



SPELL SOURCEBOOK

EXODUS NDS

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SPELLS

A FANTASY MAGIC COMPANION FOR EXODUS NDS

Magic in Exodus NDS isn't a separate game bolted onto the rules. It's the same dice in your hand pointed at older powers — study, devotion, instinct, death, spirit, and the dangerous places where those powers overlap.

This book hands you a complete fantasy magic system, table-ready and built on the engine you already know. Every spell lists its difficulty, strain, range, duration, overload options, empower spends, dispel rules, and what happens when it goes wrong — all in Exodus terms.

No conversion. No guesswork.

Use it as a player's spellbook. Use it as a GM's reference. Use it as the foundation for a fantasy setting of your own.



CREDITS

CONTENT CREDITS

Writers: Paul Davis

AI Prompts: Paul Davis

AI Assistant: [ChatGPT](#) (conversion, layout, terminology pass, and style support)

AI Assistant: [Claude](#) (editorial review, grammar, and balance notes)

Editor: Paul Davis

ARTIST CREDITS

Front Cover: [ChatGPT + DALL·E](#)

Inside Cover: [ChatGPT + DALL·E](#)

Back Cover: [ChatGPT + DALL·E](#)

Layout: [Homebrewery](#)

Inside Art: Attributed on page by author or [ChatGPT + DALL·E](#), [Nightcafe](#), or [Dreamstudio](#)



ON THE COVER

Casting a protective spell for the soldiers in a battle. Prompt by Paul Davis, artwork by ChatGPT + DALL·E.

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Spells: A Fantasy Magic Companion for Exodus NDS

First Edition

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CASTING TRADITION TALENTS

Before a mage learns to break the rules of a tradition, they must first learn where those rules came from.

Arcana, Divine, and Primal are not simply spell lists. They are worldviews. Each is a complete philosophy of how power is found, shaped, and survived. Arcana studies structure, pattern, and the disciplined architecture of impossible things. Divine moves through faith, covenant, and the will of powers beyond mortal reach. Primal speaks in instinct, hunger, weather, blood, and the older language of the living world. On their own, each is a full and functional path. Most casters spend their entire lives within one and never reach its limits.

But power rarely respects the walls mortals build around it.

The world does not divide itself as neatly as scholars, priests, and hedge-witches would prefer. A prayer can be diagrammed. A theorem can bleed. A spirit can answer to liturgy as readily as to hunger. The borders between traditions are useful for teaching, doctrine, and survival, but they are still borders drawn around the same fire. Given enough study, enough nerve, or enough arrogance, a caster can learn to work at the seam.

That is what these talents represent.

The talents in this section are not ordinary refinements of a spellcaster's craft. They are formal crossings: the deliberate study of where two magical traditions overlap, where their methods agree, and where one can be used to force open the other. Each of the three combined traditions—Theomancy, Necromancy, and Shamanism—represents a practiced synthesis of two schools into a coherent discipline with its own methods, risks, and worldview. These are not loose hybrids, improvised shortcuts, or cosmetic variations on existing magic. They are complete magical traditions in their own right, born from the friction between older ones.

To learn one is not merely to broaden your spell list. It is to change how your character understands magic.

A Theomancer does not simply cast Arcane and Divine spells side by side; they study the sacred as a system that can be measured, named, and reproduced. A Necromancer does not merely blend Arcana with Primal instinct; they become fluent in the language of endings, remains, and the stubborn memory of flesh. A Shaman does not split the difference between Divine rite and Primal instinct; they build power through relationship, obligation, and long-maintained bargains with the unseen world. Each combined tradition is its own discipline, with its own logic, taboos, and consequences.

Mechanically, these traditions are learned through ranked talent tracks rather than through new standalone skills. This is intentional. Combined traditions are not replacements for Arcana, Divine, or Primal, they are what happens after mastery begins to overlap. Your core casting skills remain the foundation. These talents represent what you have learned to do with them once you stop treating them as isolated silos.

This structure serves two purposes.

First, it preserves the identity of the core traditions. Arcana, Divine, and Primal remain the foundation of magical practice, not stepping stones discarded the moment a stronger option appears.

Second, it allows combined traditions to function as specializations rather than taxes. You are not required to buy an entirely new casting skill to express a more advanced magical identity. Instead, you deepen the skills you already possess, then invest in the talent track that teaches you how to braid them together into something stranger, narrower, and far more dangerous.

These talents are therefore gates, not decorations.

They determine which combined traditions your character can access, what unique advantages that tradition grants, and how deeply you have committed yourself to its practice. Buying into one is not just a mechanical unlock. It is a statement about how your caster thinks, what lines they have crossed, and what kind of practitioner they have chosen to become.

Beyond them waits High Magic: the apex discipline, where all three traditions cease to behave like separate roads and begin to act as one.

That path is not learned first. It is built here.

SPELLS

Magic in Exodus NDS is written to be read quickly, resolved cleanly, and understood at a glance.

The legacy model of spellcasting often asked the player to build the spell, negotiate the spell, then decipher the result after the dice were already on the table. That approach was flexible, but it was also slow, inconsistent, and often asked the player to do too much rules assembly in the moment.

Exodus keeps the flexibility and removes the friction.

Spells in this system are written as complete effects with explicit costs, defined risks, and clear points of modification. Each spell tells you what it does, what it costs, how difficult it is to cast, how long it lasts, and how far you can push it before the spell begins pushing back. You are not assembling a spell from loose effect parts at cast-time. You are choosing a known working, then deciding how much risk to accept in exchange for greater power.

The result is faster at the table, easier to teach, and easier to adjudicate.

Every spell in this chapter follows the same structure: read the block, build the pool, pay the cost, roll the dice, resolve the effect, then decide how much extra power you want to pull from the result.

The spell tells you what happens. The dice tell you how well it happens. The symbols tell you what else comes with it.

That distinction matters.

Success determines whether the spell functions at all. Empower spends determine how much more you pull from it. Banes, Calamity, and Mishap determine what the spell costs you in return. The spell block exists to make those boundaries explicit, so players can make informed choices and GMs can adjudicate consistently.

This section explains how to read a spell, how to cast it, and how to interpret the moving parts that appear throughout the chapter. Learn this format once and every spell in the book will read the same way.

READING THE SPELL BLOCK

The colored bar before each spell name marks the **tradition** of the spell.

- **Single-color** bars indicate a core tradition: Arcane, Divine, or Primal.
- **Vertical gradients** indicate a combined tradition: Theomancy, Necromancy, or Shamanism.
- **Triple gradients** indicate **High Magic**, drawing from all three traditions.

The pill row beneath the title is read left to right:

- **Difficulty** — the base difficulty of the casting check. Some spells begin with an upgraded Trial Die (red ●), indicating an inherently unstable or dangerous working.
- **Strain** — how much strain the caster suffers when the spell is cast.
- **Range** — the maximum legal target distance.
- **Duration** — how long the effect remains active.

- **Dispel** — present only on non-instant spells; this is the base difficulty to end the spell early.

If a spell deals damage or behaves like a weapon, a second row appears:

- **Damage • Crit • Qualities** — resolved exactly as weapon profiles are resolved.

CASTING A SPELL: THE WORKFLOW

Spellcasting in Exodus follows the same sequence every time:

1. **Declare the spell.** Choose the spell, confirm a legal target, and verify you meet all listed prerequisites.
2. **Build the pool.** Take the spell's listed Difficulty, then add characteristic dice, Mastery upgrades, and situational modifiers.
3. **Choose Overload (optional).** Before rolling, you may increase risk to increase output.
4. **Pay strain.** Suffer the listed strain cost, modified by talents or effects.
5. **Roll the check.** Resolve Success, Failure, Boon, Bane, Breakthrough, and Calamity.
6. **Resolve the base effect.** On at least one net success, the spell functions.
7. **Spend Empower symbols.** Spend matching symbols to trigger listed enhancements.
8. **Resolve fallout.** Banes, Calamity, and Mishap create cost, complication, or consequence.

Every spell follows this order. Once learned, the format does not change.

SUCCESS, EMPOWER, AND FALLOUT

Every spell resolves in three layers.

Success determines whether the spell works.

If the roll produces at least one net success, the spell resolves and its base Effect occurs. If it does not, the spell fails and the base effect does not occur.

Empower determines how much more the spell does.

Empower entries are optional upgrades attached to the spell's result. If the spell succeeds, the caster may spend listed symbols from the roll to trigger any matching Empower effects. These are additive and stack onto the spell's base effect unless stated otherwise.

Fallout determines what the spell costs.

Banes, Calamity, and Mishap are the price of unstable power. They do not usually prevent the spell from functioning, but they often determine whether casting it was worth the cost.

STRAIN & DIFFICULTY

A spell's two primary costs are **strain** and **difficulty**.

Strain is the cost paid by the caster. It reflects mental effort, spiritual fatigue, bodily stress, and magical overextension.

- **1 Strain** — minor workings, reflexive effects, cantrip-tier magic.
- **2 Strain** — standard spellcasting; the default cost for most practical magic.
- **3–5 Strain** — powerful, sustained, wide-reaching, or forcefully compressed effects.

Strain measures what the spell costs *you*.

Difficulty measures what the spell asks of the dice.

Difficulty rises when a spell exceeds what should be free at its tier: more damage, wider targeting, longer duration, stronger control, added utility, or effects that bend action economy or scene logic.

Difficulty measures what the spell costs *the roll*.

A low-difficulty spell may still be exhausting. A high-difficulty spell may be efficient but unstable. These costs are related, but not interchangeable.

OVERLOAD

Overload is how a caster pushes beyond the printed baseline.

Each spell lists one or more Overload options that may be chosen before the roll. Overload modifies the spell at cast-time by increasing difficulty, adding instability, or accepting a drawback in exchange for more output.

Overload is optional. It is not required to cast the spell.

Use Overload when the caster wants more: more damage, more range, more duration, more targets, or more force than the printed version safely provides.

The spell block tells you what may be pushed. Overload tells you what it costs to push it.

DISPEL: ENDING AN ACTIVE SPELL

Any spell with a duration longer than **Instant** may be ended early.

The original caster may end their own active spell as an out-of-turn Quick Action at no cost.

An opposing caster may attempt to end the spell by making a casting check using the appropriate magical skill against the spell's listed **Dispel** difficulty.

The dispelling caster suffers strain as normal for making the attempt.

When the spell was first cast, the original caster's net successes are added to its listed Dispel difficulty. A well-cast spell is harder to unravel than a barely-stable one.

On success, the spell ends immediately.

On failure, the spell remains active and the dispelling caster still pays the cost.

Dispel is external: one caster breaking another caster's work from outside the effect.

RESIST: BREAKING FREE

Some spells may also be broken from within.

When a spell directly binds, compels, curses, or controls a target and remains active beyond the moment of casting, the target may attempt to throw it off.

The target suffers the spell normally through the round it was cast.

Beginning at the end of each of the target's turns thereafter, they may attempt the listed resist check—usually Discipline, Resilience, or Coercion—as a Maneuver.

The difficulty of that check equals the caster's original net successes, minimum 1 and maximum 5.

On success, the spell ends.

On failure, the spell remains in effect.

Resist is internal: the target forcing the spell out from inside the effect.

A sustained spell may be ended either way: externally by **Dispel**, or internally by **Resist**.

Whichever succeeds first ends the effect.

LEGACY DEPARTURE — WHAT CHANGED

Exodus NDS intentionally departs from legacy freeform spell construction in several ways.

Spells are no longer built from broad effect shells at the moment of casting. They are written as explicit magical workings with fixed baselines, clear costs, and known outputs.

This changes three things:

- **Speed.** Players spend less time assembling effects and more time making decisions.
- **Clarity.** GMs adjudicate written outcomes instead of negotiating implied ones.
- **Consistency.** The same spell behaves the same way every time unless the caster chooses to push it.

Improvisation still exists. It now lives in Overload, Empower, and consequence rather than in rebuilding the spell from scratch every cast.

Exodus does not remove flexibility. It moves flexibility to the parts of the system that resolve faster and break cleaner.

CANTRIPS & APPRENTICE MAGIC

ARCANE CANTRIPS

ARCANE BOLT — ARCANE

DIFFICULTY	STRAIN	RANGE	DURATION
◆	1	SHRT	INST
DMG 4 force	CRIT 4	QUALITIES	

- **Prerequisites:** Arcana 1
- **Action:** Attack
- **Effect:** Hurl a compact bolt of raw force at one target within Short range. The bolt strikes as pure kinetic force and carries no elemental rider.
- **Overload (◆):** Increase damage by +2, or extend range to Medium.
- **Empower:** + The target is pushed one range band directly away if silhouette 1 or smaller · ++ Add Knockdown

AURALIGHT — ARCANE

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆	1	SELF	RND	◆

- **Prerequisites:** Arcana 1
- **Action:** Reveal
- **Effect:** For one round, the caster perceives the lingering aura of any magical effect within Short range, identifying its tradition (Arcane, Divine, Primal, Theomancy, Necromancy, Shamanism, or High Magic).
- **Overload (◆):** Range extends to Medium, or the caster also identifies the approximate strength of each detected aura (cantrip, journeyman, adept, or master).
- **Empower:** + The caster identifies one specific magical effect by name · ++ The caster perceives magical effects cast within the last hour even if no longer active · ☑ The caster senses the direction and approximate distance of the strongest magical effect within Long range

CONJURE SPARK — ARCANE

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆	1	TCH	ENC	◆

- **Prerequisites:** Arcana 1
- **Action:** Conjure
- **Effect:** The caster summons a small mote of arcane light that hovers near them or perches on a worn item. The mote sheds light to Short range and follows the caster at engaged range. It can be directed by gesture to perch, hover, or float ahead within Short range.

- **Overload (◆):** The mote sheds light to Medium range, or it brightens when a living creature is within Short range of it (silent lifesign detector).
- **Empower:** + The mote can be tinted any color · ++ The mote is silent and undisturbed by wind or water · ☑ The mote can carry a small item up to encumbrance 1

GALVANIZE — ARCANE

DIFFICULTY	STRAIN	RANGE	DURATION
◆	1	ENG	INST
DMG 5 lightning	CRIT 4	QUALITIES	

- **Prerequisites:** Arcana 1
- **Action:** Attack
- **Effect:** Make a melee spell attack against one engaged target. On a successful hit, the target cannot perform out-of-turn Quick Actions until the end of its next turn.
- **Overload (◆):** Add Stun 2, or increase damage by +2 against a target wearing metal armor.
- **Empower:** + The caster may immediately disengage from the target as a Quick Action · ++ The target drops one unsecured held object

HELPING HAND — ARCANE

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆	1	SHRT	ENC	◆

- **Prerequisites:** Arcana 1
- **Action:** Utility
- **Effect:** A spectral hand of force manipulates unattended objects up to encumbrance 1 within Short range. It cannot attack, but it may open doors, retrieve items, press switches, or use simple tools.
- **Overload (◆):** Increase the object limit to encumbrance 3, or extend range to Medium.
- **Empower:** + The hand performs the task quietly · ++ The hand becomes invisible for one round



MIRAGE — ARCANES

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆	1	SHRT	ENC	◆

- **Prerequisites:** Arcana 1
- **Action:** Utility
- **Effect:** Create a small image or simple sound within Short range. The illusion cannot cause damage, provide physical cover, or convincingly perform a complex action.
- **Overload (◆):** Increase the illusion to silhouette 1, or allow both image and sound.
- **Empower:** + Add ■ to an ally's Stealth or Deception check using the illusion · + + The illusion persists without concentration for one round

PARLOR TRICKS — ARCANES

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆	1	ENG	SCN	◆

- **Prerequisites:** Arcana 1
- **Action:** Utility
- **Effect:** Perform a harmless minor trick within engaged range: clean or soil an object, chill or warm a small item, flavor food, light a candle, dampen a small sound, project a faint static image on a flat surface, tint cloth a different color, mark a surface, create a tiny sensory effect, or produce a small harmless spark. The effect cannot harm, cannot lift more than a quarter encumbrance, and is unmistakably magical to anyone watching closely.
- **Overload (◆):** Affect all appropriate objects within Engaged range, produce two distinct tricks in the same cast, or extend a single trick's reach to Short range.
- **Empower:** + Add ■ to a related Charm, Skulduggery, or Deception check · + + The trick is precise enough to mimic a practiced artisan's small flourish · ☑ The next casual observer adds ■ to checks made to recognize the affected object



DROBO CASTS STUMBLE ON ELEVANT

PIN — ARCANES

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆	1	ENG	RND	◆

- **Prerequisites:** Arcana 1
- **Action:** Bind
- **Effect:** One engaged target is pinned by arcane force. Until the end of the target's next turn, they cannot leave their current position, but they may otherwise act normally.
- **Overload (◆):** The effect lasts two rounds, or the target also adds ■ to Brawl and Melee checks while pinned (footwork denied).
- **Empower:** + The target also adds ■ to its next defense pool · + + The caster pulls the pinned target one range band closer · ☑ The target's next attack against the caster adds ■

STUMBLE — ARCANES

DIFFICULTY	STRAIN	RANGE	DURATION
◆	1	SHRT	INST

- **Prerequisites:** Arcana 1
- **Action:** Curse
- **Effect:** One target within Short range trips on nothing. Minion-tier targets are knocked prone. Non-minion targets add ■ to their next check.
- **Overload (◆):** Affect Medium range, or the Bane Die persists across the next two checks.
- **Empower:** + The target also drops one held item · + + The target falls into a memorably awkward position — allies who witness add ■ to one Charm or Coercion check using the moment · ☑ The target's next attack against the caster adds ■

WHISPER — ARCANES

DIFFICULTY	STRAIN	RANGE	DURATION
◆	1	MED	INST

- **Prerequisites:** Arcana 1
- **Action:** Utility
- **Effect:** Send a brief whispered message to one creature within Medium range that the caster can see or clearly identify. The target hears the words as if whispered beside them.
- **Overload (◆):** The target may reply with a short whispered answer, or the message may pass around one corner or through one thin barrier.
- **Empower:** + The message is inaudible to eavesdroppers · + + The caster may include a simple emotional impression or image

WHISPER VEIL — ARCANE

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆	1	SELF	RND	◆

- **Prerequisites:** Arcana 1
- **Action:** Augment
- **Effect:** For one round, sound made by the caster does not travel beyond engaged range. The caster may speak, fight, or move silently to ears outside the engaged zone.
- **Overload (◆):** The effect persists for one additional round, or also applies to one ally engaged with the caster.
- **Empower:** + The caster also leaves no footprints for the round · ++ The silent movement adds ■ to Stealth checks · ☑ The veil dampens magical sound — hostile spell-words from casters within engaged range add ■

DIVINE CANTRIPS

BULWARK — DIVINE

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆	1	ENG	RND	◆

- **Prerequisites:** Divine 1
- **Action:** Ward
- **Effect:** Ward one engaged ally against immediate harm. Until the end of their next turn, they add ■ to one Resilience, Discipline, or Coordination check made to resist an effect.
- **Overload (◆):** The target also gains +1 Resistance against the next hit before the end of their next turn.
- **Empower:** + The target recovers 1 strain after resisting the effect · ++ The target may remove one condition that lasts only until the end of the current round

COUNSEL — DIVINE

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆	1	ENG	RND	◆

- **Prerequisites:** Divine 1
- **Action:** Augment
- **Effect:** Choose one engaged ally. Before the end of their next turn, they may add ■ to one skill check.
- **Overload (◆):** Extend the range to Short, or let the target hold the blessing until the end of the encounter.
- **Empower:** + The target also recovers 1 strain · ++ The target may remove ■ from the blessed check instead

GLANCE — DIVINE

DIFFICULTY	STRAIN	RANGE	DURATION
◆	1	SELF	INST

- **Prerequisites:** Divine 1
- **Action:** Predict
- **Effect:** The caster glances at the immediate future. They learn whether their next action this turn is more likely to succeed or fail — a simple yes/no read.
- **Overload (◆):** The question may be about another creature's next action, or the caster gains a brief glimpse of a key detail in the next round.
- **Empower:** + The caster adds ■ to their next check, informed by the foresight · ++ The glimpse reveals one specific obstacle or aid · ☑ The caster gains advance warning of an immediate threat — the next attack against the caster adds ■

HOLY SPARK — DIVINE

DIFFICULTY	STRAIN	RANGE	DURATION
◆	1	SHRT	INST

DMG 4 radiant

CRIT 4

QUALITIES

- **Prerequisites:** Divine 1
- **Action:** Attack
- **Effect:** Call down a flash of holy fire on one target within Short range. The attack ignores one point of ranged defense granted by cover or darkness.
- **Overload (◆):** Increase damage by +2 against undead, demons, or creatures opposed to the caster's faith.
- **Empower:** + The target glows faintly until the end of its next turn · ++ Remove one concealment-based ■ from the next attack against the target

LESSER HEAL — DIVINE

DIFFICULTY	STRAIN	RANGE	DURATION
◆	1	ENG	INST

- **Prerequisites:** Divine 1
- **Action:** Heal
- **Effect:** One engaged ally recovers 3 wounds.
- **Overload (◆):** The target recovers 5 wounds instead, or recovers 3 strain instead of wounds.
- **Empower:** + The target also recovers 1 strain · ++ The caster suffers 1 wound to channel an additional 2 wounds of healing · ☑ The caster perceives the target's current wounds and any active conditions

LIGHT OF TRUTH — DIVINE

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆	1	ENG	SCN	◆

- **Prerequisites:** Divine 1
- **Action:** Reveal
- **Effect:** An object or creature the caster touches sheds clear light out to Short range. Illusions, disguises, and concealment within Engaged range of the light suffer  on checks to remain unnoticed.
- **Overload (◆):** The light extends to Medium range, or the anti-deception penalty applies within Short range.
- **Empower:** + One ally in the light recovers 1 strain · + + The light reveals one hidden mark, trail, or clue the caster could reasonably perceive

SANCTIFIED LIGHT — DIVINE

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆	1	SHRT	ENC	◆

- **Prerequisites:** Divine 1
- **Required Focus:** Holy symbol
- **Action:** Utility
- **Effect:** A floating mote of warm, sourceless light fills the air within Short range with bright illumination. The caster may move the mote up to Short range each turn as a free Quick Action. *Suggested patron: any solar or hearth deity (e.g., Solis, Amaterasu).*
- **Overload (◆):** The light is sacred. Undead and shadow-aligned creatures within Short range of the mote add  to attacks made into the lit area, or extend the lit area to Medium.
- **Empower:** + Light is shaped (halo, lantern beam, shoulder-torch) · + + Mote follows a designated ally instead of the caster · ☑ Once during the encounter, mote flares — adjacent enemies add  to one attack.

STABILIZING HEAL — DIVINE

DIFFICULTY	STRAIN	RANGE	DURATION
◆	1	ENG	INST

- **Prerequisites:** Divine 1
- **Action:** Heal
- **Effect:** Stabilize one engaged living creature that is incapacitated or dying. This does not heal wounds or remove critical injuries.
- **Overload (◆):** The target also recovers 1 strain, or the spell may be cast at Short range.
- **Empower:** + The target adds  to their next Resilience check this encounter · + + One ally who sees the miracle recovers 1 strain

WONDERWORKING — DIVINE

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆	1	SHRT	SCN	◆

- **Prerequisites:** Divine 1
- **Action:** Utility
- **Effect:** Manifest a harmless sign of divine presence: booming voice, flickering flames, tremors, slamming doors, glowing eyes, or another dramatic omen within Short range.
- **Overload (◆):** Affect a full room or small outdoor area, or make the manifestation convincing enough to startle mundane bystanders.
- **Empower:** + Add  to Coercion, Leadership, or Charm using the display · + + Affected minions hesitate and suffer  on their next action

PRIMAL CANTRIPS

GALE — PRIMAL

DIFFICULTY	STRAIN	RANGE	DURATION
◆	1	SHRT	INST

- **Prerequisites:** Primal 1
- **Action:** Utility
- **Effect:** Command a sharp burst of wind within Short range. The gust may shove light objects, scatter smoke, slam an unsecured door, or push one silhouette 1 or smaller creature one range band if the casting check succeeds.
- **Overload (◆):** Affect all valid targets in engaged range of a chosen point, or increase the push to silhouette 2.
- **Empower:** + Remove one smoke, gas, or dust-based  from an ally's next check · + + Knock a flying minion prone or off-course

KINDLE — PRIMAL

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆	1	SHRT	ENC	◆

- | | | |
|------------|--------|-----------|
| DMG 4 fire | CRIT 4 | QUALITIES |
|------------|--------|-----------|
- **Prerequisites:** Primal 1
 - **Action:** Attack
 - **Effect:** Conjure a small flame in the caster's hand that sheds light to Short range. The caster may immediately hurl it at one target within Short range as a fire attack, ending the spell.
 - **Overload (◆):** Increase damage by +2, or the held flame may ignite unattended flammable objects without ending the spell.
 - **Empower:** + The flame does not harm the caster or their gear · + + Activate Burn 1

MENDING ROOT — PRIMAL

DIFFICULTY	STRAIN	RANGE	DURATION
	1	ENG	INST

- **Prerequisites:** Primal 1
- **Action:** Utility
- **Effect:** Living fibers, rootlets, resin, bark, or natural growth repair a small break in a mundane object made of wood, leather, bone, cloth, or other once-living material.
- **Overload (◆):** Repair a larger object up to encumbrance 3, or repair one point of item damage to a suitable mundane item.
- **Empower:** + The repair blends naturally and is difficult to notice · + + The repaired item gains on its next use before the end of the scene

NUMBING FROST — PRIMAL

DIFFICULTY	STRAIN	RANGE	DURATION
	1	SHRT	INST

DMG 4 cold	CRIT 4	QUALITIES
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- **Prerequisites:** Primal 1
- **Action:** Attack
- **Effect:** Snap-freeze the air around one target within Short range. If the attack succeeds, the target suffers on its next Brawl, Melee, or Athletics check before the end of its next turn.
- **Overload (◆):** Increase damage by +2, or immobilize a minion target until the end of its next turn.
- **Empower:** + The ground under the target becomes slick terrain until the end of the round · + + Add Ensnare 1

QUICKSTEP — PRIMAL

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
	1	SELF	RND	

- **Prerequisites:** Primal 1
- **Action:** Augment
- **Effect:** For one round, the caster's Maneuvers cost no strain instead of the usual 1, and the caster ignores difficult terrain.
- **Overload (◆):** The effect lasts two rounds, or also applies to one ally engaged with the caster.
- **Empower:** + The caster adds to their next Athletics or Coordination check · + + The caster's movement counts as one range band greater this round · ☑ The caster may take one additional Maneuver this round at no strain cost (still subject to the two-Maneuver limit)

READ THE WIND — PRIMAL

DIFFICULTY	STRAIN	RANGE	DURATION
	1	SELF	INST

- **Prerequisites:** Primal 1, Knowledge (Geography) 1
- **Action:** Predict
- **Effect:** Caster takes a moment to read omens — bird-flight, tide-turn, the way the smoke curls. On the next Survival, Perception, or Cool check the caster makes this scene, they add .
- **Overload (◆):** The bonus extends to one ally's check too, or the caster may apply the bonus to any check (not just the listed three).
- **Empower:** + The bonus remains across two consecutive checks · + + Caster also senses whether hostile creatures lurk within Medium range (yes/no, no detail) · ☑ Caster intuitively answers to a single factual question about local terrain or weather (GM volunteers).

SPROUTSHIELD — PRIMAL

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
	1	SELF	RND	

- **Prerequisites:** Primal 1
- **Action:** Ward
- **Effect:** Brief sprouts of bramble curl around the caster. Until the end of their next turn, the caster gains +1 melee defense.
- **Overload (◆):** The defense bonus also applies to one ally engaged with the caster, or the effect persists for one additional round.
- **Empower:** + The caster adds to their next Resilience check · + + The first melee attack against the caster suffers 2 piercing damage from the brambles · ☑ The caster also gains +1 ranged defense for the duration

THORNLASH — PRIMAL

DIFFICULTY	STRAIN	RANGE	DURATION
	1	SHRT	INST

DMG 4 piercing	CRIT 4	QUALITIES
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- **Prerequisites:** Primal 1
- **Action:** Attack
- **Effect:** Lash one target within Short range with a thorned vine. On a hit, the caster may pull a silhouette 1 or smaller target one range band closer.
- **Overload (◆):** Add Ensnare 1, or affect a silhouette 2 target with the pull.
- **Empower:** + The target suffers on its next movement check · + + Pull an unattended object instead of a creature without damaging it

TRAIL SENSE — PRIMAL

DIFFICULTY	STRAIN	RANGE	DURATION
◆	1	ENG	INST

- **Prerequisites:** Primal 1
- **Action:** Reveal
- **Effect:** Examine the ground, surface, or air within engaged range. The caster perceives the most recent passage of a creature within the last hour: a general type (human-sized humanoid, deer-like beast, large reptile), an approximate time, and the direction it went.
- **Overload (◆):** Sense passage from up to six hours ago, or also perceive the creature's emotional state at the time.
- **Empower:** + The caster adds ■ to their next Survival check tracking the creature · + + One identifying detail surfaces (a limp, distinctive footwear, unusual weight) · ☑ The caster perceives whether the creature was wounded, fleeing, or carrying something heavy

WILDLORE — PRIMAL

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆	1	ENG	SCN	◆

- **Prerequisites:** Primal 1
- **Action:** Utility
- **Effect:** Produce a minor natural sign: a tiny bloom, leaf-fall, faint animal sound, weather-sense, seed sprout, natural scent, or harmless elemental twitch.
- **Overload (◆):** Ask the local environment one simple yes/no question about weather, nearby animals, water, or recent passage.
- **Empower:** + Add ■ to a related Survival or Knowledge (Geography) check · + + The sign points toward the safest immediate natural path

JOURNEYMAN SPELLS

ARCANE JOURNEYMAN

COUNTERSPELL, LESSER — ARCANE

DIFFICULTY	STRAIN	RANGE	DURATION
◆◆	2	SHRT	INST

- **Prerequisites:** Arcana 2, Knowledge (Lore) 1
- **Action:** Dispel (Reactive)
- **Effect:** As an out-of-turn Quick Action when an enemy caster within Short range begins to cast a spell, the caster makes their Counterspell check (paying the strain). If the caster's net successes equal or exceed the enemy's net successes from the cast in progress, the enemy spell fizzles entirely (the enemy still pays strain). This spell can only counter spells of casting difficulty 3 or lower.

- **Overload (◆):** Counter spells of casting difficulty 4 or lower; or trigger as a Maneuver instead of a Quick Action, allowing pre-emptive counters between enemy casts.
- **Empower:** + Caster recovers 1 strain · + + Caster's next casting check this encounter adds ■ · ☑ The countered caster suffers 2 strain from feedback · — — Caster suffers 1 additional strain.

FORCE DARTS — ARCANE

DIFFICULTY	STRAIN	RANGE	DURATION
◆◆	3	MED	INST

DMG 6 force	CRIT 3	QUALITIES Accurate 1, Guided 1
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- **Prerequisites:** Arcana 2, Intellect 2
- **Action:** Attack
- **Effect:** Launch three force darts that strike one or more targets within Medium range with uncanny accuracy.
- **Overload (◆):** Add one additional dart or extend range to Long.
- **Empower:** + +1 damage · + + Add Accurate 1 · ☑ Split damage among one additional target

GLIMPSE — ARCANE

DIFFICULTY	STRAIN	RANGE	DURATION
◆◆	2	SELF	INST

- **Prerequisites:** Arcana 2, Intellect 3
- **Action:** Predict
- **Effect:** The caster glimpses one possible immediate future. Before their next check this turn, the caster may add ■ or remove one ■ (their choice). If the check has not been made by the end of their next turn, the foresight fades.
- **Overload (◆):** An ally engaged with the caster benefits instead, or the foresight applies to a check made within the next round.
- **Empower:** + The caster also recovers 1 strain · + + The check benefits from both ■ and ■-removal · ☑ The caster gains advance warning of one ambush, trap, or surprise within Short range



DASHERS GET FORCE DARTS

JINX — ARCANES

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆◆	2	SHRT	ENC	◆

- **Prerequisites:** Arcana 2, Savvy 2
- **Action:** Curse
- **Effect:** One target within Short range is jinxed for the duration. The target adds  to the next three checks they make. Once three checks have suffered the Bane, the spell ends.
- **Overload (◆):** The jinx persists for five checks instead of three, or the target also adds  to their defense pools while jinxed.
- **Empower:** + The target's first jinxed check adds 2  instead of 1 · ++ The caster adds  to their next attack against the jinxed target · ☺ When the jinx triggers, the target audibly mutters one minor truth (a name, a recent location, an obvious motive)

SLOWFALL — ARCANES

DIFFICULTY	STRAIN	RANGE	DURATION
◆◆	2	SHRT	INST

- **Prerequisites:** Arcana 2
- **Action:** Augment
- **Effect:** Cast as an out-of-turn Quick Action when one creature within Short range begins to fall. The target descends gently and suffers no damage from the fall, regardless of distance.
- **Overload (◆):** Affect up to three falling creatures within Short range, or the target may glide one range band horizontally during the descent.
- **Empower:** + The target lands ready to act (no Maneuver needed to stand) · ++ The spell may be cast at Medium range · ☺ The slowfall extends to allies engaged with the target as they land

SPARKBOLT — ARCANES

DIFFICULTY	STRAIN	RANGE	DURATION
◆◆	2	SHRT	INST

DMG 7 sonic CRIT 3 QUALITIES Disorient 1

- **Prerequisites:** Arcana 2, Intellect 2
- **Action:** Attack
- **Effect:** Hurl a snapping shockwave of compressed air and arcane force at one target within Short range. The bolt deals 7 sonic damage; the deafening clap rattles the target with Disorient 1.
- **Overload (◆):** +2 damage, or extend range to Medium.
- **Empower:** + +1 damage · ++ Add Stun 1 · ☺ Disorient 1 increases to Disorient 2 · — — Caster suffers 1 strain

UNRAVELING — ARCANES

DIFFICULTY	STRAIN	RANGE	DURATION
◆◆	2	SHRT	INST

- **Prerequisites:** Arcana 2, Knowledge (Magic) 2
- **Action:** Dispel
- **Effect:** Choose one active magical effect within Short range. The caster makes a casting check against the spell's listed dispel pool; on success, the spell ends.
- **Overload (◆):** Affect Medium range, or also dispels one minor magical residue (lingering aura, recent charge) within engaged range.
- **Empower:** + The caster identifies the original tradition of the dispelled effect · ++ The caster recovers 1 strain on a successful dispel · ☺ If the dispelled spell had less than encounter-duration remaining, the caster gains  on their next casting check

WARDLOCK — ARCANES

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆◆	2	TCH	SCN	◆◆

- **Prerequisites:** Arcana 2, Intellect 2
- **Action:** Ward
- **Effect:** Seal one door, chest, gate, or similar object you touch with a visible or invisible arcane ward. Mundane attempts to open it add  .
- **Overload (◆):** Extend duration to Encounter or affect one additional lockable object.
- **Empower:** + Designate one creature who may open it freely · ++ The ward becomes invisible · ☺ Add one  to forced entry attempts

WATCHER'S EYE — ARCANES

DIFFICULTY	STRAIN	RANGE	DURATION
◆◆	2	MED	RND

- **Prerequisites:** Arcana 2, Intellect 2
- **Action:** Predict
- **Effect:** A tiny invisible eye manifests at any point within Medium range that the caster can see or visualize. For one round the caster sees through the eye as a free Quick Action on their turn (eyes-closed perception). The eye is fixed where placed; it cannot move on the base spell. Observers must succeed on a Hard (◆◆◆) Vigilance check to notice it.
- **Overload (◆):** Eye persists for the encounter (treat as ENC, Dispel ◆); or the caster may move it up to Short range each turn as a free action.
- **Empower:** + Add 1 round to the duration · ++ The eye also hears (faintly) · ☺ The next ally to act on what the caster sees adds  to that check · — The eye sees something it shouldn't — GM's discretion.

DIVINE JOURNEYMAN

BONE HEAL — DIVINE

DIFFICULTY	STRAIN	RANGE	DURATION
◆◆	2	ENG	INST

- **Prerequisites:** Divine 2, Willpower 2
- **Required Focus:** Holy symbol
- **Action:** Heal
- **Effect:** Lay hands on an engaged ally. Target heals wounds equal to ✓ generated, to a maximum of 5. *Suggested patron: any deity of restoration or mercy (e.g., Lunis).*
- **Overload (◆):** Target also recovers 1 strain, *or* the cast may attempt to remove a Critical Injury (treat as the Medicine action at one step easier).
- **Empower:** + +1 wound healed · + + Heal an additional engaged ally for the same amount · ☑ Target adds ■ to their next check this encounter · — — Caster suffers 1 strain.

COMPEL — DIVINE

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆◆	2	SHRT	RND	◆

- **Prerequisites:** Divine 2, Willpower 3
- **Action:** Bind
- **Effect:** Speak a single-word command to one creature within Short range that shares a language with the caster. Until the end of the target's next turn, they must obey: *drop, freeze, flee, kneel, halt, or approach*. The target may resist with a Discipline check opposed by the casting if the command would cause obvious self-harm.
- **Overload (◆):** Affect a second target with the same command, or extend duration to two rounds.
- **Empower:** + The target must spend a Maneuver to stand again after *Drop* or *Kneel* · + + The command persists if the target is engaged with the caster · ☑ The target also drops one held item · — — The caster's voice cracks; they suffer 1 strain

FORESEEN WOUND — DIVINE

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆◆	2	SELF	RND	◆

- **Prerequisites:** Divine 2, Savvy 2
- **Action:** Predict
- **Effect:** The caster sees a momentary glimpse of an incoming attack. Until the end of their next turn, the caster may upgrade one defense pool against any attack made against them — their choice of which attack.
- **Overload (◆):** The effect applies to one ally engaged with the caster instead, or the caster may upgrade two defense pools.

- **Empower:** + The caster gains ■ on Discipline checks against the foreseen attacker · + + If the foreseen attack misses, the caster's next attack against that attacker adds ■ · ☑ The foresight also reveals the attacker's general intent (target, weapon, type of attack)

HALO OF RESOLVE — DIVINE

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆◆	2	ENG	ENC	◆◆

- **Prerequisites:** Divine 2, Willpower 2
- **Required Focus:** Holy symbol
- **Action:** Augment
- **Effect:** Choose one ally engaged with the caster. For the encounter, the target adds ■ to all Discipline, Cool, Vigilance, and Resilience checks. *Suggested patron: any deity of courage, oaths, or the watch (e.g., Tempus, Caldryn).*
- **Overload (◆):** The bonus extends to Charm and Leadership too (the halo becomes a presence aura), *or* affects two engaged allies instead of one.
- **Empower:** + Target may immediately recover 1 strain · + + Target adds ■ to fear-source effects' checks against them this encounter · ☑ The halo flares once as a Quick Action — adjacent enemies within Engaged add ■ to one attack against the target.

LASH OF LIGHT — DIVINE

DIFFICULTY	STRAIN	RANGE	DURATION
◆◆	2	SHRT	INST

DMG 6 radiant	CRIT 4	QUALITIES Stun 1
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- **Prerequisites:** Divine 2, Willpower 2
- **Action:** Attack
- **Effect:** A whip of golden light strikes one target within Short range, dealing 6 radiant damage. The target adds ■ to its next check from the temporary blindness.
- **Overload (◆):** Damage increases by +3, or the target also drops one held item.
- **Empower:** + +1 damage · + + Stun 1 → Stun 2 · ☑ Adds Pierce 2 against undead and fiends



GALORN HEALS SLARA AND HANRL

REACTIVE HEAL — DIVINE

DIFFICULTY	STRAIN	RANGE	DURATION
◆◆	2	MED	INST

- **Prerequisites:** Divine 2
- **Action:** Heal (Out of Turn)
- **Effect:** Cast as an out-of-turn Quick Action at any point during a turn. One ally within Medium range recovers 4 wounds.
- **Overload (◆):** The target recovers 6 wounds instead, or also recovers 1 strain.
- **Empower:** + The caster also recovers 1 strain · + + The healing reaches a second ally engaged with the first (3 wounds) · ☑ The healing also clears one fading negative condition (e.g., Stagger 1)

SAINT'S VOICE — DIVINE

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆◆	2	ENG	RND	◆

- **Prerequisites:** Divine 2, Charisma 3
- **Action:** Augment
- **Effect:** One engaged ally's words carry divine resonance. Their next Charm, Coercion, Leadership, or Negotiation check adds ■ and removes one ■.
- **Overload (◆):** Affect two allies, or the effect persists across the next two checks.
- **Empower:** + The words also remove one minor objection from a listener · + + One ally who hears the words recovers 1 strain · ☑ The next Discipline check by a target who heard the words adds ■

SPIRIT WHISPER — DIVINE

DIFFICULTY	STRAIN	RANGE	DURATION
◆◆	2	MED	RND

- **Prerequisites:** Divine 2, Willpower 2
- **Action:** Utility (Mental)
- **Effect:** Caster opens a one-round mental link with one creature within Medium range whom they have personally met. Roughly three short exchanges of silent thought — full sentences, not images. The link cannot pierce magical mental wards. The recipient knows whose mind reaches them.
- **Overload (◆):** Link lasts the encounter (treat as ENC, Dispel ◆), or extends to two creatures simultaneously.
- **Empower:** + One brief image accompanies the words · + + Recipient may answer telepathically without speaking aloud · ☑ The recipient's emotional state is faintly conveyed alongside the words · — The link bleeds — anyone within Engaged of the recipient overhears one fragment.

STEADY HAND — DIVINE

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆◆	2	ENG	RND	◆

- **Prerequisites:** Divine 2, Willpower 2
- **Action:** Augment
- **Effect:** Bless one engaged ally's next ranged attack made before the end of their next turn. The attack adds ■ and gains Pierce 1 on the hit.
- **Overload (◆):** Affect two allies, or the effect persists for one additional turn.
- **Empower:** + The attack ignores one ■ · + + A successful hit also adds ■ to the target's defense pool until end of next turn · ☑ The Critical Injury threshold for that attack is reduced by 1

TRUTHSIGHT — DIVINE

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆◆	2	SELF	ENC	◆

- **Prerequisites:** Divine 2, Willpower 3
- **Action:** Reveal
- **Effect:** For the duration, the caster automatically detects deliberate falsehoods spoken within Short range. Magical disguises and illusions add ■ on attempts to mislead the caster.
- **Overload (◆):** Range extends to Medium, or the caster can pierce one specific magical disguise, seeing the true form beneath.
- **Empower:** + The caster adds ■ to Charm or Coercion checks that follow up on a detected lie · + + The caster reads emotional state (calm, fearful, lying, sincere) from each speaker · ☑ The caster gains advance warning if a creature within Short range is preparing to attack

PRIMAL JOURNEYMAN

BLOOM HEAL — PRIMAL

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆◆	2	ENG	RND	◆

- **Prerequisites:** Primal 2, Willpower 2
- **Action:** Heal
- **Effect:** Living tendrils briefly bloom around one engaged ally. The target recovers 4 wounds immediately and 2 more wounds at the start of their next turn.
- **Overload (◆):** Affect a second engaged ally with the same healing, or the healing also removes one ■-imposing condition.
- **Empower:** + The initial heal increases by 2 wounds · + + The target also recovers 1 strain · ☑ The blooming reveals one hidden ally or unconscious creature within Short range

BRAMBLE SNARE — PRIMAL

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆◆	2	SHRT	RND	◆

- **Prerequisites:** Primal 1, Knowledge (Geography) 1
- **Action:** Curse
- **Effect:** Vines, roots, or thorned creepers lash up beneath one target within Short range. Until the end of the target's next turn, the target adds ■■ to all Athletics, Coordination, and Brawl checks. (Base duration is one round — the target rides it out; no resist roll on the base spell.)
- **Overload (◆):** Up to 2 targets within Short, *or* duration extends to 2 rounds, when extended, the target may attempt **Resist (Opposed Athletics)** at the end of round 1 per the convention above.
- **Empower:** + Bane becomes ■■■ · ++ Target is also knocked prone · ☑ The terrain remains difficult for the encounter (Short-range patch) · — — Caster's footing tangles too — caster adds ■ to their next physical check.

EARTHBIND — PRIMAL

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆◆	2	SHRT	RND	◆

- **Prerequisites:** Primal 2
- **Action:** Bind
- **Effect:** One target within Short range is pulled to the ground by gravity-strong primal magic. A flying or hovering target falls to ground level and cannot rise; a grounded target adds ■■ to Athletics or Coordination checks until the end of their next turn.
- **Overload (◆):** The effect lasts two rounds, or the target also suffers 2 fall damage per range band of descent.
- **Empower:** + Nearby rocks ripple — the caster gains ■ on their next Survival check · ++ The target becomes Ensnared 1 in addition · ☑ The caster's next Athletics check this scene adds ■

HOWL — PRIMAL

DIFFICULTY	STRAIN	RANGE	DURATION
◆◆	2	SELF	INST

- **Prerequisites:** Primal 2, Willpower 3
- **Action:** Curse
- **Effect:** The caster lets out a primal howl. All hostile creatures within Short range must succeed on a Discipline check opposed by the casting or add ■ to all checks until the end of their next turn. Minion-tier targets cannot oppose; they automatically suffer the Bane and may not move closer to the caster on their next turn.
- **Overload (◆):** Affect Medium range, or the duration extends to two rounds for those who failed.
- **Empower:** + Affected creatures also drop one held weapon · ++ One affected creature suffers 1 strain from the dread · ☑ One ally engaged with the caster gains ■ on attacks against an affected creature

STONEBARK — PRIMAL

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆◆	2	SELF	ENC	◆◆

- **Prerequisites:** Primal 2, Might 2
- **Action:** Barrier
- **Effect:** Caster's skin hardens to bark, scale, or rough stone (player's choice — descriptive only). For the encounter, the caster gains +1 **Resistance**.
- **Overload (◆):** Effect extends to one ally engaged with the caster at cast time, *or* gain +1 melee defense in addition to the Resistance.
- **Empower:** + First incoming hit gains an extra +1 Resistance (then back to baseline) · ++ Caster gains +1 to Resilience checks while spell is active · — — The hardening cracks: caster adds ■ to Coordination checks for the encounter.

SUMMON PACK-MATE — PRIMAL

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆◆	2	SHRT	ENC	◆◆

- **Prerequisites:** Primal 2, Knowledge (Geography) 1
- **Action:** Conjure
- **Effect:** Caster calls a small spirit-bound creature to their side. The Pack-Mate manifests as a Minion with the following stats: **MIG 1, AGI 2, INT 1, SAV 1, WIL 1, CHA 1; Resistance 1, Wounds 4. Skills:** Perception 2, Stealth 2, Brawl 1. **Bite:** Brawl, 2 dmg, Crit 5, Engaged. The Pack-Mate acts on the caster's initiative; the caster spends a Maneuver to direct it, otherwise it defends the caster. Lasts the encounter or until destroyed.
- **Overload (◆):** Summon a hardier form (MIG 2, Wounds 6, Bite 4 dmg Crit 4), *or* summon two basic Pack-Mates instead of one.
- **Empower:** + Pack-Mate gains +1 Resistance this encounter · ++ The first attack against the caster instead targets the Pack-Mate (it absorbs the hit) · ☑ Pack-Mate adds ■ to caster's next Survival or Perception check based on its senses · — — Pack-Mate is hostile to one specific ally for one round (claims them as prey).



YULK HOWLS, DRIVING THE ORCS BACK

SWEEP — PRIMAL

DIFFICULTY ♦♦	STRAIN 2	RANGE SHRT	DURATION INST
DMG 6 concussive	CRIT 4	QUALITIES Knockdown	

- **Prerequisites:** Primal 2
- **Action:** Attack
- **Effect:** A surge of wind sweeps through Short range, striking up to two targets. Each target suffers 6 concussive damage and gains Knockdown.
- **Overload (♦):** Damage increases by +2, or the sweep affects a third target.
- **Empower:** + Targets also drop held items · ++ Targets are pushed one range band away from the caster · ☑ Targets add ■ to their next attack

ADEPT SPELLS

ARCANE ADEPT

FLY — ARCANE

DIFFICULTY ♦♦♦	STRAIN 3	RANGE TCH	DURATION ENC	DISPEL ♦♦
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- **Prerequisites:** Arcana 3, Intellect 3
- **Action:** Augment
- **Effect:** Grant one touched creature the ability to fly at normal movement speed for the duration.
- **Overload (♦):** Affect one additional target or increase speed by one band.
- **Empower:** + Hover without movement · ++ Ignore difficult terrain while airborne · ☑ Gain +1 ranged defense while flying

INVISIBILITY — ARCANE

DIFFICULTY ♦♦♦	STRAIN 3	RANGE TCH	DURATION ENC	DISPEL ♦♦
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- **Prerequisites:** Arcana 3, Savvy 2
- **Action:** Augment
- **Effect:** One touched creature becomes visually invisible until the duration ends or it makes an attack.
- **Overload (♦):** Affect one additional target or extend duration to Scene.
- **Empower:** + Remove ■ from Stealth · ++ Muffle footfalls and gear · ☑ Spell does not break on one Quick Action interaction

MIRRORED MIND — ARCANE

DIFFICULTY ♦♦♦	STRAIN 3	RANGE ENG	DURATION ENC	DISPEL ♦♦
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- **Prerequisites:** Arcana 3, Savvy 3
- **Action:** Reveal
- **Casting Time:** 1 Action
- **Required Focus:** A small mirror, or polished disc

EFFECT

The caster reads the surface thoughts, active intentions, immediate plans, very recent memories, of one engaged target for the duration. The target adds ■ on attempts to deceive the caster verbally or to detect the surveillance.

SIGNATURE EFFECT

The caster also experiences faint emotional resonance from the target, moods, fears, and lies feel like background noise that won't quite quiet.

OVERLOAD OPTIONS

- **Reach Further (♦):** Range extends to Short.
- **Stealthy Probe (♦):** The target does not notice the surveillance even on a successful Discipline check.
- **Deep Probe (♦→♦):** The caster also reads short-term memory — significant events from the past hour.

EMPOWER CLAUSES

- + Caster gains ■ on Charm or Deception checks against the target.
- ++ Caster identifies the target's strongest current desire.
- ☑ Caster identifies one creature the target has interacted with in the past day.
- -- Caster suffers 1 strain.

CALAMITY / MISHAP –

The mirror cracks audibly. The caster glimpses something they did not want to see — they suffer 4 strain, gain a Disoriented Critical Injury (severity 30) until the end of the encounter, and the target becomes aware they were probed.



GERRA FLYING OVER THE CITY

SERVITOR — ARCANES

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆◆◆	3	SHRT	ENC	◆◆

- **Prerequisites:** Arcana 3, Intellect 3
- **Action:** Conjure
- **Effect:** A small construct of arcane energy appears engaged with the caster. The servitor has Resistance 1, 5 wounds, silhouette 0, and may carry encumbrance 3. It performs simple manual tasks (open doors, fetch items, light torches, hold a rope) on the caster's command. It cannot attack, but it may aid an ally engaged with it — adding ■ to one Athletics or Mechanics check per round.
- **Overload (◆):** Conjure two servitors that share initiative, or the servitor's carry limit becomes encumbrance 6.
- **Empower:** + The servitor performs its task one round faster than usual · ++ The servitor is silent and unobtrusive (allies gain ■ on Stealth checks using it) · ☑ The servitor persists for one additional encounter at no extra strain

SLOW — ARCANES

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆◆◆	3	MED	ENC	◆◆

- **Prerequisites:** Arcana 3, Intellect 3
- **Action:** Curse
- **Effect:** Up to three targets within Medium range move and react as if time drags around them; affected targets add ■ to checks and cannot take a second Maneuver.
- **Overload (◆):** Affect one additional target or extend duration to Scene.
- **Empower:** + Add one additional ■ to one target · ++ One target loses reactions · ☑ One target is staggered for one round

VEIL OF DISGUISE — ARCANES

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆◆◆	2	SELF	ENC	◆◆

- **Prerequisites:** Arcana 3, Savvy 2
- **Action:** Utility (Illusion)
- **Casting Time:** 1 Action
- **Required Focus:** None
- **Consumed Focus (optional):** A pinch of mirror-dust — adds ■ to the casting check

EFFECT

The caster's outline shimmers and resettles as a different humanoid of similar size and build. Voice timbre, gait, and small mannerisms must still be played by the caster — the spell does not provide skill at impersonation, only the visual frame. Observers within Engaged range who have reason to suspect deception may roll Vigilance op-

posed to the caster's casting result to see through the veil; observers at Short or further must rely on what they see and hear.

SIGNATURE EFFECT

One worn or carried item is also disguised — a battered sword reads as a cane, a holy symbol as a merchant's seal, an obvious wand as a quill. The disguised item still functions normally; only its appearance is changed.

OVERLOAD OPTIONS

- **Voice Match (◆):** The caster's voice also conforms to the disguise — accent, pitch, and timbre. Useful when impersonating someone the listener has met.
- **Cross-Frame (◆◆):** Disguise crosses one size or build category — appearing as a Small humanoid while Average, or as a heavily-built warrior while slight. Movement penalties from the spell apply to athletic checks.
- **Quick-Cast (◆→●):** Replace one Trial Die with a Crisis Die. On success, the cast becomes a Maneuver instead of an action — useful when caught mid-encounter.

EMPOWER CLAUSES

- + The veil persists for the scene rather than the encounter (extending only out-of-combat).
- ++ The first observer to actively study the caster adds ■ to their Vigilance check.
- ☑ A specific named individual the caster has seen is matched closely enough to fool casual recognition.
- — — The veil flickers under stress — the caster adds ■ to social checks while disguised.

CALAMITY / MISHAP —

The veil settles wrong — the caster appears as themselves, but mirrored, monstrous, or transparently false. Until the end of the next encounter, all social checks the caster makes add ■■, and any creature who saw the misfire recognizes the caster's true face on sight.



LISSA UNDER THE VEIL OF DISGUISE SPEAKING TO THE CITY

VEIL-WALK — ARCANES

DIFFICULTY	STRAIN	RANGE	DURATION
◆◆◆	2	SELF	INST

- **Prerequisites:** Arcana 3, Agility 2
- **Action:** Utility (Movement)
- **Effect:** Caster vanishes in a swirl of pale mist and reappears at any point within Short range they can see. The teleport does not provoke disengage actions, and ignores intervening difficult terrain or low obstructions. Caster may bring carried items but no other creatures.
- **Overload (◆):** Range becomes Medium, or one ally engaged with the caster at the moment of cast comes along.
- **Empower:** + Caster gains +1 melee defense against the next attack they suffer this round (mist trail confuses) · + + The next attack against the caster this round adds ■ · ☑ Caster may take a Maneuver immediately after the teleport at no additional strain · — — The mist clings — caster adds ■ to their next Stealth check.

DIVINE ADEPT

FAR VOICE — DIVINE

DIFFICULTY	STRAIN	RANGE	DURATION
◆◆◆	3	EXT	INST

- **Prerequisites:** Divine 3, Willpower 3
- **Action:** Utility
- **Effect:** The caster speaks to one specific creature they have personally met. The target hears the message — up to 25 words — as if whispered beside them, regardless of distance, including across planes. The target may reply with the same word limit immediately.
- **Overload (◆):** Message length doubles to 50 words, or the caster may receive a second reply within the next minute.
- **Empower:** + The reply is also visible to the caster as a brief mental image · + + The caster senses the target's general emotional state · ☑ The caster senses the direction of the target if within the same plane

SANCTIFIED WORD — DIVINE

DIFFICULTY	STRAIN	RANGE	DURATION
◆◆◆	3	SHRT	INST

- **Prerequisites:** Divine 3, Willpower 3
- **Action:** Banish
- **Effect:** All undead and infernal beings within Short range must immediately move at least one range band away from the caster on their next turn, if able. Those that cannot move suffer 6 holy damage. Minion-tier targets that cannot retreat are destroyed outright.

- **Overload (◆):** Affect Medium range, or damage to non-retreating creatures increases to 9.
- **Empower:** + Affected creatures add ■ to their next attack · + + The caster also recovers 2 strain · ☑ Affected creatures cannot perform out-of-turn Quick Actions on the next round

PRIMAL ADEPT

BEAST BOND — PRIMAL

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆◆◆	3	SHRT	ENC	◆◆

- **Prerequisites:** Primal 3, Willpower 3
- **Action:** Augment
- **Effect:** One non-hostile beast within Short range becomes bonded with the caster. While the bond persists, the caster and the beast share visual awareness and add ■ to checks involving each other (caring for, riding, or directing the beast). The beast obeys the caster's general intent without need for verbal commands.
- **Overload (◆):** The bond extends to two beasts, or the distance limit becomes Long.
- **Empower:** + The caster perceives through the beast's senses for one round · + + The beast adds ■ to its next attack as the caster guides it · ☑ The bond persists for one additional encounter without further casting

ROOTS OF THE WORLD — PRIMAL

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆◆◆	3	MED	ENC	◆◆

- **Prerequisites:** Primal 3, Willpower 3
- **Action:** Bind
- **Effect:** Roots erupt from the ground at a point within Medium range. All creatures engaged with the point are Ensnared 2: they cannot move from their current position and add ■■ to checks until they break free with a Hard Athletics or Coordination check.
- **Overload (◆):** Affect a Short-range area centered on the point instead, or Ensnare 2 → Ensnare 3.
- **Empower:** + Affected creatures also add ■ to their attacks · + + The roots inflict 3 piercing damage to each creature when first ensnared · ☑ One ensnared creature is also pulled prone



SHAPESTONE — PRIMAL

DIFFICULTY	STRAIN	RANGE	DURATION
◆◆◆	3	ENG	INST

- **Prerequisites:** Primal 2, Willpower 3
- **Action:** Transform
- **Effect:** The caster reshapes stone of up to silhouette 2 within engaged range into a simple form: wall (filling a corridor), opening (clearing a passage), basin, ramp, alcove, or rough statue. The reshaping is permanent until physically altered.
- **Overload (◆):** Affect silhouette 4 of stone, or the reshaped stone forms difficult terrain in adjacent zones.
- **Empower:** + The reshaping is precise enough to function as a hidden compartment · ++ The new form provides Short-range cover · ☑ The reshaping disturbs nothing — no dust, no sound, no debris · — — Caster suffers 1 strain from working living stone

STORMWALL — PRIMAL

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆◆◆	3	SHRT	ENC	◆◆

- **Prerequisites:** Primal 3, Willpower 3
- **Action:** Ward
- **Effect:** A wall of howling wind and crackling lightning forms within Short range, occupying one zone. Ranged attacks crossing the wall add ■■. Creatures passing through the wall suffer 4 lightning damage. The wall has 8 wounds and may be attacked directly.
- **Overload (◆):** The wall extends to silhouette 3 (filling two adjacent zones), or passage damage increases to 6.
- **Empower:** + Allies who pass through the wall harmlessly recover 1 strain · ++ One creature within Short range is briefly deafened (■ to Perception until end of next turn) · ☑ For one round, the wall provides concealment in addition to its damage — sight crossing it suffers ■■

MASTER SPELLS

ARCANE MASTER

FIREBALL — ARCANE

DIFFICULTY	STRAIN	RANGE	DURATION
◆◆◆◆	4	LONG	INST

DMG 8 fire CRIT 3 QUALITIES Blast 6, Burn 2

- **Prerequisites:** Arcana 3, Intellect 3
- **Action:** Attack
- **Effect:** Hurl a blazing sphere to a point within Long range; it erupts in a violent explosion, dealing damage to all targets in the blast.
- **Overload (◆):** Increase damage by +2 or increase Blast by +2.
- **Empower:** + +1 damage · ++ Activate Burn 2 · ☑ Increase Blast by +2

ICESHARD — ARCANE

DIFFICULTY	STRAIN	RANGE	DURATION
◆◆◆◆	4	LONG	INST

DMG 11 cold CRIT 3 QUALITIES Pierce 3

- **Prerequisites:** Arcana 4, Intellect 3
- **Action:** Attack
- **Effect:** Hurl a long shard of crystallized cold at one target within Long range. On a hit, the target adds ■ to its next two checks as the freeze settles into its limbs.
- **Overload (◆):** Increase damage by +3, or the shard ignores cover.
- **Empower:** + The target's movement is halved on its next turn · ++ Target gains Stagger 1 · ☑ Pierce 3 increases to Pierce 5 for this attack



"I KNOW HOW SMALL
THE ROOM IS!"
-CHANDRA

DIVINE MASTER

GREATER HEAL — DIVINE

DIFFICULTY	STRAIN	RANGE	DURATION
◆◆◆◆	2	ENG	INST

- **Prerequisites:** Divine 3, Willpower 3, Medicine 1
- **Action:** Heal
- **Casting Time:** 1 Action
- **Required Focus:** Holy symbol
- **Consumed Focus (optional):** A vial of clean water blessed within the day — adds ■■ to the casting check
- **Suggested patron:** any deity of mercy, restoration, or the hearth (e.g., Lunis, Hesira, Themela).

EFFECT

The caster lays both hands on an engaged ally and draws warmth into them. The target heals wounds equal to **twice** ✓ generated, to a maximum of 10. The target also recovers **all strain**.

SIGNATURE EFFECT

A pulse of warm light radiates outward at the moment of healing — every other ally engaged with the caster recovers 1 strain.

OVERLOAD OPTIONS

- **Communal (◆):** Also heals one additional ally within Short range for half successes (rounded down) and 2 strain.

- **Recall the Recently Dead (◆◆):** Target may have been dead for up to one round (since the end of their last turn). On a successful cast, they return at 1 wound below incapacitation. The caster suffers 3 strain in addition to the spell's cost.
- **Mother's Touch (◆→◆):** Replace one Trial Die with a Crisis Die. On success, the caster also removes one Critical Injury of their choice from the target.

EMPOWER CLAUSES

- + +1 wound healed.
- ++ Target adds ■ to their next check this scene.
- ☑ The healing leaves a faint mark; that mark adds ■ to the next Heal cast on this target.
- -- Caster suffers 1 strain.
- ☒ The wound transfers — caster takes 2 wounds the target would have kept.

CALAMITY / MISHAP —

The healing reverses. Target suffers wounds equal to ✓ they would have healed (ignoring Resistance), and the caster's holy symbol weeps for one full day — it cannot be used as a focus until cleansed in still water under open sky for an hour.

RITUAL —

Bedside Vigil — Cast as a one-hour ritual at a sickbed by two or more clerics in concert. Difficulty drops by 1 (minimum Easy), strain becomes 0 for the leading caster, and the heal target additionally removes one Critical Injury at no extra die spend.

REFUGE — DIVINE

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆◆◆◆	4	ENG	ENC	◆◆◆

- **Prerequisites:** Divine 4, Willpower 4
- **Action:** Ward
- **Casting Time:** 1 Action
- **Required Focus:** A consecrated stone, or an earthen circle drawn at the casting location

EFFECT

A consecrated circle of ground forms at the caster's engaged location, occupying one zone. Allies within the circle gain +1 melee defense, +1 ranged defense, and ignore the first 2 strain they would suffer each round. Hostile creatures attacking allies within the circle add ■ to those attacks.

SIGNATURE EFFECT

Hostile creatures that enter the warded zone hear a faint chorus and suffer ■ on their first action within it.

OVERLOAD OPTIONS

- **Empower (◆):** Defense bonuses also apply against magical effects.
- **Anchor (◆):** The circle persists if the caster moves out of it; otherwise the spell ends when the caster leaves.
- **Twin Circles (◆→◆):** A second circle forms within Short range; both circles count as the same warded zone.

EMPOWER CLAUSES

- + Allies in the circle add ■ to the next attack made from within it.
- ++ One ally in the circle recovers 2 strain.
- ☑ Hostile creatures within Short range cannot benefit from cover against allies in the circle.
- -- Caster suffers 1 strain.

CALAMITY / MISHAP —

The consecration fails. The caster is briefly unmoored from divine grace — they suffer 4 strain, are staggered until the end of their next turn, and the focus stone (or drawn circle) shatters or scatters. No refuge forms.

STILL PERSON — DIVINE

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆◆◆◆	4	SHRT	ENC	◆◆◆

- **Prerequisites:** Divine 3, Willpower 3
- **Action:** Curse
- **Casting Time:** 1 Action
- **Required Focus:** Holy symbol
- **Consumed Focus (optional):** A bound prayer-strip with the target's name — adds ■■ to the casting check
- **Suggested patron:** any deity of order, judgment, oaths, or compulsion (e.g., Tempus, Caldrin).

EFFECT

Choose one humanoid within Short range. On a successful cast, divine compulsion seizes the target's body — they freeze in their current posture and may take only free Quick Actions (speech, perception). They cannot move, attack, or perform Maneuvers. **Resist (Opposed Discipline)** — see the convention at the start of this section: target rides out the casting round, then rolls Discipline at the end of each subsequent turn at difficulty equal to the caster's net successes.

SIGNATURE EFFECT

The target locks in *exactly* the posture they held at the moment of casting — mid-step, drawing a blade, mouth open mid-word. Allies looking on can read what the target was about to do.

OVERLOAD OPTIONS

- **Silence (◆):** Target also cannot speak — no verbal commands, no spellcasting, no Leadership checks while held.
- **Extend Range (◆):** Range becomes Medium.
- **Multi-Bind (◆◆):** Up to 2 humanoids within Short range. Each rolls its own resist independently.
- **Iron Word (◆→◆):** Replace one Trial Die with a Crisis Die. On a successful cast the target is *also* Staggered when the spell ends, until the end of their next turn.

EMPOWER CLAUSES

- + Caster recovers 1 strain from the conviction of the binding.
- ++ When the spell ends, target adds ■ to their first action that turn.
- ☑ The hold visibly humbles witnesses — caster adds ■ to their next Coercion or Leadership check this encounter.
- — — The binding sears caster too — caster suffers 2 strain (in addition to base cost).
- ☒ The compulsion turns inward — the caster is held for one round instead.

CALAMITY / MISHAP —

The compulsion rebounds. The caster is held by their own working until the end of their next turn (no resist available — the caster cannot oppose themselves), and their holy symbol cracks down its length. The symbol must be re-consecrated (typically a session of downtime) before it can be used as a focus again.



EIRMIRA CAST STILL PERSON ON PERRIN, THE THIEF

PRIMAL MASTER

SKIN OF THE WILD — PRIMAL

DIFFICULTY



STRAIN

3

RANGE

SELF

DURATION

ENC

DISPEL



- **Prerequisites:** Primal 3, Knowledge (Geography) 2, Might 2
- **Action:** Augment (Transformation)
- **Casting Time:** 1 Action
- **Required Focus:** A small token of the chosen beast — a tooth, feather, scale, or pawprint pressed in clay

EFFECT

The caster's body reshapes into one chosen animal form for the encounter. Worn gear melds into the form (and reappears intact when the form ends). Choose one form at cast time:

- **Wolf Form:** Might becomes 3 (or +1 if higher), gain Bite (Brawl, 6 damage, Crit 3, Vicious 1, Engaged); add  to all Athletics and Survival checks. Cannot wield held weapons or wear armor.
- **Bear Form:** Might becomes 4 (or +2 if higher), gain Claws (Brawl, 8 damage, Crit 4, Knockdown, Engaged); +1 Resistance. Cannot wield held weapons, wear armor, or cast non-Primal spells.
- **Hawk Form:** Agility becomes 4 (or +1 if higher), gain flight at Short speed; add   to Perception checks. Cannot make melee attacks; thrown attacks deal half damage rounded down. Cannot cast non-Primal spells.

SIGNATURE EFFECT

The caster may revert to humanoid form at any time as a free Quick Action, ending the spell early.

OVERLOAD OPTIONS

- **Greater Form** ( ): Wolf becomes Dire (+1 Might beyond form, Bite 8 dmg). Bear becomes Cave Bear (+1 Might, +1 Resistance). Hawk becomes Roc-Spawn (Might +1 also, talons 4 dmg melee).
- **Tongue of Beasts** (): Caster retains the ability to speak normally in the chosen form.
- **Two-Form** ( ): Replace one Trial Die with a Crisis Die. On a successful cast, choose two forms — caster may switch between them once during the duration as an action.

EMPOWER CLAUSES

- + The form is unusually marked (silver pelt, white feathers) — caster gains  to the next Coercion or Charm check made while in form.
- ++ First time the caster suffers wounds in the form, ignore 2 of those wounds.
- ☑ A nearby spirit-animal of the same kind appears for one round and acts as a Pack-Mate (see *Summon Pack-Mate*).
- — — The form is restless — caster suffers 1 strain at the start of each turn while in form (in addition to base costs).

- ☒ The form takes too well — at the end of the spell, caster must roll Easy Discipline or remain in form for one additional round.

CALAMITY / MISHAP —

The form half-takes — the caster is partially transformed (clearly bestial features, unable to speak, but no game-stat benefit) until they spend a full hour resting in safety. During that time they add   to all social checks and cannot cast non-Primal spells.

RITUAL —

Moonpath Convocation — Cast as a 30-minute ritual at moonrise by three or more Primal casters in concert. Difficulty drops by 1 (minimum Easy), and on success the duration extends to a full scene rather than one encounter. Each ritual participant beyond the third reduces strain by 1 (minimum 1).



PORDIN TRANSFORMS INTO THE BEAR SKIN OF THE WILD

STONEFORM — PRIMAL

DIFFICULTY ♦♦♦♦	STRAIN 4	RANGE SELF	DURATION ENC	DISPEL ♦♦♦
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- **Prerequisites:** Primal 4, Might 3
- **Action:** Transform
- **Casting Time:** 1 Action
- **Required Focus:** A worked stone pressed to the chest at casting (renewable, not consumed)

EFFECT

The caster's body becomes living stone for the duration. They gain +3 Resistance, +2 wound threshold, immunity to poison and disease, and Reduce 1 against melee damage. Their movement is reduced one range band, they add ■ to all Agility-based checks, and they cannot benefit from healing magic while transformed.

SIGNATURE EFFECT

The caster's voice becomes deep and resonant; they add ■ to Coercion checks intended to intimidate.

OVERLOAD OPTIONS

- **Empower (♦):** The movement-reduction penalty is removed.
- **Hardened Form (♦):** Resistance bonus increases to +5 instead of +3.
- **Granite Soul (♦→♦♦):** The caster is also immune to mind-affecting effects for the duration.

EMPOWER CLAUSES

- + The caster gains Pierce 1 on their next Brawl attack from the heavier weight.
- ++ The caster recovers 2 strain at the start of each of their turns.
- ☑ The caster has Resistance 6 against fire and cold specifically — they are stone, after all.
- -- The caster suffers 1 strain.

CALAMITY / MISHAP —

The transformation reverses violently. The caster suffers 6 damage with Pierce 2 from stone-shrapnel, gains a Critical Injury of severity 30, and the focus stone is destroyed.

STORMCALL — PRIMAL

DIFFICULTY ♦♦♦♦	STRAIN 4	RANGE MED	DURATION ENC	DISPEL ♦♦♦
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DMG 6 lightning

CRIT 3

QUALITIES —

- **Prerequisites:** Primal 3, Knowledge (Geography) 2, Willpower 3
- **Action:** Attack (Sustained)

• **Casting Time:** 1 Action

• **Required Focus:** A length of copper rod or twisted iron, held aloft

• **Restriction:** May only be cast under open sky.

EFFECT

A boiling stormcloud condenses overhead, low and crackling. On the casting turn the caster may immediately call one bolt as part of the cast (one ranged attack against any target within Medium range, no extra cost). On each of the caster's subsequent turns, the caster may spend a Maneuver **and suffer 1 strain** to call another bolt, same range, same combat profile. The strain pacing is what keeps the storm from being a free turret; the cap is the caster's reserves. The spell ends at the end of the encounter, when the caster ends it as a Quick Action, when the caster is incapacitated, or when the caster is moved indoors.

SIGNATURE EFFECT

The first bolt each round flashes ahead of its thunder. Allies engaged with a struck target add ■ to their next attack against that target this round.

OVERLOAD OPTIONS

- **Empower (♦):** +2 damage on every bolt called by this casting.
- **Forked Strike (♦♦):** Each bolt may strike a second target within Short range of the first at half base damage (rounded down).
- **Storm-Driven (♦♦♦):** Range becomes Long.
- **Wild Sky (♦→♦♦):** Replace one Trial Die with a Crisis Die. On a successful cast, every bolt called gains Stun 2 and Pierce 1 — but the caster cannot suppress the storm; it lasts the full encounter regardless of the caster's wishes.

EMPOWER CLAUSES

- + +1 damage on this bolt only.
- ++ This bolt knocks the target prone.
- ☑ The thunder rattles bystanders — all enemies within Short of the struck target add ■ to their next check.
- -- Backlash — caster suffers 2 strain.
- ☒ The bolt finds the caster too — caster suffers half base damage (ignoring Resistance).

CALAMITY / MISHAP —

The storm collapses inward. The caster is struck by their own lightning at base damage with Stun 2, ignoring Resistance, and is knocked prone. The copper focus is welded shut and useless; a new one must be acquired.

RITUAL —

Coven Casting — Cast as a ten-round ritual atop a high or exposed place by three or more Primal casters acting in concert. The ritual reduces the difficulty by 1 (minimum Easy), and on success the storm persists across the entire scene rather than a single encounter; up to three different participants may call bolts on their turns from the same shared cloud.

BONUS SECTION

COMBINED TRADITION MAGIC

A NOTE ON CASTING COMBINED TRADITIONS

When casting a combined-tradition spell, your skill rank for the casting check is the **floor of the average** of the two prerequisite skills (e.g., Arcana + Primal for Necromancy, divided by two, rounded down). For High Magic spells, your skill rank is the **lowest** of Arcana, Divine, and Primal. The talent rank gates *access* to the spell; the averaged or floored skill rank determines the dice you roll once you qualify.

THEOMANCY

ANointed Edge — THEOMANCY

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆◆◆	2	TCH	ENC	◆

- **Prerequisites:** Theomancy 1, Arcana 2, Divine 2
- **Action:** Augment
- **Effect:** Touch one allied weapon. For the duration, attacks with this weapon deal +2 radiant damage and gain Pierce 1 against fiends and undead.
- **Overload (◆):** Affect a second weapon held by an ally engaged with the caster, or change the bonus damage type to silver against lycanthropes.
- **Empower:** + The wielder adds ■ to their next Discipline check · ++ The first hit each round adds Burn 1 against profane creatures · ☑ The weapon ignores 2 soak on its next hit

NECROMANCY

ANIMATING WHISPER — NECROMANCY

DIFFICULTY	STRAIN	RANGE	DURATION	DISPEL
◆◆◆	3	ENG	ENC	◆◆

- **Prerequisites:** Necromancy 2, Arcana 3, Primal 3
- **Action:** Conjure
- **Effect:** The caster touches a mostly intact corpse (silhouette 1 or smaller). The body animates as a minion-tier zombie (Brawn 3, Agility 1, soak 4, wounds 6) that obeys the caster's commands and acts on the caster's turn. The zombie attacks with a Brawl pool dealing 4 damage. If the zombie falls or the duration ends, the body reverts to an inert corpse.
- **Overload (◆):** Animate one additional corpse, or the zombie has soak 6 instead of 4.

- **Empower:** + The zombie has 8 wounds instead of 6 · ++ The zombie's attack deals 6 damage instead of 4 · ☑ The zombie can attempt a grapple — the target adds ■ to its next maneuver · — The caster suffers 1 strain to invest more of their will into the body

SHAMANISM

ANCESTOR'S COUNSEL — SHAMANISM

DIFFICULTY	STRAIN	RANGE	DURATION
◆◆◆	3	SELF	INST

- **Prerequisites:** Shamanism 1, Divine 3, Primal 3
- **Action:** Predict (Ritual)
- **Effect:** The caster spends five minutes in meditation, calling on ancestor spirits. They ask one specific question about the next 24 hours; the spirits answer with one sentence of advice or warning, GM-narrated. The answer is honest but may be cryptic.
- **Overload (◆):** The spirits answer two questions, or the caster may also ask about the previous 24 hours.
- **Empower:** + The spirits reveal one specific person, place, or thing relevant to the question · ++ The caster gains ■ on a check made within the next 24 hours that follows the spirits' advice · ☑ The spirits offer a single warning of immediate danger within the next hour

These three spells are samples from a larger system. In Exodus NDS, combined-tradition magic is gated by its own talents, Theomancer, Necromancer, Shaman, and crowned by High Magic, the workings of an Archmage who has earned all three.

Three traditions. Three ranked talents. One apex path. The free book stops here. The full one keeps going.

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SPELLS

A Fantasy Magic Companion for Exodus NDS

Magic is power under pressure. The whispered formula. The answered prayer. The old blood in the soil. The impossible thing a desperate caster does when the ordinary world runs out of answers.

Spells brings fantasy magic to Exodus NDS — table-ready, fully integrated, and built on the dice you already roll.

Inside these pages:

- Arcane, Divine, and Primal spell lists from apprentice to master
- Tradition-gated talents, overload spends, empower options, dispel rules, rituals, and mishaps
- Exodus NDS dice notation throughout — Boon and Bane, Breakthroughs, Calamities, and the price every spell extracts

Player spellbook. GM reference. Foundation for a fantasy magic system of your own.

Every spell is a bargain with the world. The wise caster learns the price before the dice hit the table.

NOTES FROM THE ARCHMAGE'S PRIMER

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