

APPENDIX

SPELL LISTS

BASIC SPELLS

Counterspell: Pass a Discipline Save to cancel the effect of another spell or to suppress an enchantment. May be used instantaneously in response to another spellcaster. *[metamagic]*

Second Sight: You can detect magic, sense hidden features, perceive invisible or spiritual beings, and intuit nearby creatures' dispositions. *[knowledge, metamagic]*

SPELLS (ID100)

CORE SPELLS (ID20)

1. **Bewitch:** A creature considers you as an old friend until you are no longer in their sight. *[mind]*
2. **Calling:** Summon a nearby natural beast to obediently serve you. *[nature]*
3. **Celerity/Torpor:** A creature or object moves much more quickly or slowly than usual. *[body]*
4. **Elasticity:** A creature's body becomes extremely stretchy. *[body]*
5. **Fabricate:** Create the facsimile of any object that a journeyman could craft with a day's work. *[conjury]*
6. **Fog:** Dense fog covers an area. *[conjury, elemental]*
7. **Golems:** Fashion 1+[Discipline] foot-tall homunculi who possess the intelligence, coordination, strength, and eagerness of a typical three-year-old. *[conjury]*
8. **Goo:** Coat an object or a small area with thick, extremely sticky slime. *[conjury, elemental]*

9. **Hindsight:** Concentrate to observe a scene from the history of an object or place at hand. *[knowledge]*
10. **Hologram:** Create a convincing, dynamic visual illusion of a creature, object, or material. *[mind, conjury]*
11. **Hover:** An object effortlessly hovers a short distance above the ground. It can hold up to 1+[Discipline] persons or proportional weight. *[conjury]*
12. **Liquid Air:** The air around you becomes swimmable. *[elemental]*
13. **Scry:** You can see through the eyes of a creature that you have touched today. *[knowledge, mind]*
14. **Sculpt Elements:** Inanimate matter responds like wet clay in your hands. *[elemental]*
15. **Shroud:** A creature or object becomes invisible to mortal creatures until it shifts position. *[mind]*
16. **Skinwalker:** Transform into any natural beast whose organs you've eaten, whole, fresh, and raw. *[nature]*
17. **Sleep Dust:** Everyone in a small area falls into a deep natural slumber. *[mind]*
18. **Spider Climb:** A creature you touch can climb surfaces like a spider. *[body, nature]*
19. **Ward:** A small circle appears on the ground. Choose one thing that cannot cross it: living creatures, dead creatures, projectiles, metal, or spells. *[conjury, metamagic]*
20. **Zombify:** Permanently re-animate 1+[Discipline] fresh corpses. Zombies are energetic and eager to serve, albeit dimwitted and rather literal-minded. When the spell ends, any remaining zombies roam free. *[death]*

EXTENDED SPELLS

21. **Acid Spray:** Spray corrosive acid from your outstretched hand. *[elemental, conjury]*
22. **Anthropomorphize:** A nearby creature gains either human intelligence or appearance for one day. *[nature, mind]*
23. **Avatar of Nature:** Speak with any beasts that run, fly, or swim; cause one beast to double in size; or step into one tree and out of any other within sight. *[nature]*
24. **Babel:** A person you touch becomes fluent in all forms of communication. *[knowledge]*
25. **Befuddle:** 1+[Discipline] people cannot form new short-term memories for the duration of the spell. *[mind]*
26. **Binary Fission:** Split your body in two. (Divide Hit Points and Mana, but share all other game-mechanical resources.) The bodies cannot recombine. When the spell ends, the weaker body dissolves into clotted blood. *[body]*
27. **Black Speech:** You may communicate with vile creatures or their allies, including demons, undead, hateful spirits, and vermin that creep or crawl. When you loudly recite dark incantations in Black Speech, mortals who hear are reduced to retching and vomiting. *[death]*
28. **Bounty:** You intuit the exact direction to the nearest hidden stash or valuable treasure. *[knowledge]*
29. **Buoyancy:** A person or object's weight (and density!) is increased or decreased by up to 99%. *[body]*
30. **Call Lightning:** Call down a bolt of lightning. You may trap it in a metal item, which can stun creatures on contact. You may release the bolt later. *[elemental, nature]*
31. **Carapace:** A nearby creature gains a hardened outer body, which grants four bonus (temporary) Hit Points. *[body, nature]*
32. **Conduit:** Imbue an item with your presence. You may meditate to perceive the item's surroundings or use it as a relay for casting spells. *[knowledge, metamagic]*
33. **Cripple:** Incapacitating waves of agonizing pain roil the victim for 1+[Discipline] Rounds. *[mind]*
34. **Curse:** A living person either suffers ongoing bad luck or else becomes supernaturally afraid of you. *[death, mind]*
35. **Death Mask:** Peel the face from a corpse. While you wear the mask, you look and sound exactly like the deceased person, but only to mortal people. *[death]*
36. **Demonic Blessing:** You gain darkvision (see in greyscale, even in pitch darkness) and demonic wings (fly clumsily on grotesque bat-wings). *[body, death]*
37. **Disassemble:** Any of your body parts may be detached and reattached at will. You can control them as normal even while detached. *[body]*
38. **Disintegrate:** Vaporize up to 1+[Discipline] objects (or proportionate mass of a larger volume). *[elemental]*
39. **Disguise:** Alter the superficial appearance of 2+[Discipline] creatures. Attempts to duplicate specific people will seem uncanny. *[body, mind]*
40. **Dread Manifestation:** A creature's deep, monstrous fear appears real to them, but only as a dim apparition to others. The phantasm pursues and torments the target relentlessly. *[death, mind]*
41. **Dominate:** A creature obeys a single three-word command that does not harm it or violate its nature. *[mind]*

42. **Earthquake:** The ground begins shaking violently. Structures may be damaged/collapse. *[nature]*
43. **Elemental Wall:** A thick wall of fire, ice, thorns, or bone rises from the ground nearby. *[elemental, conjury]*
44. **Enchant:** Delete all knowledge of this spell and one other to make the other's effect permanent. *[metamagic]*
45. **Fireball:** Hurl a small fireball that explodes upon contact. Exact targeting is difficult. *[elemental, conjury]*
46. **Fly:** A creature's arms become wings. *[body]*
47. **Frenzy:** 1+[Discipline] nearby creatures erupt into violence. *[mind]*
48. **Glyph:** Inscribe a sigil onto a surface, then declare a trigger and effect. When triggered, the glyph may make a loud sound, stun whoever reads it, explode, or trigger a second spell that is cast alongside the sigil. *[conjury, metamagic]*
49. **Graft:** Fuse an object to a creature's body. If the object is biological, they may use it as if it were part of their own body. *[body]*
50. **Gravity Shift:** You may change the direction of gravity for 1+[Discipline] creatures at will. *[conjury, elemental]*
51. **Grim Visage:** A mortal creature who can see you dies immediately. There is a 50% chance that the slain target reanimates as a powerful, vengeful revenant. *[death]*
52. **Hypnosis:** A creature is calmly transfixed by your gaze, and it must truthfully answer yes or no questions. The effect ends if it perceives a threat or distraction. *[mind, knowledge]*
53. **Ichthys:** 2+[Discipline] creatures can breathe water and swim as adroitly as fish. *[nature]*
54. **Inertial Chains:** Pin 1+[Discipline] creatures to within a few feet of their current location. *[conjury]*
55. **Leech:** Transfer an Injury, 1+[Discipline] Hits/Harm, or up to twice [Discipline] years of life from one touched person to another. *[death]*
56. **Lubricate:** A creature or object can slip free from any bond, restraint, hold, or physical impediment, and may treat surfaces as nearly frictionless. *[body]*
57. **Maximize:** A creature or object grows as large as an elephant. If it is alive, it is enraged. *[body, nature]*
58. **Miasma:** Summon a choking, poisonous cloud of hellish gases. The miasma will tend to drift down toward the place whence it came. *[death, conjury]*
59. **Mind Spike:** A nearby person randomly flees, cowers, or attacks blindly for 1+[Discipline] Rounds. *[mind]*
60. **Mind Trap:** Transfer your consciousness into a talisman, leaving your body behind in stasis. You may attempt to possess anyone who touches the talisman. *[mind]*
61. **Mutogenesis:** A creature you touch gains a random Mutation. *[body, death]*
62. **Objectify:** A touched creature becomes an inanimate object between apple and grand piano-size. *[body]*
63. **Occult Consultation:** Perform a rite to lure a gaggle of nearby ghosts and spirits to converse. You may compel a particular shade to materialize if you brandish material remains or a treasured possession. *[knowledge, death]*
64. **Oneiromancy:** Enter and manipulate a sleeping person's dreams. Memories, thoughts, and feelings may be planted or erased, and you gain insight into the target's hidden aspirations and anxieties. *[mind]*
65. **Ooze Form:** A creature you touch becomes a living jelly. *[elemental]*
66. **Oracle:** Meditate to contact a higher power, who will truthfully answer 1+[Discipline] questions. *[knowledge]*
67. **Phase Change:** With a touch, transform an object into gaseous, liquid, or solid form. *[elemental]*
68. **Poltergeist:** Haunt an area or object with troublesome spirits who make noises, move small objects, and generally act like an obnoxious nuisance. *[death, conjury]*
69. **Rot:** Your touch causes rapid ageing, weathering, or decomposition. *[death, nature]*
70. **Shrink:** Reduce a creature or an object to the size of a mouse. *[body]*
71. **Smoke Form:** A creature you touch becomes living smoke. *[elemental]*
72. **Spatial Coincidence:** 1+[Discipline] nearby creatures may occupy the same space as an object. *[body]*
73. **Spirit Walk:** Project your spirit from your body. It is invisible, may pass through thin barriers, and may raid others' surface thoughts. *[mind, knowledge]*
74. **Stormspeech:** Command the weather. Threefold retribution occurs in the days to come. *[nature]*
75. **Summoning:** Conjure an intelligent extradimensional being. You may negotiate or bargain with it for favors, information, or service. *[conjury]*
76. **Swarm:** Summon and direct a swarm of biting insects, spiders, or scorpions. *[nature]*
77. **Telesthesia:** 2+[Discipline] creatures may communicate telepathically over any distance with words, visions, impressions, feelings, and memories. *[mind, knowledge]*
78. **Tether:** Two objects within 10ft of each other cannot be moved more than 10ft apart. *[body]*
79. **Thunderclap:** A loud crash of thunder sounds nearby. It temporarily deafens all in the area. *[elemental, conjury]*
80. **Time Skip:** Hurl a creature or object up to 1+[Discipline] Turns into the future. *[body]*
81. **Totem:** Transform another creature into their symbolic predator or prey creature. *[nature]*
82. **Unholy Rebuke:** Repel nearby demons, undead, and other vile creatures. One such intelligent target obeys a single command (but will not go into danger.) *[death, mind]*
83. **Upwell:** A spring appears. *[elemental, nature]*
84. **Vitalize:** Animate a statue, sculpture, painting, etc. If it was previously living, it returns to life permanently. *[conjury]*
85. **Wandering Eye:** Your eye grows wings and flies like a hummingbird. Concentrate to look through the eye. If destroyed, it grows back in one day. *[knowledge, death]*
86. **Wizard Lock:** Magically seal shut a door, latch, lid, lock, or similar portal—or a person's mouth. *[body, metamagic]*
87. **Wizard Mark:** Shoot a stream of magical ink that only you can see. You can see anything it coats at any distance, even through solid objects. *[conjury, knowledge, metamagic]*
88. **Wormhole:** While you do not move, connect two nearby/distant points with a man-sized wormhole. *[body, conjury]*
- 89-99. **Basic Spell:** Reroll 1d20 on this list and gain that spell.
100. **Special:** Gain any spell of your choice from this list!

BODY

1. Celerity/Torpor
2. Elasticity
3. Spider Climb
4. Binary Fission
5. Buoyancy
6. Carapace
7. Demonic Blessing
8. Disassemble
9. Disguise
10. Fly
11. Graft
12. Lubricate
13. Maximize
14. Mutogenesis
15. Objectify
16. Shrink
17. Spatial Coincidence
18. Tether
19. Time Skip
20. Wormhole

DEATH

1. Zombify
2. Black Speech
3. Curse
4. Death Mask
5. Demonic Blessing
6. Dread Manifestation
7. Grim Visage
8. Leech
9. Miasma
10. Mutogenesis
11. Occult Consultation
12. Poltergeist
13. Rot
14. Unholy Rebuke
15. Wandering Eye

MIND

1. Bewitch
2. Hologram
3. Scry
4. Shroud
5. Sleep Dust
6. Anthropomorphize
7. Befuddle
8. Cripple
9. Curse
10. Disguise
11. Dread Manifestation
12. Dominate
13. Frenzy
14. Hypnosis
15. Mind Spike
16. Mind Trap
17. Oneiromancy
18. Spirit Walk
19. Telesthesia
20. Unholy Rebuke

KNOWLEDGE

1. Hindsight
2. Scry
3. Babel
4. Bounty
5. Conduit
6. Hypnosis
7. Occult Consultation
8. Oracle
9. Spirit Walk
10. Telesthesia
11. Wandering Eye
12. Wizard Mark

CONJURY

1. Fabricate
2. Fog
3. Golems
4. Goo
5. Hologram
6. Hover
7. Ward
8. Acid Spray
9. Elemental Wall
10. Fireball
11. Glyph
12. Gravity Shift
13. Inertial Chains
14. Miasma
15. Poltergeist
16. Summoning
17. Thunderclap
18. Vitalize
19. Wizard Mark
20. Wormhole

ELEMENTAL

1. Goo
2. Liquid Air
3. Sculpt Elements
4. Acid Spray
5. Call Lightning
6. Disintegrate
7. Elemental Wall
8. Fireball
9. Gravity Shift
10. Ooze Form
11. Phase Change
12. Smoke Form
13. Thunderclap
14. Upwell

NATURE

1. Calling
2. Fog
3. Skinwalker
4. Spider Climb
5. Anthropomorphize
6. Avatar of Nature
7. Call Lightning
8. Carapace
9. Earthquake
10. Ichthys
11. Maximize
12. Rot
13. Stormspeech
14. Swarm
15. Totem
16. Upwell

METAMAGIC

1. Ward
2. Conduit
3. Enchant
4. Glyph
5. Wizard Lock
6. Wizard Mark