

Target a creature that you can see within close or near range, this creature can be yourself.

Roll **Wisdom + Abjuration**. Form a spherical cage of force energy around the target and any engaged creatures. The cage has a Damage Threshold equal to the result of your skill roll. The cage lasts for an hour or until it accumulates an amount of damage equal to its Damage Threshold.

Any creature attempting to move through the cage must make a **Strength + Endurance** (taxing) skill roll against the remaining damage of the cage. On a success they pass through and the cage takes one point of damage. On a failure they instead sustain an injury with severity 1 - Minor Injury of force damage.

Force Cage

← **ABJURATION** →

Interaction

Spell Drain 5

Roll **Wisdom + Conjunction**, targeting a zone that you can see within Far range, with the result becoming the difficulty for being able to see into the mist.

Any creature, not within the mist, attempting to look into the mist must make a **Wisdom + Awareness** roll. On a failure all creatures within the mist are considered **hidden** to that creature while they remain outside of the mist.

The mist will be dissipated with a strong gust of wind or after 10 minutes.

Mysterious Mist

← **CONJURATION** →

Influence

Spell Drain 2

Roll **Wisdom + Divination** targeting a creature other than yourself that you are engaged with. The target gains temporary vitality, equal to the result of the dice roll.

This vitality does not stack and ends at the conclusion of the current scene.

Healing Hands

← **DIVINATION** →

Interaction

Spell Drain 3

Target one creature that you can see within Far range. At the start of every round the target gains one unit of temporary vitality.

The effects of this spell end if you:

- Lose Concentration on the spell
- or, cannot see the target at the start of a round
- or, target a new creature with this spell

When the effects of the spell ends the target loses the temporary vitality accumulated from this spell.

Vitality Spring

← **DIVINATION** →

Influence

Spell Drain 3

Concentration 2

Target a creature you can see. Until the end of the round, that creature may either:

- Perform one action a second time during the round,
- or, not accumulate an action penalty for one of their actions.

Second Wind

← DIVINATION →

Influence

Spell Drain 2

Makes an item impossible to put down or take off for a given target.

Roll **Wisdom** + **Enchantment** to cast the spell in the moment, accumulating the Spell Drain penalty, or roll **Knowledge** + **Enchantment** to cast the spell over a period of an hour and not accumulate the Spell Drain penalty.

The effect of this spell lasts for a number of hours equal to the result or when you attempt to cast the spell again.

Hex

← ENCHANTMENT →

Influence

Spell Drain 2

Concentration 4

On a success the target must choose one of the following:

- Mark one unit of stress (taxing)
- Take an injury with severity of 1 - Minor Injury

Pulse

← EVOCATION →

Combat

Spell Drain 0

Roll **Wisdom** + **Evocation** against a target within close range.

On a success the target takes an injury with severity '1 - Minor Injury' of force damage and is blasted back to another zone, of your choice, within Far range as long as they can physically be able to move to that location.

On a failure you mark a unit of Stamina and the target no longer engaged with any other creature.

Power Push

← EVOCATION →

Combat

Spell Drain 2

Roll **Wisdom** + **Evocation** against a target within close or near range.

On a success the target takes an injury with severity `1 - Minor Injury` of lightning damage

On a failure that creature marks a unit of Stamina.

⦿⦿ **Lightning Chain (repeatable):** Add an additional target that is within close or near range to another target that is currently effected by this spell.

Chain Lightning

← **EVOCATION** →

Combat

Spell Drain 2

Roll **Wisdom** + **Evocation** targeting up to three creatures within close range.

On a success, the target takes a degrading injury of Fire Damage with severity `1 - Minor Injury`. If they already have a degrading injury from Fire Damage, instead increase the severity of the injury by 1.

On a failure that creature marks a unit of Stamina.

⦿⦿ **Extreme Heat:** Increase the severity of the sustained injury by 1.

⦿⦿⦿ **Increased Range:** Increase the range of this spell to be Near instead of Close.

Wild Flame

← **EVOCATION** →

Combat

Spell Drain 2

You magically alter your appearance and clothing to avoid recognition.

Adjust Appearance

← **ILLUSION** →

Interaction

Spell Drain 2

Roll **Wisdom** + **Illusion** to create a temporary visual illusion, no larger than your character's size. The result of your skill roll will determine the difficulty for visually scrutinizing the illusion.

The illusion ends when you perform a Rest downtime activity.

Visual Illusion

← **ILLUSION** →

Influence

Spell Drain 2

You attempt to dull a foe's senses. Roll **Wisdom** + **Necromancy** against the target's resistance roll.
On a success, cause the target to lose one of its senses (sight, hearing, smell, taste or touch).
As an influence action, the target may reroll the resistance to cancel out the effect.

Dull Senses

— ⚡ **NECROMANCY** ➤ —

Influence

Spell Drain 3

Concentration 2

Roll **Wisdom** + **Transmutation**. Targeting a creature wearing armour, that you are engaged with, clear a number of Armor Mark equal to the roll of the result.

Armor Mending

— ⚡ **TRANSMUTATION** ➤ —

Interaction

Spell Drain 3

Roll **Wisdom** + **Transmutation**. Targeting a creature you can see within Far range.

On a success, the target is banished temporarily from this plane of existence, until the caster performs a Rest Downtime activity or re-casts this spell on another target, after which the target returns to spot they were banished from.

On a failure, the target marks a unit of Stamina.

🕒🕒 **Overnight:** You extend the duration for two Rest Downtime activities instead of one. However you may have visions of the target in your dreams whilst they are banished.

🕒🕒🕒 **Additional Target:** You may target a second creature with this spell.

Banishment

— ⚡ **TRANSMUTATION** ➤ —

Interaction

Spell Drain 10