

SPELL REFERENCE SHEET

HOW TO CAST A SPELL

To cast a spell, you use an Action to make a Mind (Channelling) Test. The DN of the Test is determined by the spell you are trying to cast. Any additional successes on the Test can be used to Overcast the spell, which often increases the Damage or duration of the spell.

MULTIPLE SPELL EFFECTS

A creature can be affected by multiple different spells at once. However, the effects of the same spell cast multiple times — such as casting *Aetheric Armour* twice — don't add together. Instead, the creature is affected by the more powerful spell, or the spell with the longer duration.

SHARED SPELLCASTING

Using the Help Action, a character with the *Spellcasting* Talent can help another character cast a spell. To do this, both characters must be in the same Zone. The character casting the spell adds 1d6 to their dice pool, plus an additional 1d6 per level of Training in Channelling that the assisting caster has. If both casters share a Lore of Magic, add another 1d6 to the dice pool. If the spell fails, both characters suffer the effects.

REALM AFFINITY

You gain +1d6 to Mind (Channelling) Tests when in the realm aligned with your Lore of Magic. At times during play, the GM may increase or decrease this affinity depending on your location. For example, the closer you get to the realm's edge, the greater the flow of magical energy. Conversely, powerful magical effects may negate this bonus.

SPELL FORMAT

Spells are presented in the following format:

- ✧ The name of the spell.
- ✧ **DN:** The DN to cast the spell.
- ✧ **Target:** Who the spell affects. This is You (if it targets you), a number of targets, or a Zone.
- ✧ **Range:** The range at which the spell can be cast. This is Self (if it affects or is centred on you), Close Range, Short Range, Medium Range, or Long Range. See **Combat Reference Sheet** for more on ranges.
- ✧ **Duration:** How long the effect of the spell lasts. Instant means the effect occurs immediately and then ends. Rounds, Minutes, and Hours means the spell lasts for that amount of time. You can end a spell effect as a Free Action on your turn.
- ✧ **Test:** If a spell requires an Test, the DN and pertinent Attribute and Skill are listed here. If a choice is offered, such as Body (Might or Reflexes), the target of the spell chooses. Most spells list the difficulty as DN 4:S. 'S' is equal to 1 plus any additional successes rolled on the Channelling Test.
- ✧ **Overcast:** Any successes leftover after subtracting those needed to cast the spell can be spent on additional effects. If a spell lists multiple Overcast effects, you can split your successes to use each.
- ✧ The description of what the spell does.

THE PRICE OF FAILURE

If you fail a Channelling Test, roll a number of d6s and consult the table below. The amount of d6s rolled is equal to the difference in the Complexity of the spell and the number of successes (if any) on your Channelling Test.

THE PRICE OF FAILURE

Result	Effect
1–3	The magical energy erupts as you try to control it. You suffer 1d6 Damage.
4–8	The spell is cast but it has the opposite effect to what was intended. Damaging spells heal Toughness, bonuses become penalties, etc. The GM has final say on the effect of the reversed spell.
9–10	Arcane energy floods your mind, momentarily disorienting you. You are Stunned until the end of your next turn.
11–12	Your body and mind are so overcome with the uncontrolled magical power – you are <i>Incapacitated</i> until the end of your next turn.
13–14	You simply cannot withstand the onslaught of uncontrolled aetheric energy. You fall <i>Unconscious</i> until the end of your next turn.
15–17	The magic you have lost control of begins to destroy you from the inside out. Roll 1d6. You suffer the Damage directly as Wounds.
18+	You have inadvertently summoned an Endless Spell. Your Toughness is reduced to 0 and you are Mortally Wounded. The GM chooses which Endless Spell you have summoned (see <i>The Burning Head</i> overleaf for an example).

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AETHERIC ARMOUR

DN: 4:1

Target: You

Range: Self

Duration: 1 round

Overcast: +1 round per additional success, or +1 Armour per two additional successes.

You surround yourself in a protective field of aetheric energy. You gain +1 Armour until the start of your next turn. Each additional success extends the duration by 1 round. Alternatively, you can increase the Armour bonus by +1 per two additional successes.

ARCANE BLAST

DN: 6:1

Target: Zone

Range: Medium

Duration: Instant

Overcast: +1 Damage per additional success.

You unleash a destructive blast of arcane energy at a point within Medium Range. Each creature in that Zone suffers 1 Damage. Each additional success increases the Damage by 1.

ARCANE BOLT

DN: 4:1

Target: 1

Range: Medium

Duration: Instant

Overcast: +1 Damage per additional success.

You launch a bolt of arcane energy at an enemy within Medium Range. The target suffers 1 Damage. Each additional success increases the Damage by 1.

MYSTIC SHIELD

DN: 5:1

Target: 1

Range: Medium

Duration: 1 round

Overcast: +1 round per additional success

You conjure a mystical shield for protection. Choose a creature within Medium Range (including yourself). The target's Defence increases one step until the start of your next turn. Each additional success extends the duration by 1 round.

GHOST LIGHT

DN: 3:1

Target: Zone

Range: Self

Duration: 1 hour

Overcast: +1 hour per additional success

You create a ghostly light that reflects your Lore of Magic. The light hovers in the air, illuminating your Zone and removing any *Lightly Obscured* or *Heavily Obscured* Traits the Zone may have. As an Action, you can move the light to an adjacent Zone.

ENDLESS SPELL

THE BURNING HEAD

DN: 6:11

Target: Zone

Range: Long

Duration: Permanent

Test: DN 5:6 Body (Fortitude)

Lore: Bright

Formed from the fires of Aqshy, The Burning Head is a blazing skull that scorches its way across the land, incinerating everything in its path. Choose a Zone within Long Range. Any creature in that Zone when The Burning Head is cast must make a DN 5:6 Body (Fortitude) Test. On a success, the target takes 5 Damage (6 Damage if in Aqshy). On a failure, the target is consumed by flames and destroyed. If the target has Wounds, they don't die but their Toughness is reduced to 0 and they become Mortally Wounded. The target fills any remaining spaces on their Wound track.

The Zone The Burning Head occupies is filled with flames and becomes a *Deadly Hazard*. Additionally, each adjacent Zone becomes a *Major Hazard*.

At the start of your next turn, you must make a DN 6:6 Mind (Channelling) Test to maintain control of The Burning Head. On a success, you can choose to move the spell into an adjacent Zone or keep it where it is. On a failure, you lose control of the spell and The Burning Head moves to an adjacent Zone with the most living creatures. If there are no living creatures in an adjacent Zone, the head moves in a random direction and keeps moving in that direction until it encounters living creatures.