

# SWORD

# &

# SIGIL

## Book Two: Mysticism and Spells

A d20 based tabletop role playing adventure game.

v.2023.03.010.1812 BETA

**This is a Test and Review copy.**

**I'm interested in all opinions. First impressions, formatting problems, character creation, game play, anything you do or do not like would be very helpful in completing the game.**

**The formatting is designed for printing at digest size.  
(Height 8 ½ Width 5 ½)**

## **Hello and thank you for taking the time to read Sword & Sigil!**

Many aspects of roleplaying games are not realistic. Things like rounds, hit points, and defensive values don't reflect how the real-world works. They are game concessions used to keep the game organized, moving, and fair for everyone playing. The goal of these rules is not to be realistic but to be reality adjacent and to provide a framework for interaction, storytelling, adventure, and dramatic action.

This is your game now. Let your creativity guide you. Make changes. Write in the margins. Cross out things you don't like and add things you like better. Be unafraid of making mistakes. But, most important of all, have fun.

### **List of Credits**

Mysticism, Magic, and Spells	5
Spell List	7
Spell Descriptions	8



## MYSTICISM AND SPELLS

---

Magic is the residual energy of creation and Magi are those who learn to use it.

Wizard, Mage, Sorcerer, Witch, Druid, Mystic, Warlock, or any other term for spell caster, are used interchangeably. Although, each of these terms may represent different traditions or social standing, mechanically, they are all the same.

### Sense Magic

If the character uses an action to focus and concentrate, they can sense magic and discern supernatural auras. Sense Magic is required to learn or cast spells and is usually the first indicator that someone can learn to cast spells.

### Spell Casting

- The spell caster must be able to perceive magic (Talent: Sense Magic).
- The spell caster must train to use magic (Skill: Mysticism).
- The spell caster must know the spell (Talent: Magical Discovery).
- The spell caster must have Effort to power the spell.
- Be able to speak without restriction.
- Have at least one hand free.

### Spell Casting Mishaps

Magic is supposed to be unpredictable, dangerous, and magical. Every time a spell is cast, check Mysticism for the below result.

Check	Results
Natural 20	Cast at +2 level OR take a free action OR an additional effect based on the specific spell and GM interpretation.
20+	Cast at +1 level
10-19	No mishap
2-9	1d6 damage as energy drain
1-	2d6 damage as energy drain
Natural 1	3d6 damage as energy drain OR something bad happens based on the specific spell and GM interpretation.

## Concentration

- If a spell requires concentration, you must sacrifice your standard action, every round, to maintain it.
- If you have the Concentration Talent, you may, once per round, take the concentrate standard action as a free action.
- You can only have one spell active that requires concentration. If another is cast, the previous one automatically ends.
- If you take damage, you must check Mysticism with a target number of 10 + the amount of damage received.

## Sigil

Trained wizards have their own sigil that acts as a personal signature and can be combined with certain spells to give them a longer duration. The wizard can have as many sigils active as he likes, but only one per spell. Not all spells make use of this ability.

- It takes 1 minute to inscribe your sigil.
- Range is always touch.
- Duration is permanent as long as the caster continues to commit Effort at each dawn.
- If the Effort is reclaimed, the spell immediately ends.
- The caster is aware if the sigil is triggered, dispelled, or destroyed.

## The Three Cords

The three cords are only used by a few spells, but their existence is prevalent whether or not the characters ever witness them. There is no known way to sever a cord, other than the death of the caster.

**Bronze Cord** - Extension of the life force of the caster. It is what binds the spirit to the body and what is severed when a person dies.

**Silver Cord** - Extension of the mind of the caster. It is what connects the mind to the body. If the **Silver Cord** is severed, the mind is lost, and the body slowly withers away.

**Gold Cord** - Extension of the magic of the caster. It is what allows them to touch the infinite and use magic. If the **Gold Cord** is severed, the caster forever loses all magical ability.

## SPELL LIST

---

Alarm	Elemental Wall	Portal
Aphasia	Elemental Weapon	Psychic Surgery
Arcane Armour	Enchant Weapon	Radiant Spirits
Arcane Container	Ethereal Jaunt	Raise Dead
Arcane Boundary	Explosive Rune	Read Minds
Arcane Missile	Familiar Bond	Rebuke Undead
Arcane Strike	Fog Cloud	Resistance
Animate Object	Force Hand	Restore Life
Armour Skin	Force Push	Ritual of the Seventh Day
Astral Projection	Gelatinous Orb	Sanctuary
Beast Form	Ghostbane	Scry
Bend Time	Haste	Shield
Bilious Cloud	Heroism	Shroud
Binding	Holding Bag	Sleep
Bird Wing	Hover	Slow
Charm	Icy Terrain	Slow Fall
Circle of Protection	Illusion	Spectacle
Clear Sight	Jump	Speak with Dead
Comprehension	Lasting Breath	Spell Thief
Confusion	Leash	Spell Seize
Consecrate	Magic Sink	Spider Climb
Control Plants	Mend	Steal Essence
Cure	Mirage	Storm Speaker
Cure Affliction	Mist Form	Summon Spirit
Curse of the Hunted	Mystic Eye	Talisman
Crystal Prison	Mystic Focus	Teleport
Darklight	Mystic Image	Tethered Item
Desecrate	Mystic Ward	Visions of Weal and Woe
Disenchant	Passage	Wind Barrier
Disguise	Petition	Witch Tender
Displacement	Phantom Steed	Witch Lock
Dominate	Poison Cloud	Word of Return
Earthquake	Poltergeist Swam	

---

## Alarm

Casting Time: 1 Minute  
Area: 10' radius / level  
Sigil: Alarm

Description: You leave your mark with an alarm sigil and are instantly aware of any creature that passes within the range.

---

## Animate Object

Casting Time: Standard Action  
Range: 20' + 10' / level  
Duration: 1 round / level

Description: Animate a number of objects with Hit Dice equal to your level. You can assign all HD to one object or divide the HD among several objects. The objects obey your commands as best they are able and have speed 15'. The animated objects all have Defense: 10 +HD, level Bonus based on the number of Hit Dice invested as being their level, and damage of 1d6 per point of level Bonus.

---

## Aphasia

Casting Time: Standard Action  
Range: 20' + 10' / level  
Duration: 1 round / level

Description: The target can not read, write, speak, or understand any language.

---

## Arcane Armour

Casting Time: Standard Action  
Range: Touch  
Duration: 1 Minute

Description: Target gains a bonus of 1/2 level (min. 1) to Defense and on Danger Checks versus magic.

---

## Arcane Container

Casting Time: 1 Minute  
Sigil: Recall

Description: After inscribing a chest with a recall sigil, the caster can use a command word and a standard action to summon the container. The chest can hold 10 slots +1 slot/level.

---



---

## Arcane Boundary

Casting Time: Standard Action

Area: 5' radius / level

Duration: Concentration

Description: The caster is surrounded by a barrier that disrupts magic. This barrier blocks all magical effects from entering or leaving. If a higher level wizard attempts to breach the barrier with magic, the caster must win a Mysticism contest or the barrier fails and is dispelled. However, it does block the spell that breaks it.

---

## Arcane Missile

Casting Time: Standard Action

Range: 40' + 10' / level

Duration: 1 round / level

Description: Each round, use a standard action to choose a target, that target is hit with 2d6 force missiles. Each missile does 1 damage and strikes without error.

---

## Arcane Strike

Casting Time: Standard Action

Range: 40' + 10' / level

Area: 20' x 20'

Description: When a Talent is used to select this spell, choose a type of damage (fire, cold, force, lightning, etc.). You do 2d6 + 1d6 / even level. All targets in the area take damage. Targets must make a Danger Check +Agility or be knocked prone and the environment is heavily damaged. This spell is a massive display of power and the effect should match this.

"Djinn Magi are fond of using Battering Winds to pummel their opponents in to submission."

---

## Armour Skin

Casting Time: Standard Action

Duration: 3 rounds + 1 round / level

Description: Target gains Resistance: Bludgeoning, Piercing, and Slashing.

---

## Astral Projection

Casting Time: Standard Action

Range: Touch

Duration: 1 round / level

Description: Project your consciousness into the realm of the mind, the Astral plane. Your body remains in stasis while your consciousness is tethered to your body by a **Silver Cord**. You can travel your normal speed moving away from your body. When the spell ends, regardless of distance, you immediately snap back to your body unless barred by magical wards.

The astral realm appears as if everything is made up of insubstantial, translucent, silvery depictions of what you would see if you were in the material realm. Your astral form is undetectable, by normal means, in the material world.

In this state you may touch any mind within your reach to see and hear their surface thoughts. Targets Danger Check +Instinct to detect your intrusion and if detected, may make a separate check each round to block you from their mind.

---

## Beast Form

Casting Time: Standard Action

Duration: 10 minutes / level

Description: You and your possessions transform into a mundane animal. When this spell is gained, choose one animal type per caster level and gain a new animal type at each additional level. The animal you transform into can not have more HD than your caster level and must be an animal you have personally witnessed. The caster can not cast spells in this form but can maintain concentration. Your mind stays your own, but you take on the physical properties of the animal. The caster chooses whether equipment is dropped, merged with the new form, or is worn by the new form.

The caster can turn into smaller (-1HD) or larger (+1 HD) versions of an animal. Breathing water costs +1 HD. Flight costs +2 HD.

Hit Dice	Animal Type	Hit Dice	Animal Type
1	Cat, Dog	5	Lion
2	Boar, Wolf, Fish	6	Brown Bear, Tiger
3	Horse, Elk, Eagle	8	Polar Bear
4	Black Bear, Gorilla	10	Elephant

---

## **Bend Time**

Casting Time: Standard Action  
Range: Touch  
Duration: Up to 1 minute / level

Description: An object is transported forward in time. The object disappears and will reappear in the same spot when the spell ends.

---

## **Bilious Cloud**

Casting Time: Standard action  
Range: 20' + 10' / level  
Area: 20' x 20' x 10'  
Duration: Concentration (max. 1 round/level)

Description: Living breathing creatures within this stinking cloud are wracked with nausea and they must make a Danger Check +Fitness or lose their standard action. With concentration, the cloud can be moved 15' / round but will follow the direction of any strong wind and will shape itself to the area it occupies.

---

## **Binding**

Casting Time: Standard Action (1 minute)  
Range: 20' + 10' / level or Sigil  
Area: 20' x 20'  
Duration: Concentration (max. 1 round / level)  
Sigil: Binding

Description: Summon extra-dimensional chains of force, suffocating webs, strangling tentacles, or rending vines. Any creature that begins their turn within the area must make a Danger Check +Fitness or take 1d6 damage and be immobilized. May be set as a trap by laying a binding sigil.

---

## **Bird Wing**

Casting Time: Standard Action  
Range: Touch  
Duration: 10 Minutes / level

Description: Enchant 1/2 level (min. 1) willing targets. Their arms transform into wings that are each twice the length of the target and they gain a fly speed equal to 3x Speed. (i.e., move speed 30' becomes 90', run speed 120' becomes 360').

---

## Charm

Casting Time: Standard Action

Range: 20' + 10' / level

Duration: Concentration

Description: 1 target / level, treats you as a close friend until proven otherwise. It is doubtful they will appreciate this when the spell ends.

“Death Priests consider charm spells no better than mental slavery.”

---

## Circle of Protection

Casting Time: 1 Minute / 1' radius

Area: radius 10' + 10' / level

Sigil: Protection

Description: The circle protects against spirit entities and undead. The caster must decide if the circle will be inward facing (a spirit can enter but cannot leave) or outward facing (a spirit can not enter).

A spirit creature can not physically, magically, or using any special abilities or powers, effect anything across this barrier.

---

## Clear Sight

Casting Time: Standard Action

Range: Touch

Duration: Concentration

Description: Light, shadow, mist, and darkness become irrelevant. That which is invisible, astral, or ethereal, is made clear. You see through disguises and witness the true form of shape shifters. Magic shows its nature visually and what has been hidden is revealed.

---

## Comprehension

Casting Time: Standard Action

Range: Touch

Duration: Concentration

Description: Unknown languages, both written and spoken, are made clear. Even the true intent of a coded message is revealed. However, it does not reveal lies.

---

## Confusion

Casting Time: Standard Action

Range: 20' + 10' / level

Duration: Concentration

Description: Select one target per level. These targets must make a Danger Check each round or be confused. If confused, roll D6 to determine action:

- 1-2 Babble incoherently
- 3-4 Wander aimlessly
- 5-6 Attack nearest creature

---

## Consecrate

Casting Time: 24 hours

Range: Touch

Area: One Temple

Duration: Permanent

Description: Consecrate calls the attention of a powerful spirit who connects itself to the target area. Disenchant has no effect on Consecrate since it's power comes from the spirit and not the caster. However, Consecrate can be destroyed by Desecrate. Details about the area being consecrated are based on the nature of the spirit being appealed to and are up to the GM to define. When defending the area, the faithful gain Advantage on any check to drive them away. Within the area itself they do not need to make a check. Spells cast in the area, by the faithful, have level +1 effect. There can be other effects based on the spirit the consecration is dedicated to.

"In the temples of the Beast god, all of the faithful rage."

---

## Control Plants

Casting Time: Standard Action

Range: 20' + 10' / level

Duration: 1 round / level

Description: Animate plants as per Animate Object spell or control the actions of 1 HD of plant creatures / level.

---

## Cure

Casting Time: Standard Action

Range: Touch

Duration: 1 round / level

Description: Touch a target as a Standard Action to heal hit points equal to 2d6 + Reason.

Ex. A level 3 caster with +1 Reason would heal 2d6 + 1 HP / round for 3 rounds.

---

## Cure Affliction

Casting time: Standard Action

Range: Touch

Description: Remove one affliction (like blindness or deafness) or remove 1 Condition / level.

---

## Curse of the Hunted

Casting Time: 1 minute

Duration: variable

Sigil Hunt

Description: Mark a possession of the target with the hunt sigil and summon HD equal to level of super natural creatures to hunt, harry, and kill the target. The spell ends if the marked item is destroyed, the target dies, or the summoned creatures are defeated.

“Some powerful witches have been known to use this spell to summon packs of wolves or a whole murder of crows.”

---

## Crystal Prison

Casting Time: Standard Action

Range: 20' + 10' / level

Duration: 1 round / level

Description: The target is encased in a state of suspended animation within a crystal shell which is frozen in space. The target can take no action and no action can be taken against them.

---

## Darklight

Casting Time: Standard Action

Range: Touch

Area: 30' radius

Duration: Concentration

Description: The target becomes the center point for a light source, only visible to 1 designated creatures / level.

---

## Desecrate

Casting Time: 24 hours

Range: Touch

Duration: Permanent

Description: To destroy a consecrated area, the faithful must be driven away and, based on the spirit venerated by the Consecration, the GM may have requirements in addition to this spell.

---

## Disenchant

Casting Time: Standard Action

Range: 20' + 10' / level

Description: To cancel the effect of another spell the caster must enforce his will upon it. The caster of the original spell and the caster of Disenchant must make opposed rolls checking Mysticism. If the caster of Disenchant is higher the target spell collapses and is destroyed.

---

## Disguise

Casting Time: Standard Action

Duration: Concentration

Description: You may alter the appearance of 1 creature / level, at will, as long as they remain humanoid. Attempts to duplicate specific features are uncanny.

---

## Displacement

Casting Time: Standard Action

Duration: 1 round / level

Description: Appear to be 5' from your actual location. The first successful attack against you misses and the spell ends.

---

---

## **Dominate**

Casting Time: Standard Action

Duration: Concentration (up to 1 round / level)

Description: You give up your turn to control the actions of a target. Forcing the target to take an action that would cause harm to itself (jump off a cliff), breaks the spell. To take and maintain control, you must win a contest of Danger +Instinct.

---

## **Earthquake**

Casting Time: Standard Action

Duration: Concentration (up to 1 round / level)

Description: The ground shakes for 1 round / level. All creatures must make a Danger Check +Agility every round or fall prone. Cause 1d6 structural damage / round. Collapse building: wood (5 rounds), stone (7 rounds), tower or wall (10 rounds). The ground shakes, stuff falls off shelves, people are knocked over.

---

## **Elemental Wall**

Casting Time: Standard Action

Range: 20' + 10' / level

Area: height 10' x width 5' x length 10' / level

Duration: Concentration

Description: Choose an element when this spell is taken, it can not be changed. (Fire, Force, Ice, Stone, Thorns, Water, Wind)

---

## **Elemental Weapon**

Casting Time: Standard Action or Sigil

Duration: Concentration

Sigil: Element (matching the element specified)

Description: Choose an element when this spell is taken, it can not be changed. When you cast this spell and touch a weapon, it is considered magical and does +1d6 damage of the element type specified. (Fire, ice, acid, etc.)



---

## Enchant Weapon

Time: Standard Action or Sigil

Duration: Concentration

Sigil: Bane (matching the creature specified)

Description: The caster names a type of foe and touches a weapon. That weapon is considered magical and against that type of foe, gains +1d6 damage. If a true name is used the weapon gains an additional +1d6 damage.

---

## Entail Spirit

Casting Time: variable

Description: Each time you take this spell, you learn to summon a specific spirit. This spirit has a name and two descriptors, such as; madness and mist, fire and fear, cold and earth. Each time you summon this spirit you can make a request based on the descriptors of the spirit. Effort spent to summon the spirit is the payment the spirit requires in trade for their assistance. Casting time is variable since it is based on the nature and personality of the spirit and negotiating the trade. It is up to the GM to translate the outcome into a level appropriate effect.

---

## Ethereal Jaunt

Casting Time: Standard Action

Duration: 3 rounds + 1 round / level

Description: Your body stands in stasis as you project your spirit into the infinite gray, where the dead make their final passage. While ethereal you have spiritual representations of all your equipment and can affect insubstantial undead as if they were physical. While ethereal your spirit is tethered to your body by your **Bronze Cord**. When the spell ends, your spirit is pulled back to your body.

---

## Explosive Rune

Casting Time: 1 Minute

Range: 10'

Sigil: Lure

Description: Using a lure sigil, you create a trap for anyone who sees it. The target takes 1d6 + 1d6/level damage. The damage type must be specified when the spell is cast.

---

## Familiar Bond

Casting Time: 12 hours + Variable

Description: A familiar is a spirit creature given physical form by the casting of this spell. If the caster has all three cords bound to the familiar, and the familiar is within 30', the caster gains +1 level to spell effects. The familiar's physical form is chosen by the caster. If the physical form is destroyed, and the spirit is willing, another can be created by casting this spell again.

The three cords are mystical connections that exist without relevance to the distance between the caster and the familiar. There is no known way, short of destruction of the familiar or death of the caster, that can break the three cords.

**Bronze Cord** - The caster uses their **Bronze Cord** to build a body and create an extension of themselves. This physical form is a construct of the spell that must be fueled by the caster's life energy in the form of one half of the caster's hit points. These hit points can only heal without the aid of magic as part of the curing process for the new physical form. The physical form of the familiar is created with 1 hit point but will heal, without the use of magic, up to the amount used by the caster as part of the spell. This is the only cord the caster must build as part of the spell. The other two are optional.

**Silver Cord** - The caster and the familiar form a telepathic bond where they can communicate, and each can perceive the world through the senses of the other.

**Gold Cord** - The caster and the familiar form a bond of pure magic. Any spell the caster uses on themselves also effects the familiar. Additionally, the caster can cast spells on the familiar as if they were touching them, regardless of the actual distance between them.

If the familiar's physical form is destroyed, the caster takes damage equal to the familiars maximum hit points and takes 2 points of Fatigue for each cord broken.

If the caster dies and the familiar survives, it is free to choose whether to stay in the physical form created by this spell.

**Familiar** - Ability Total-0, Defense-15, HP-(equal to amount sacrificed)

---

## Fast

Casting Time: Standard Action  
Area: 1 target / level  
Range: 20' + 10' / level  
Duration: 3 rounds + 1 rounds / level  
Description: Gain speed x2 and Advantage on initiative.

---

## Fog Cloud

Casting Time: Standard Action  
Area: 20' x 20' x 10'  
Range: 20' + 10' / level  
Duration: 10 minutes  
Description: Thick fog blocks vision. With concentration, the cloud can be moved 30' / round but will follow the direction of any strong wind and will shape itself to the area it occupies. Additionally, it can be commanded to follow the caster.

---

## Force Hand

Casting Time: Standard Action  
Range: 20' + 10' / level  
Duration: 10 minutes  
Description: Create an invisible hand of force with the strength to carry five pounds. Maintaining the spell doesn't require concentration but using the hand does.

"For unknown reasons, Arvost hated this spell and created a replacement. Summoning a simple air spirit that he considered much more capable."

---

## Force Push

Casting Time: Standard Action  
Range: 20' + 10' / level  
Description: 1 target / level is pushed away from you to 5' / level. Target must make a Danger Check +Agility or be knocked prone.

---

## **Gelatinous Orb**

Casting Time: Standard Action

Range: Adjacent

Duration: 1 round / level

Description: Physical manifestation of a simple life form from an unknown plane of existence. They have no detectable thought process and are always hungry. Sometimes mistaken for cubes as they will form to their surroundings if left still. 8' in diameter, they can absorb up to 4 medium size creatures or 1 large size creature. Concentrate to direct the orb to move 30' / round. Targets in the path are absorbed unless they make a Danger Check +Agility. Absorbed creatures and organic items take 1d6/round acid damage as the Gelatinous Orb attempts to consume them. Absorbed creatures can use their action to make a Danger Check +Fitness to escape. Gelatinous Orbs are not harmed by non-magical weapons or acid but fire and cold do damage normally. The orb has 6 HP / level.

"In the same way, Djinn Magi use water spirits to drown their enemies using a spell called Aqueous Orb."

---

## **Ghostbane**

Casting Time: Standard Action

Area: 20' + 10' square / level

Duration: Concentration

Description: 1 insubstantial creature / level become solid. Unless they have other protections, this will make the now corporeal creature vulnerable to normal weapons.

---

## **Heroism**

Casting Time: Standard Action

Area: 1 Target

Range: 20' + 10' / level

Duration: 3 rounds + 1 round / level

Description: The target can't be killed by hit point damage while the spell persists. Their hit points can be reduced to zero, and they make a Danger Check normally, but they do not die until the spell expires.

"Few heroes survive their own acts of heroism."

---

## **Holding Bag**

Casting Time: 1 Minute

Sigil: Holding

Description: The caster places their sigil and enchants a pouch, bag, or pack. The container has an encumbrance of 1 item regardless of how many items it contains. The container can now hold caster level item slots in an extra dimensional space. These items do not count towards encumbrance and the desired item is always on top, taking only a single action to retrieve. If the item is destroyed or the caster decides not to continue the spell while items are still contained within the extradimensional space, the items come spilling out back into the material realm.

---

## **Hover**

Casting Time: Standard Action

Range: Touch

Duration: 1 hour / level

Description: You enchant an object to hover 3' above the ground. With concentration, the object will move, at the casters speed, as directed. The object can support 20 slots + 2 slots / level. If the objects path is blocked, it will cease to move.

“The Dwarves have been known to create their own transportation by using a version of this spell to create a floating disc of force.”

---

## **Icy Terrain**

Casting Time: Standard Action

Range: 20' + 10' / level

Area: 3(10'x10' squares) + 1(10'x10' squares) / level

Duration:

Description: If a creature starts its turn inside the Icy Terrain, they must make a Danger Check +Agility or fall prone. Movement is restricted to 5' / turn or the creature must make another Danger check.

Versions of this spell have coated an area in oil, slippery mud, or other slick substances.

---

## Illusion

Casting Time: Standard Action

Range: 20' + 10' / level

Duration: Concentration

Description:

Mislead the senses producing realistic but illusory sights and sounds. Sound and image can be as large and loud as 1 person / level.

---

## Jump

Casting Time: Standard Action

Duration: 1 round / level

Description: For the duration, the caster can make amazing leaps of 20' + 5' / level either up, down, or in any direction.

---

## Lasting Breath

Casting Time: 1 Minute

Sigil: Breath

Description: 1 creature / level need not draw breath to sustain life for the duration of this spell. The wizard inscribes a breath sigil, and the atmosphere around the sigil is magically transferred to the lungs of the creatures selected during the casting of the spell.

---

## Leash

Casting Time: Standard Action

Range: 20' + 10' / level

Duration: 3 rounds + 1 round / level

Description: Choose two target objects within 10' of each other, they can not move more than that distance apart.

---

## Magic Sink (Damper)

Casting Time: Standard Action

Range: 20' + 10' / level

Area: 20' radius + 10' radius / level

Description: All magic effects are reduced by half. If they can not be reduced in this way, they are unaffected.

---

---

## Mend

Casting Time: Standard Action

Range: Touch

Description: Repair an item with value not exceeding 200sp / level.

---

## Mirage

Casting time: 1 minute

Area: 20' + 10' cube / level

Duration: Concentration + Sigil

Sigil: Illusion

Description: Where Illusion is used to create smaller depictions with movement and sound, Mirage is used to create a larger, long lasting, and detailed illusion with no movement or sound.

Create an illusion of any natural terrain you specify. Within the area, nothing changes, and you see the outside world as if looking through a gossamer veil of light. From outside it appears as specified and anything that crosses the boundary is seen to disappear as it enters.

---

## Mist Form

Casting Time: Standard Action

Range: Touch

Duration: 3 rounds + 1 round / level

Description: The target is immune to most damage, but vulnerable to being blown around by strong winds. Otherwise, the target moves at their regular speed.

---

## Mystic Eye

Casting Time: Standard Action

Duration: 3 rounds + 1 round / level

Description: The caster creates an invisible sensor they can see through. It has speed 30' and the casters normal sight.

---

## Mystic Focus

Casting Time: 12 hours

Description: Spend Effort to bond with an item. It becomes a focus item for you. Spells you cast when touching your focus have effect of level +1. If the Focus is lost or destroyed a new focus may be created by casting the spell again.

---

---

## **Mystic Image**

Casting Time: Standard Action

Duration: 3 rounds + 1 round / level

Description: Illusory duplicates, equal to level, appear and constantly shift around you confusing attempts to attack you. Any successful attacks must check to see if it hits the target or a duplicate. Duplicates are destroyed if they take any damage.

---

## **Mystic Steed**

Casting Time: Standard Action

Range: Adjacent

Duration: 1 hour / level

Description: You summon a smokey, spectral steed with the strength and speed of a large horse that does not tire.

---

## **Mystic Ward**

Casting Time: 10 minutes

Duration: Sigil

Sigil: Warding

Description: The warded area, roughly 1 room or hall per level, prevents scrying or entry through magical means, including any incorporeal effect.

---

## **Passage**

Casting Time: Standard Action

Range: Touch

Area: height 7' x width 5' x length 10' / level

Description: Cause the earth to open a passage. When the spell ends the earth will spit out whatever is inside, reclaiming the space.

---

## **Petition**

Casting Time: 10 minutes

Duration: 1 minute / level

Description: Query a spirit or other supernatural entity to ask a number of yes or no questions equal to level and they will be answered. If a true name is used, the named creature will answer. Be wary of bringing yourself to the attention of powerful forces.



---

## Poison Cloud

Casting Time: Standard Action  
Range: 20' + 10' / level  
Area: 20' x 20' x 10'  
Duration: Concentration (max. 1 round/level)

Description: Living breathing creatures within this cloud must make a Danger Check +Fitness or take the 1 point of Fatigue and d6 damage per round inside the cloud. With concentration, the cloud can be moved 15' / round but will follow the direction of any strong wind and will shape itself to the area it occupies.

---

## Poltergeist Swarm

Casting Time: Standard Action  
Duration: Concentration  
Range: Adjacent  
Area: 30' radius + 10' radius / level  
Sigil: Poltergeist

Description: The caster summons 1 poltergeist / level to haunt a place or item. A poltergeist sigil can be used to extend the haunting and remove the need for concentration. The poltergeists are insubstantial spirits that will do their best to torment any living creature other than the caster using insane laughter, discordant howls, menacing appearances, and telekinetic mischief, hurling hard or sharp objects (up to 5 lbs.). The poltergeists are not under the caster's control. The GM decides exactly what the poltergeists do.

---

## Portal

Casting Time: Standard Action  
Duration: 1 round / level  
Sigil: Portal

Description: By placing a portal sigil on two sperate doors and then invoking this spell the two doors become linked, allowing creatures or objects to instantly pass from one to the other. Access and directionality is determined by placement of the sigil. Closing either door causes both doors to close, ending the spell.

---

## Psychic Surgery

Time: Standard Action

Area: 20' + 10' / level

Duration: Concentration

Description: Find lost memories, remove 1 mental condition / level, or place memory blocks that prevent the target from remembering anything that happened 1 round / level before the spell is cast and will not remember anything that happens for the next 1 round / level.

---

## Radiant Spirits

Time: Standard Action

Range: Adjacent

Area: 40' + 10' / level

Duration: Concentration

Description: Conjure 1/level hovering spirits of radiance that provide bright light. They do not require air, or shed heat, and are not doused by water. These spirits may be directed to attack a target, causing temporary blindness if a Danger +Agility check is failed. The target remains blinded until they succeed on a Danger check. Using a spirit this way causes it to extinguish.

---

## Raise Dead

Casting Time: 1 Hour

Range: 20' + 10' / level

Description: Raise up from the dead a number of hit dice of undead equal to your level. These creatures are under your control and are created with a burst of energy, allowing them to break out of crypts or escape the grave.

---

## Read Minds

Casting Time: Standard Action

Duration: Concentration

Description: Telepathically hear surface thoughts of 1 target / level. Higher level targets make a Danger Check +Reason to sense what's happening and block it.

---

## Rebuke Undead

Casting Time: Standard Action

Range: 20' + 10' / level

Description: The caster gains 2d6 + 2d6 / level. These dice are assigned to targets within range. The caster decides, before rolling, whether the dice will represent damage or the number of rounds an undead is forced to retreat from the caster. This decision can be different for each undead.

---

## Resistance

Casting Time: Standard Action

Range: 20' + 10' / level

Duration: 3 rounds + 1 round / level

Description: When this spell is cast, choose a type of damage (acid, cold, electricity, fire, force, poison), 1 / level creatures gain Resistance to that damage type.

---

## Restore Life

Casting Time: 3 days

Range: Touch

Description: Begin a ritual lasting three days and nights. Clean and prepare the body with oils, runes, and the caster's sigil. Working this ritual can be deadly for the caster and there is no guarantee of success. On the morning of the fourth day, both caster and subject gain 1d6 Fatigue, +1 Fatigue / day since the death of the body, prior to beginning the ritual. If either ends up with 10 Fatigue, they must make death checks as they fight for their lives. If either the caster or recipient survives, they are drained and can not fight or cast spells until all Fatigue is removed.

---

## Ritual of the Seventh Day

Casting Time: 1 Hour

Duration: Till Dawn of the next Seventh Day

Description: Used to placate spirits, and ask for blessings, this spell can only be performed on the Seventh Day. All in attendance (up to 10 / level) gain Advantage on their first Danger Check in the next seven days. The caster may also do one of the following: enchant a Healing Salve, create holy water, or request a simple favor (even simple favors are not always granted).

---

## Sanctuary

Casting Time: Standard Action

Duration: Concentration

Description: If a creature is equal to or below the caster's level, they can not purposely attack the caster. If a creature is higher level, they must make a Danger Check +Instinct each time they attempt an attack to see if they can go through with it. If the caster makes an attack of any kind, the spell ends.

---

## Scry

Casting Time: Standard Action

Area: 20' radius

Duration: 1 round / level

Description: Using a polished orb, a mirror, or a reflecting pool, you can see an area you know well or centered on a person you know well.

---

## Shield

Casting Time: Interrupt

Duration: Concentration

Description: Gain +2 Defense. Sacrifice to block one source of damage. Automatically absorbs force damage without harm. Each time a source of force damage is absorbed it becomes another time the shield can be sacrificed

---

## Shroud

Casting Time: Standard Action

Range: 20' + 10' / level

Duration: Concentration

Description: 1/level creatures are invisible until an action is taken against another.

---

## Sleep

Casting Time: Standard Action

Range: 20' + 10' / level

Area: 20' radius

Duration: 10 minutes

Description: 1/level creatures fall into a light sleep and are awakened by loud noises or shaking. Creatures of higher level can make a Danger Check +Instinct to be unaffected.

---

## Slow

Casting Time: Standard Action

Range: 20' radius + 10' radius / level

Area: 1 Target / level

Duration: Concentration

Description: Targets can only take a standard action and gain Disadvantage on initiative.

---

## Slow Fall

Casting Time: Interrupt

Duration: Concentration

Description: 1/level targets fall safely to ground. Requires concentration and the spell ends on each target when they touch ground.

---

## Spectacle

Casting Time: 1 Minute

Duration: Concentration

Description: A clearly unreal but impressive illusion of your choice appears, under your control. It may be up to the size of a 30' x 30' x 30' cube / level and has full motion and sound.

---

## Speak with Dead

Casting Time: 10 minutes

Duration: 1 round / level

Sigil: Compulsion

Description: Mark the recently dead with a compulsion sigil and lay a hand on the body to compel their spirit to answer questions. They will only be able to answer questions about things that were important to them in life. Ask 1 question / level. Remove your hand from the body and the spell ends. Particularly evil spirits may become violent. If you raise the spirit inside of a Circle of Protection you do not need to lay a hand on the body.

---

## Spell Thief

Casting Time: Standard Action

Range: 20' + 10' / level

Duration: 1/level rounds

Description: The caster examines the mind of another person for spells they know. If the target is an equal or higher level wizard, the caster must win a Mysticism contest to gain this information. The caster may then steal a spell they have seen the target use. If the caster finds a spell he wishes to steal that he has not seen the target use, the caster must win another Mysticism contest. Stolen spells may be used until dawn of the next day.

---

## Spellseize

Casting Time: Instant

Duration: Dawn

Description: Cast this as an instant reaction to another spell taking effect to make a temporary copy of it. You may use that spell like any other you have. Copied spells are lost at dawn.

---

## Spider Climb

Casting Time: Standard Action

Range: Touch

Duration: Concentration

Description: Using both hands and feet, the target can climb sheer surfaces like a spider, even upside down.

---

## Steal Essence

Casting Time: Standard Action

Range: Touch

Duration: 1 round / level

Description: Transfers life in the form of either youth or vigor, from one creature to another. In the transfer of youth, the source ages 1d6 years per round and the recipient gains one year of youth. In the transfer of vigor, the source takes 1d6 +Reason damage and the recipient gains half that amount. Alternatively, the recipient gains the full amount of years or hit points but is permanently changed somehow by the dark magic.

---

## Storm Speaker

Casting Time: 1 Minute  
Duration: 1 hour / level

Description: Commune with spirits of Sea and Sky. Tell them what you wish of the weather. It will come to pass. Do not believe you have power over these spirits, for they will teach you the error in your thinking.

---

## Talisman

Casting Time: 1 minute  
Sigil: Talisman

Description: Mark an item with a talisman sigil to create a powerful ward against magic. When the bearer of the talisman is affected by magic, they may choose to sacrifice the talisman, automatically protecting them from that spell.

---

## Teleport

Casting Time: Standard Action  
Range: 60' + 10' / level

Description: You must be able to see your destination to use this spell.

---

## Tethered Item

Casting Time: 1 minute  
Range: Touch  
Sigil: Tethering

Description: With a tethering sigil, mark a single item that can be held in one hand. When you cast this spell choose one of your cords to build the tether.

**Gold Cord** - If separated from the item, concentrate to instantly summon it to your hand.

**Silver Cord** – Concentrate to project your senses, seeing and hearing as if you were in the same spot as the item.

---

## Visions of Weal and Woe

Casting Time: 1 minute  
Duration: Till Dawn

Description: The caster rolls a d20, the result can be substituted for any other d20 roll for either enemy or ally.

---

## Wind Barrier

Casting Time: Standard Action  
Range: Centered on caster  
Area: 5' diameter / level  
Duration: 1 Minute

Description: Swirling winds deflect small missiles such as arrows or spears. The spell moves with the caster and may shelter a number of allies equal to caster level. Outgoing missiles are hindered as well.

---

## Witch Tender

Casting Time: 12 hours  
Duration: Permanent  
Sigil: Golem

Description: Using sticks, rocks, mud, and other natural elements, combined with a golem sigil you build a servitor with 1 +1HD/level that can follow complex directions.

---

## Witch Lock

Casting Time: Standard Action  
Duration: Concentration  
Sigil: Locking

Description: The caster enchants a door or other portal to resist opening by physical means. If the caster inscribes a locking sigil, it remains sealed until opened by the caster and any other creatures named during the casting. If the caster has both of the talents sigil and concentration, they can cast the spell and concentrate on it while then creating the sigil. Once the sigil is in place, concentration is no longer needed.

---

## Word of Return

Casting Time: 1 Minute to cast, Standard Action to use  
Range: 10' radius / level  
Sigil: Return

Description: 1 creatures / level are transported to the location of the caster's sigil of return. The die of Fate determines whether any awkward or cumbersome objects are left behind. The sigil of return must be inscribed under the gaze of the sun and is destroyed if moved from its place of inscription.