d6. one learned slot.

Use: Action · 30 feet · up to two willing creatures · Instant with timed consequence · 1 Mana

Effect - Resolution: none.

Effect - Defense: none on willing targets.

Effect: Each target gains a separate 4-point Ward Buffer; it absorbs remaining damage after applicable defenses, before Resolve. A new buffer replaces an existing one only if greater.

Duration: 1 minute or until depleted.

Ending or recovery: none beyond Mana.

Critical: none.

Exception: The buffers are not shared or stacked.

A shared shimmer settles over those gathered under your protection.

Seal - Abjuration, Rank 3 - Spell

Requires: Casting Skill: Ward. Affinity: Spirit. Requirements: Spirit d8; Ward d8. one learned slot.

Use: Action · Touch · one doorway or aperture no larger than 10 by 10 feet · Persistent · 2 Mana

Effect - Resolution: none on an unattended opening.

Effect - Defense: a creature already occupying the opening prevents placement.

Effect: Create a solid magical seal with 12 Resolve and no Withstand. Attacks that can harm an object reduce that Resolve after applicable type interaction. It blocks passage and line of effect until destroyed or duration ends; poison and mind effects do nothing.

Duration: 10 minutes or until destroyed.

Ending or recovery: one Seal per caster at a time.

Critical: none.

Exception: The seal cannot bisect a creature or object and does not create an airtight prison.

An opening closes beneath a solid curtain of magic.

Bastion - Abjuration, Rank 4 - Spell

Requires: Casting Skill: Ward. Affinity: Spirit. Requirements: Spirit d10; Ward d10. one learned slot.

Use: Action · 30 feet · up to four willing creatures within 15 feet of a chosen point · Instant with timed consequence · 3 Mana

Effect - Resolution: none.

Effect - Defense: none on willing targets.

Effect: Each chosen creature gains its own 6-point Ward Buffer under Protect's damage timing. The buffer remains with the creature after it moves.

Duration: 1 minute or until each buffer is depleted.

Ending or recovery: none beyond Mana.

Critical: none.

Exception: This replaces, never stacks with, another Ward Buffer.

Layers of luminous protection settle around your companions.

Aegis - Abjuration, Rank 5 - Spell

Requires: Casting Skill: Ward. Affinity: Spirit. Requirements: Spirit d12; Ward d12. one learned slot.

Use: Reaction, when a visible creature would lose Resolve from one source · 30 feet · one creature, including the caster · Instant · 4 Mana

Effect - Resolution: none.

Effect - Defense: apply the source's ordinary defenses first.

Effect: Prevent up to 12 Resolve loss remaining from that one source. If less than 12 remains, the unused prevention expires.

Duration: instant.

Ending or recovery: one Aegis per source event; no stacking on the same loss.

Critical: none.

Exception: Declare after defenses and before Resolve is reduced; cannot reverse a resolved death.

A sudden flare of protection catches the approaching catastrophe.

Biomancy

Adaptation - Biomancy, Rank 2 - Spell

Requires: Casting Skill: Recover. Affinity: Vitality. Requirements: Vitality d6; Recover d6. one learned slot.

Use: Action · Touch · one willing living creature · Instant with timed consequence · 1 Mana

Effect - Resolution: none.

Effect - Defense: none.

Effect: Choose aquatic breathing or tolerance of ordinary environmental heat and cold. The target still takes attack damage and still needs food, rest, and protection from extreme hazards.

Duration: 1 hour.

Ending or recovery: none beyond Mana.

Critical: none.

Exception: The target cannot gain both choices from overlapping castings.

Flesh quietly adjusts to the demands of an unfamiliar environment.

Regrowth - Biomancy, Rank 3 - Spell

Requires: Casting Skill: Recover. Affinity: Vitality. Requirements: Vitality d8; Recover d8. one learned slot.

Use: Action · Touch · one willing living creature · Instant with timed consequence · 2 Mana

Effect - Resolution: none.

Effect - Defense: none.

Effect: Restore 2d6 Resolve, capped at maximum; close a minor physical wound and regrow small tissue such as a fingertip over the duration. It cannot replace a major limb or reverse death.

Duration: healing instant; small tissue returns by the end of a Full Rest.

Ending or recovery: none beyond Mana.

Critical: healing dice do not explode.

Exception: The restored Resolve is one effect, not two separate healing rolls.

Living tissue stirs, reaching toward its remembered shape.

Purge - Biomancy, Rank 4 - Spell

Requires: Casting Skill: Invoke. Affinity: Spirit. Requirements: Spirit d10; Invoke d10. one learned slot.

Use: Action · Touch · one willing living creature · Instant · 3 Mana

Effect - Resolution: Invoke Test TN 6.

Effect - Defense: the affliction's written resistance applies if it specifies a stronger purge requirement.

Effect: On success, end one Poisoned or Diseased condition whose source can be removed by magic and restore 1d6 Resolve. On failure, neither effect occurs.

Duration: instant.

Ending or recovery: one attempt per affliction per Full Rest unless its source changes.

Critical: none; healing die does not explode.

Exception: A permanent curse, missing organ, or source that explicitly requires its own removal procedure remains.

Restorative power drives a hidden affliction from the body.

Renewal - Biomancy, Rank 5 - Spell

Requires: Casting Skill: Recover. Affinity: Vitality. Requirements: Vitality d12; Recover d12. one learned slot.

Use: Action · Touch · one willing living creature · Instant with timed consequence · 4 Mana

Effect - Resolution: none.

Effect - Defense: none.

Effect: Restore 3d8 Resolve up to maximum. If a limb was lost and its cause is no longer active, begin regrowth; the limb functions after 24 hours of safe recovery.

Duration: healing instant; limb regrowth 24 hours.

Ending or recovery: one regrowth per target per Full Rest.

Critical: none; healing dice do not explode.

Exception: Cannot restore life to a dead creature or remove a continuing magical affliction.

Life surges through wounded flesh, reclaiming what was lost.

Chronomancy

Delay - Chronomancy, Rank 2 - Spell

Requires: Casting Skill: Invoke. Affinity: Spirit. Requirements: Spirit d6; Invoke d6. one learned slot.

Use: Action · 30 feet · one creature the caster can see · Instant with timed consequence · 1 Mana

Effect - Resolution: Invoke + Spirit versus Ward + Spirit.

Effect - Defense: Ward + Spirit; defender wins ties.

Effect: On success, halve the target's Movement, rounded down to a 5-foot increment, for its next turn. It retains all actions and defenses. On failure, no effect.

Duration: through the end of target's next turn.

Ending or recovery: none beyond Mana.

Exception: Multiple Delays do not stack; minimum 5 feet if it could otherwise move.

Each step drags against a moment reluctant to pass.

Reprise - Chronomancy, Rank 3 - Spell

Requires: Casting Skill: Invoke. Affinity: Spirit. Requirements: Spirit d8; Invoke d8. one learned slot.

Use: Reaction, after a visible ally fails a Skill Test but before its consequence · 30 feet · one ally's failed Skill Test · Instant · 2 Mana

Effect - Resolution: the ally rerolls only its Skill die and uses the new result.

Effect - Defense: the original opposition or TN remains.

Effect: The new result replaces the Skill die result in that Test. It cannot change a damage die, a completed defense, a Critical Hit trigger, or an event already resolved.

Duration: instant.

Ending or recovery: one Reprise per target per scene.

Critical: none from Reprise; the reroll can trigger only rules that normally listen to that Skill die.

Exception: The original cost and action remain spent.

A fleeting moment returns, offering one more chance.

Stasis - Chronomancy, Rank 4 - Spell

Requires: Casting Skill: Invoke. Affinity: Spirit. Requirements: Spirit d10; Invoke d10. one learned slot.

Use: Action · 30 feet · one creature the caster can see · Instant with timed consequence · 3 Mana

Effect - Resolution: Invoke + Spirit versus Ward + Spirit.

Effect - Defense: Ward + Spirit; defender wins ties.

Effect: On success, the target is Stunned until the end of its next turn. Damage from another source ends Stasis after that source resolves. On failure, no effect.

Duration: through end of target's next turn or until broken.

Ending or recovery: one successful Stasis per target per scene.

Exception: Defensive access under Stunned follows the Condition and the permitted method; no passive second defense is added; Stasis itself deals no damage.

The target hangs motionless in a moment held apart.

Time Fold - Chronomancy, Rank 5 - Spell

Requires: Casting Skill: Invoke. Affinity: Spirit. Requirements: Spirit d12; Invoke d12. one learned slot.

Use: Action · 30 feet · one willing creature the caster can see · Instant with timed consequence · 4 Mana

Effect - Resolution: none.

Effect - Defense: none.

Effect: At the start of its next turn, the target gains one extra Action usable only to Move, interact with an object, or attempt a nonattack Skill Test. It grants no spellcasting, attack, Bonus Action, or Reaction.

Duration: through end of target's next turn.

Ending or recovery: one benefit per target per Full Rest.

Critical: none.

Exception: Ordinary Movement is still available; the extra Action cannot generate another Time Fold.

Time bends around an ally's next movement.

Conjuration

Fetch - Conjuration, Rank 2 - Spell

Requires: Casting Skill: Crafting. Affinity: Intellect. Requirements: Intellect d6; Crafting d6. one learned slot.

Use: Action · 30 feet · one visible unattended object weighing at most 5 pounds · Instant · 1 Mana

Effect - Resolution: none for an unattended object.

Effect - Defense: a held, worn, secured, or contested object is illegal.

Effect: Move the object into the caster's free hand, or to an empty adjacent space if no hand is free. It remains the same object; no copy is made.

Duration: instant.

Ending or recovery: none beyond Mana.

Critical: none.

Exception: An intervening sealed barrier or a path the object cannot physically traverse prevents Fetch.

A distant object slips across the intervening space into your reach.

Bridge - Conjunction, Rank 3 - Spell

Requires: Casting Skill: Crafting. Affinity: Intellect. Requirements: Intellect d8; Crafting d8. one learned slot.

Use: Action · 30 feet · one unoccupied gap with endpoints the caster can see · Persistent · 2 Mana

Effect - Resolution: none.

Effect - Defense: none.

Effect: Conjure a 5-foot-wide, at most 20-foot-long bridge with 12 Resolve and no Withstand. Attacks that can harm an object reduce that Resolve after applicable type interaction. It supports up to 1,000 pounds at once; overloading collapses it after occupants can attempt Evade + Agility to reach an endpoint.

Duration: 10 minutes or until destroyed.

Ending or recovery: one Bridge per caster at a time.

Critical: none.

Exception: The bridge occupies space and cannot form through creatures or existing solid objects.

A solid span unfolds across the gap before you.

Host - Conjunction, Rank 4 - Spell

Requires: Casting Skill: Crafting. Affinity: Intellect. Requirements: Intellect d10; Crafting d10. one learned slot.

Use: Action to summon; a Bonus Action commands it, including on this turn · 30 feet · one empty 5-foot space · Persistent · 3 Mana

Effect - Resolution: none to summon; the guardian's Action attack rolls Agility d4 + one supplemental d6 Weapon Die.

Effect - Defense: its target uses one source-permitted Evade + Agility, Block + Might or Withstand + Vitality; never stack them.

Effect: Summon one guardian: Resolve 8, Movement 20 feet, Aim d6, Withstand d6, other Skills d4, Affinities d4; its completed attack pool deals Wound (bludgeoning) damage. It acts immediately after the caster; a command takes the caster's Bonus Action, including on the summoning turn. Without a command it may defend its space but makes no attack.

Duration: up to 1 minute, until 0 Resolve, or dismissal.

Ending or recovery: one Host per caster; no command means it takes no attack Action.

Critical: only the guardian's Agility triggers its attack critical chain; its defensive Vitality triggers its Withstand critical chain. No automatic carryover.

Exception: It cannot learn, cast or carry loot away. Its only permitted defensive Reaction establishes Withstand + Vitality as its one defense.

A conjured guardian takes shape and awaits your direction.

Gate - Conjunction, Rank 5 - Spell

Requires: Casting Skill: Crafting. Affinity: Intellect. Requirements: Intellect d12; Crafting d12. one learned slot.

Use: Action · 60 feet · two visible unoccupied 5-foot spaces within range · Persistent · 4 Mana

Effect - Resolution: none.

Effect - Defense: unwilling creatures are not moved automatically.

Effect: Open paired doorways. A willing creature entering either spends its normal Movement and exits the other in an empty adjacent space; it may cross once per turn. Attacks and line of effect do not pass through these portals; only willing movement does.

Duration: 1 minute or until caster dismisses.

Ending or recovery: one Gate pair per caster.

Critical: none.

Exception: Both endpoints must be on the same plane and cannot appear inside a barrier, creature, or sealed room.

Two distant spaces meet at the edges of paired doorways.

Divination

Trace - Divination, Rank 2 - Spell

Casting: Attune for a place or willing creature; Invoke for an unwilling creature. Affinity: Spirit. Requirements: Spirit d6; Attune d6. one learned slot.

Use: Action · Touch · one object associated with a specific creature or place · Persistent · 1 Mana

Effect - Resolution: Invoke + Spirit versus Ward + Spirit if the creature resists; otherwise Attune Test, TN 4.

Effect - Defense: Ward + Spirit for an unwilling known creature; defender wins ties.

Effect: On success, learn the direction, not the distance, to the named creature or place if it is within one mile and on the same plane. The direction updates while the spell lasts.

Duration: 10 minutes.

Ending or recovery: one active Trace per caster.

Exception: No result outside range, behind a source that explicitly blocks divination, or without a genuine association.

An unseen pull points toward the presence you seek.

Unveil - Divination, Rank 3 - Spell

Requires: Casting Skill: Perception. Affinity: Intellect. Requirements: Intellect d8; Perception d8. one learned slot.

Use: Action · 30 feet · one 10-foot-radius area · Persistent · 2 Mana

Effect - Resolution: Perception versus each affected concealment result.

Effect - Defense: each creature retains its own written concealment defense.

Effect: On success against a particular illusion or Invisible creature, the caster perceives its true outline and may point it out. Other observers still make their own contests. This does not dispel an effect or reveal details through solid cover.

Duration: 1 minute.

Ending or recovery: one Unveil area per caster.

Critical: none.

Exception: A creature without a concealment roll uses TN 6 for the caster's Perception.

False appearances thin, exposing the shapes concealed beneath them.

Farseeing - Divination, Rank 4 - Spell

Requires: Casting Skill: Attune. Affinity: Spirit. Requirements: Spirit d10; Attune d10. one learned slot.

Use: 10-minute ritual · a place within one mile · one place the caster has personally visited · Persistent · 3 Mana

Effect - Resolution: Attune Test TN 6.

Effect - Defense: a source explicitly blocking divination prevents it.

Effect: On success create an immobile invisible viewpoint and hear/see from it as the caster's senses allow. The caster's own senses are dulled while using it; creatures at the place are not automatically identified.

Duration: up to 1 minute after ritual.

Ending or recovery: one successful Farseeing per Full Rest.

Critical: none.

Exception: No targeting of an unknown place, travel, interaction, or line of effect through the viewpoint.

Your awareness settles into a distant, silent viewpoint.

Revelation - Divination, Rank 5 - Spell

Requires: Casting Skill: Attune. Affinity: Spirit. Requirements: Spirit d12; Attune d12. one learned slot.

Use: Action · Self · one concrete question about a creature, place, or event with a discoverable answer · Instant · 4 Mana

Effect - Resolution: Attune Test TN 8.

Effect - Defense: no defense unless a source explicitly shields the information.

Effect: On success, the GM gives one truthful, useful clue answering exactly one of: current location, a present vulnerability, or a hidden cause. On failure the GM gives no clue; Mana remains spent.

Duration: instant.

Ending or recovery: one successful Revelation per question per Full Rest.

Critical: none.

Exception: It does not predict free choices or invent a truth that does not exist. The GM may state that no answer exists.

A fragment of hidden truth rises into sudden clarity.

Enchantment

Soothe - Enchantment, Rank 2 - Spell

Requires: Casting Skill: Influence. Affinity: Tact. Requirements: Tact d6; Influence d6. one learned slot.

Use: Action · 30 feet · one creature that can hear or perceive the caster · Instant with timed consequence · 1 Mana

Effect - Resolution: Influence + Tact versus Composure + Tact if unwilling; automatic on a willing target.

Effect - Defense: Composure + Tact for an unwilling target; defender wins ties.

Effect: End one Frightened condition or suppress panic from a nonmagical immediate cause. It does not erase memory, repair trust, end possession, or make an enemy friendly.

Duration: 1 minute of calm; Frightened ends on resolution.

Ending or recovery: one Soothe per target per scene.

Exception: An ongoing fear source can apply a new condition normally.

Fear loosens its grip beneath a gentle magical presence.

Compel - Enchantment, Rank 3 - Spell

Requires: Casting Skill: Influence. Affinity: Tact. Requirements: Tact d8; Influence d8. one learned slot.

Use: Action while speaking a brief command · 30 feet · one creature that understands the caster · Instant with timed consequence · 2 Mana

Effect - Resolution: Influence + Tact versus Composure + Tact.

Effect - Defense: Composure + Tact; defender wins ties.

Effect: On success the target spends its next Action moving toward one safe visible point within its Movement OR dropping one held object. It may use its other resources normally and cannot be ordered into obvious harm.

Duration: ends after that Action or at end of its next turn.

Ending or recovery: one successful Compel per target per scene.

Exception: A target unable to perform either stated option is unaffected.

A brief command presses against the target's will.

Accord - Enchantment, Rank 4 - Spell

Requires: Casting Skill: Influence. Affinity: Tact. Requirements: Tact d10; Influence d10. one learned slot.

Use: Action · 30 feet · up to three willing creatures that can understand a common language · Persistent · 3 Mana

Effect - Resolution: none.

Effect - Defense: none.

Effect: Targets can send brief thoughts to one another while in range and each gains Advantage on one Influence Test about a shared, openly named cooperative goal during duration.

Duration: 10 minutes; link ends for a target beyond 30 feet.

Ending or recovery: one Accord per target at a time.

Critical: none.

Exception: No thought reading beyond voluntarily sent words; no forced agreement.

Willing minds find a quiet channel of shared understanding.

Sovereign Word - Enchantment, Rank 5 - Spell

Requires: Casting Skill: Influence. Affinity: Tact. Requirements: Tact d12; Influence d12. one learned slot.

Use: Action while speaking a prohibition · 30 feet · one creature that understands the caster · Persistent · 4 Mana

Effect - Resolution: Influence + Tact versus Composure + Tact.

Effect - Defense: Composure + Tact; defender wins ties.

Effect: On success name one creature within sight. The target cannot willingly attack or directly harm that named creature until the end of the caster's following turns equal to the caster's Tact tier. No repeated recovery Contest.

Duration: caster Tact tier in rounds; ends at the end of that many following caster turns.

Ending or recovery: one successful Sovereign Word per target per Full Rest.

Exception: The target can act against others, defend itself, or leave. This is a printed magical restriction, not control of all decisions.

Your declaration settles like a binding weight upon hostile intent.

Evocation

Arc - Evocation, Rank 2 - Spell

Requires: Casting Skill: Aim. Affinity: Agility. Requirements: Agility d6; Aim d6. one learned slot.

Use: Action · 60 feet · up to two creatures within 10 feet of one another · Instant · 1 Mana

Effect - Resolution: Agility + one channeling die capped at d8 (use the Focus damage rule for actual size); use the shared damaging-spell rule for any paid additions.

Effect - Defense: each target separately applies Ward + Spirit.

Effect: The shared completed pool deals Shock damage to each declared target after that target's defenses. Both targets are fixed before rolling.

Duration: instant.

Ending or recovery: none beyond Mana.

Exception: Each target resolves type interaction independently.

Crackling energy leaps between the targets you have chosen.

Surge - Evocation, Rank 3 - Spell

Requires: Casting Skill: Aim. Affinity: Agility. Requirements: Agility d8; Aim d8. one learned slot.

Use: Action · 30-foot line, 5 feet wide · up to three creatures in the line · Instant · 2 Mana

Effect - Resolution: Agility + one channeling die capped at d8 (use the Focus damage rule for actual size); use the shared damaging-spell rule for any paid additions.

Effect - Defense: each target separately applies Ward + Spirit.

Effect: The shared completed pool deals Wound damage to each declared target after its defenses. Unselected creatures are unaffected.

Duration: instant.

Ending or recovery: none beyond Mana.

Exception: Declare up to three targets before rolling; line must be clear.

A wave of raw force breaks across your chosen foes.

Storm - Evocation, Rank 4 - Spell

Requires: Casting Skill: Aim. Affinity: Agility. Requirements: Agility d10; Aim d10. one learned slot.

Use: Action · 60 feet · up to four creatures in a 10-foot-radius area · Instant · 3 Mana

Effect - Resolution: Agility + one channeling die capped at d10 (use the Focus damage rule for actual size); use the shared damaging-spell rule for any paid additions.

Effect - Defense: each target separately applies Ward + Spirit.

Effect: The shared completed pool deals Freeze damage to each declared target after its defenses. Unselected creatures in the area are unaffected.

Duration: instant.

Ending or recovery: none beyond Mana.

Exception: The pool is not rerolled for each target.

Bitter cold sweeps through the air in a violent rush.

Cataclysm - Evocation, Rank 5 - Spell

Requires: Casting Skill: Aim. Affinity: Agility. Requirements: Agility d12; Aim d12. one learned slot.

Use: Action · 60 feet · up to five creatures in a 15-foot-radius area · Instant · 4 Mana

Effect - Resolution: Agility + one channeling die capped at d12 (use the Focus damage rule for actual size); use the shared damaging-spell rule for any paid additions.

Effect - Defense: each target separately applies Ward + Spirit.

Effect: The shared completed pool deals Burn damage to each declared target after its defenses. Ordinary unattended flammable objects in the area ignite at GM adjudication.

Duration: instant.

Ending or recovery: none beyond Mana.

Exception: Declare targets and type before rolling; test multi-target value carefully.

A roaring eruption of flame engulfs the chosen ground.

Illusion

Veil - Illusion, Rank 2 - Spell

Requires: Casting Skill: Crafting. Affinity: Intellect. Requirements: Intellect d6; Crafting d6. one learned slot.

Use: Action · Touch · one willing creature · Persistent · 1 Mana

Effect - Resolution: Crafting + Intellect versus Perception + Intellect when an observer examines it.

Effect - Defense: each observer rolls and sums its own Perception + Intellect; defender wins ties.

Effect: Alter the target's apparent face, clothing, and voice within its size and body plan. The target gains no mechanical armor, invisibility, or new language. On an observer's successful Perception + Intellect defense, that observer sees the disguise as false.

Duration: 10 minutes or until caster becomes incapacitated.

Ending or recovery: one Veil per caster.

Exception: Touch and physical evidence can expose the false appearance.

A borrowed appearance settles over face, clothing, and voice.

Double - Illusion, Rank 3 - Spell

Requires: Casting Skill: Crafting. Affinity: Intellect. Requirements: Intellect d8; Crafting d8. one learned slot.

Use: Action · Self · the caster and one image within 5 feet · Persistent · 2 Mana

Effect - Resolution: Crafting + Intellect versus Perception + Intellect of the next attacker that can see both.

Effect - Defense: the attacker rolls and sums Perception + Intellect before its attack resolves; defender wins ties.

Effect: If the attacker fails, its next attack against the caster before the start of the caster's next turn targets the image and misses; the image then dissipates. If it succeeds, it attacks normally.

Duration: until the start of the caster's next turn, until triggered, or caster incapacitated.

Ending or recovery: one Double at a time.

Exception: An attack that does not rely on sight is unaffected.

A convincing echo of your presence steps into view.

Dreamscape - Illusion, Rank 4 - Spell

Requires: Casting Skill: Crafting. Affinity: Intellect. Requirements: Intellect d10; Crafting d10. one learned slot.

Use: Action · 30 feet · up to three creatures in a 10-foot-radius area · Persistent · 3 Mana

Effect - Resolution: Crafting + Intellect versus each target's Perception + Intellect.

Effect - Defense: each target rolls and sums its own Perception + Intellect; defender wins ties.

Effect: On failure, a target perceives treacherous terrain: halve its Movement and give Disadvantage on the primary die of its next Aim Test or aimed attack, whichever happens first. This penalty is spent after that roll and is not refreshed by maintenance. No repeated recovery Contest; the illusion ends at its stated endpoint.

Duration: caster Intellect tier in rounds, ending at the end of that many following caster turns, or earlier when the caster is incapacitated or persistence ends.

Ending or recovery: one Dreamscape per caster.

Exception: No physical obstruction or damage; creatures immune to sensory deception use their explicit protection.

Imagined hazards twist the ground within your victims' perception.

Grand Mirage - Illusion, Rank 5 - Spell

Requires: Casting Skill: Crafting. Affinity: Intellect. Requirements: Intellect d12; Crafting d12. one learned slot.

Use: Action · 60 feet · one 30-foot cube the caster can see · Persistent · 4 Mana

Effect - Resolution: Crafting + Intellect versus each observer's Perception + Intellect when reliance matters.

Effect - Defense: each observer rolls and sums its own Perception + Intellect; defender wins ties.

Effect: Create a coordinated false scene of sight and sound, including moving figures and apparent terrain. A failed observer contest treats it as real for perception and decisions until contradiction or successful reinvestigation.

Duration: 10 minutes or caster incapacitated.

Ending or recovery: one Grand Mirage per caster.

Exception: Cannot create matter, conceal physical contact, force behavior, or produce a harmful environmental effect by itself.

A sweeping false scene unfolds with movement, sound, and seeming substance.

Pneumancy

Anchor - Pneumancy, Rank 2 - Spell

Requires: Casting Skill: Invoke. Affinity: Spirit. Requirements: Spirit d6; Invoke d6. one learned slot.

Use: Action · Touch · one willing living creature or present spirit · Persistent · 1 Mana

Effect - Resolution: none.

Effect - Defense: none.

Effect: The target gains Advantage on the Ward Skill component of Ward + Spirit contests against possession or direct spirit displacement. This does not protect against ordinary damage, mind influence, or a physical restraint.

Duration: 10 minutes.

Ending or recovery: one Anchor per target; recasting refreshes duration.

Critical: none.

Exception: If a source removes Ward entirely, Anchor grants no replacement defense.

The target's spirit settles firmly within its own flesh.

Cleanse - Pneumancy, Rank 3 - Spell

Requires: Casting Skill: Invoke. Affinity: Spirit. Requirements: Spirit d8; Invoke d8. one learned slot.

Use: Action · Touch · one creature with a possessing or clinging spirit · Persistent · 2 Mana

Effect - Resolution: Invoke + Spirit versus the intruding spirit's Ward + Spirit.

Effect - Defense: the intruding spirit uses its own Ward + Spirit; defender wins ties.

Effect: On success, suppress the spirit's control and its possession-granted actions for 1 minute. The spirit remains present and may be exorcised by a separate effect; the host regains ordinary agency.

Duration: 1 minute.

Ending or recovery: one successful Cleanse per same spirit per scene.

Exception: Item Curses and unrelated conditions keep their own removal procedures.

An intrusive spirit's grasp loosens beneath your intervention.

Commune - Pneumancy, Rank 4 - Spell

Requires: Casting Skill: Attune. Affinity: Spirit. Requirements: Spirit d10; Attune d10. one learned slot.

Use: 10-minute ritual · Touch · one remains, shrine, or object strongly associated with a dead spirit · Persistent · 3 Mana

Effect - Resolution: Attune Test TN 6 to establish contact.

Effect - Defense: a willing, available spirit may answer; unwilling spirit can refuse.

Effect: On success, ask up to three brief questions and receive its voluntary responses or impressions. The GM answers from that spirit's knowledge and motives, not omniscience.

Duration: conversation up to 10 minutes after ritual.

Ending or recovery: one attempt per spirit per Full Rest.

Critical: none.

Exception: No guarantee that a spirit remains reachable, remembers accurately, or tells the truth.

A quiet passage opens between your awareness and a willing spirit.

Severance - Pneumancy, Rank 5 - Spell

Requires: Casting Skill: Invoke. Affinity: Spirit. Requirements: Spirit d12; Invoke d12. one learned slot.

Use: Action · 30 feet · one visible spirit or spirit possessing a host · Instant · 4 Mana

Effect - Resolution: Spirit + one channeling die capped at d12 (use the Focus damage rule for actual size); use the shared damaging-spell rule for any paid additions.

Effect - Defense: the targeted spirit rolls Ward + Spirit; the host does not take this pool.

Effect: Deal Rend damage to the spirit after Ward + Spirit. If this reduces the spirit to 0 Resolve, it is expelled from the host or dispersed from the scene; the host remains and resolves its own existing injuries.

Duration: instant.

Ending or recovery: one Severance per spirit per scene.

Exception: Does not destroy a soul permanently, kill the host, or cure unrelated possession aftermath.

A focused surge strikes at the spirit's hold upon the world.

Transmutation

Temper - Transmutation, Rank 2 - Spell

Requires: Casting Skill: Crafting. Affinity: Intellect. Requirements: Intellect d6; Crafting d6. one learned slot.

Use: Action · Touch · one nonliving weapon, tool, or shield held by a willing creature or unattended · Instant with timed consequence · 1 Mana

Effect - Resolution: none.

Effect - Defense: none.

Effect: The next qualifying use within duration gains one supplemental d4 to its weapon damage, tool Test, or Block roll, chosen on casting. It cannot raise a die above d12 or grant a new proficiency.

Duration: 10 minutes or until next qualifying use.

Ending or recovery: one Temper per item; later casting replaces prior.

Critical: the supplemental d4 cannot trigger or extend a Critical Hit.

Exception: It does not change the item's price, Requirement, Technique access, or permanent material.

A faint enchantment settles into the grain of an ordinary item.

Shape - Transmutation, Rank 3 - Spell

Requires: Casting Skill: Crafting. Affinity: Intellect. Requirements: Intellect d8; Crafting d8. one learned slot.

Use: Action · Touch · one unattended nonliving object of at most 5 cubic feet · Instant with timed consequence · 2 Mana

Effect - Resolution: Crafting Test TN 6 for an intricate shape; simple shape automatic.

Effect - Defense: a held or worn object is illegal.

Effect: Reshape the object without changing material, mass, or total volume. A simple passage, ramp, handle, or container is possible when its material can support it; intricate mechanisms need the Test.

Duration: 10 minutes; then shape returns unless impossible without harm, in which case GM places it safely nearby.

Ending or recovery: one Shape per caster.

Critical: none.

Exception: Cannot create a valuable material, seal a creature into matter, or duplicate a priced item's special rules.

Solid matter bends toward the form held in your imagination.

Recast - Transmutation, Rank 4 - Spell

Requires: Casting Skill: Crafting. Affinity: Intellect. Requirements: Intellect d10; Crafting d10. one learned slot.

Use: Action · Touch · one unattended nonliving object or structural section of at most 10 cubic feet · Instant with timed consequence · 3 Mana

Effect - Resolution: Crafting Test TN 6.

Effect - Defense: a held, worn, or actively contested object is illegal.

Effect: On success, temporarily repair 1 Durability damage and reshape a breach within the target volume. The repair is functional but temporary; it does not remove curses or make a rare resource.

Duration: 1 hour; the repaired Durability damage returns unless repaired normally.

Ending or recovery: one Recast per structure at a time.

Critical: none.

Exception: A collapsed structure needs a stable support point; this spell cannot restore a destroyed major building in one casting.

Broken material briefly remembers its intact shape.

Remake - Transmutation, Rank 5 - Spell

Requires: Casting Skill: Crafting. Affinity: Intellect. Requirements: Intellect d12; Crafting d12. one learned slot.

Use: Action · 30 feet · one unattended nonliving object of at most 20 cubic feet · Instant with timed consequence · 4 Mana

Effect - Resolution: Crafting Test TN 8.

Effect - Defense: a held, worn, or actively contested object is illegal.

Effect: On success, change one ordinary material into another common material while keeping mass and volume; choose wood, stone, iron, glass, or cloth. Its ordinary physical properties follow the new material.

Duration: 24 hours; then original material returns safely.

Ending or recovery: one Remake per caster; no stacking.

Critical: none.

Exception: No living target, rare alloy, magical item, currency generation, permanent sale value, or creation inside a creature.

The substance before you takes on an unfamiliar nature.