

Tricks (All Schools)			
Name	WP Cost	Effect	GENERAL
Fetch	1	You make a loose object (no heavier than weight 1) within 10 meters float to you.	GENERAL
Flick	1	You give an object or creature within 10 meters a magical flick. The "attack" inflicts 1 point of damage and can, for example, shatter glass	GENERAL
Light	1	You create a bright light that shines from a focus of your choice. It illuminates a 10-meter radius area around your focus and lasts for one shift of time. The light goes out if you reach zero HP	GENERAL
Open/Close	1	You open or close an unlocked door within 10 meters that you can see.	GENERAL
Repair Clothing	1	Clothes belonging to you or someone else within 10 meters are instantly repaired and cleaned.	GENERAL
Sense Magic	1	You can sense whether the place you are in, or an item you are holding, is affected by magic – and if so, what kind of magic.	GENERAL
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Birdsong	1	You are surrounded by lovely birdsong for one stretch of time. The birds give you a boon to AWARENESS. This trick only works outdoors	ANIMISM
Clean	1	The room you are in is cleaned. All dust and dirt disappear, and the room is put in order	ANIMISM
Cook Food	1	You automatically succeed at cooking food (page 103) without a BUSHCRAFT roll, and it happens instantly (one action).	ANIMISM
Floral Trail	1	Beautiful flowers sprout where you walk. The flowers wither after a shift	ANIMISM
Hairstyle	1	You change the color, length, and style of your hair as you see fit. In some situations this can give you a boon to BLUFFING and PERSUASION rolls	ANIMISM
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Heat/Chill	1	The area within 10 meters of you becomes pleasantly warm or cold. The effect protects against cold (page 54) for one shift of time.	ELEMEN-TALISM
Ignite	1	You light or extinguish a candle, torch, or lantern within 10 meters.	ELEMEN-TALISM
Puff of Smoke	1	An impressive puff of smoke erupts in front of you. Very popular for dramatic entrances, and can give you a boon to SNEAKING in certain situations as determined by the GM	ELEMEN-TALISM
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Lock/U-nlock	1	Your touch locks or unlocks a non-magical lock	MENTALISM



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### Tricks (All Schools) (cont)

Magic Chair	1	You create a round surface, roughly half a meter in diameter and height, which you can sit on or put things on. The effect lasts until you leave	MENTALISM
Slow Fall	1	You slow your fall and land as light as a feather, no matter the height	MENTALISM

### General Spells (any school can learn)

Name	Rank & Requirements	Cast time	Range/Duration	Effect
Dispel	1, W, G	Action	10M/Instant	You cancel an ongoing spell of lower or equal power level.
Protector	1, G, I	Action	Touch/Shift	Protect a person or place (no larger than a human) from magic. The power level of all spells cast at the person or place is reduced by the power level in PROTECTOR. You can also use the spell to protect against magical attacks from monsters (page 83). In that case, each power level reduces the number of dice rolled for damage by 1

W = word (spoken spell)

G = Gesture

I = ingredient

### Animism Spells

Name	Rank & Requirements	Cast time	Range/Duration	Effect
Animal Whisperer	1, W	Stretch	2M/Instant	This spell lets you talk to a bird or mammal. You can ask a number of questions equal to the power level. Animals can tell you what they have seen, heard, or smelled – but they do not perceive the world as humanoids do, and their answers are hard to interpret. The main advantage is that they never lie.
Banish	1, W, G, F	Action	10M/Instant	Demons and undead rising from their graves are a violation of the natural order and must be stopped. This spell inflicts 2D8 damage on such a being. Each additional power level increases the damage by D8. Armor and natural armor have no effect, and the spell cannot be dodged or parried



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### Animism Spells (cont)

Ensnaring Roots	1, G, I	Action	10M/Shift	The victim is ensnared by roots and branches and is unable to move. Breaking free requires an EVADE roll – with a boon at power level 1, normally at power level 2, and with a bane at power level 3. Each attempt counts as an action in combat. Only one attempt is allowed per round, but others can help. The spell does not work on monsters
Lightning Flash	1, G	Action	30M/Instant	You call down a flash of lightning from the sky. If the spell is cast successfully, the target takes 2D6 damage. The lightning flash continues to another random target within 2 meters of the target, inflicting 2D4 damage. Each power level beyond the first increases the number of dice rolled for damage by one (e.g., 3D6 and 3D4 respectively at power level 2). Metal armor has no effect but the spell can be dodged or parried as a ranged attack, and if this is successfully done, no further target is hit. Indoors, the WP cost to cast the spell is doubled
Treat Wound	1, W	Action	Touch/Instant	You heal another living creature for 2D6 HP. For each power level beyond the first, the spell heals an additional D6 HP

W = word

F = focus (holy symbol)

G = gesture

I = ingredients (nearby branches or roots)

### Elementalism Spells

Name	Rank & Requirements	Cast time	Range/Duration	Effect
Fireball	1, W, G	Action	20M/Instant	Shoot fireball doing 2d6 DMG. Can be dodged or parried as ranged attack. Each extra power level does 1d6 extra damage, or creates another fireball doing 2d6 dmg (must hit different target)



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### Elementalism Spells (cont)

Frost	1,W,G	Action	4M sphere/S tretch	Lower the temperature around you. All living creatures in sphere lose D6 HP and D6 WP when the spell is cast, and become cold as per the rules on page 54 – they cannot heal HP or WP until they get warm. Humanoids (not monsters) in the area of effect when the spell is cast are also frozen in place and can neither move nor perform actions (not even reactions). Each turn, a frozen victim can make a STR roll (not an action) to break free. Each additional power level increases the range by 4 meters
Gust of Wind	1,W,G	Action	10M Cone/I- nstant	Create gust. All untethered objects and creatures up to human size in the area of effect are pushed 2D4 meter away from you and suffer the same amount of bludgeoning damage. Against a swarm (page 83) the spell deals 2D6 damage. Each additional power level increases the number of dice by one. The spell has no effect on monsters that are Large or Huge (page 83)
Pillar	1,W,G	Action	10M/Shift	The spell raises a pillar, three meters high and one meter wide, from the ground or a stone floor. If someone is standing in that spot, the victim must make an ACROBATICS roll (not an action) to avoid falling off the pillar. If the pillar is created under a low ceiling and the roll fails, the victim takes 2D6 bludgeoning damage instead. For each additional power level, the height of the pillar increases by three meters, which can mean falling damage to anyone who falls off



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### Elementalism Spells (cont)

Shatter	1,W	Action	Touch/ Instant	With this spell you inflict 2D10 damage on an inanimate and non-magical item. Any armor rating has no effect. Each power level beyond the first increases the damage by D10.
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### Mentalism Spells

Name	Rank & Requirements	Cast time	Range/- Duration	Effect
Farsight	1,W,G	Action	1KM/Concentration	The spell lets you see and hear what is happening in a place up to one kilometer away, as if you were there in person. You must either have the place in sight or have visited it previously. Each additional power level increases the range tenfold – 10 kilometers at power level 2 and 100 kilometers at power level 3. The spell cannot be used to peer into other dimensions
Levitate	1,W,G	Action	6M/Instant	You levitate yourself or another person or object of up to human size and let it float up to 6 meters in any direction, after which it lands gently or drops to the ground (you decide). Each additional power level lets you levitate the target another 2 meters or levitate an additional person or object. If you try to LEVITATE an unwilling creature, you get a bane to the roll
Longst-rider	1,W,G	Action	Touch/- Stretch	The target's movement rating is doubled for the duration of the effect. You can cast the spell on yourself. Each additional power level lets you cast the spell on another person
Power Fist	1,W,G	Action	Personal/- Stretch	The damage of your unarmed attacks increases by D6 per power level.
Stone Skin	1,W,G,I	Action	Touch/- Stretch	The target's skin turns hard and gray, and gains armor rating 4. Each power level beyond the first increases the armor rating by an additional 2. If you wear armor, only the highest armor rating counts

W = word

G = Gesture

I = ingredient (a stone)



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