

Detect Magic

Range: 0 (self)

Area of Effect: 15 m radius

Duration: Concentration

Save: No

For the Duration, the caster is aware of the presence of magical items or active Spells in the Area of Effect.

+2 Weave: the caster also learns the general position of all sources of magic detected (with an approximation of 1.5 meters).

+3 Weave: this Spell also detects passive or dormant Spells and magical effects.

+2 Weave: change the Duration to 1 minute per Level.

Vocation: insert vocation

Core Rules: 358 - 59

AGAINST THE Darkmaster

THE CLASSIC GAME OF FANTASY ADVENTURE



Memory Palace

Range: 0 (self)

Area of Effect: caster

Duration: -

Save: No

The caster remembers perfectly a specific event they witnessed within 10 days per Level.

+2 Weave: the event recalled could have happened up to 3 months per Level ago.

+5 Weave: the event recalled could have happened up to 10 years per Level ago.

Vocation: Kin Spell Lore

Core Rules: 382 - 83

AGAINST THE Darkmaster

THE CLASSIC GAME OF FANTASY ADVENTURE



Song of Tranquillity

Range: 15 m

Area of Effect: 1 target

Duration: Concentration

Save: Yes

Target sentient humanoid creature is filled with a sense of calm and peacefulness by this song. The target cannot engage in any aggressive activity for the Duration of the spell, as long as they remain within range and are able to hear the caster. If attacked, the target can defend themselves normally (by Parrying the attack or using other defensive capabilities) and can make another Save Roll to end the effects of this Spell.

+3 Weave: increase Range by 15 m.

+4 Weave: add one target to the Area of Effect.

Vocation: Kin Spell Lore

Core Rules: 412 - 13

AGAINST THE Darkmaster

THE CLASSIC GAME OF FANTASY ADVENTURE



Breeze

Range: 0 (self)

Area of Effect: 6 m cone

Duration: Concentration

Save: No

The caster conjures a strong breeze (about 30 km/h), that will blow in a chosen direction, in a cone 6 meters long, and 6 meters wide in its furthest end. The breeze is strong enough to raise dust, move small branches, and disperse gas and fog. Ranged attacks passing through the Area of Effect suffer a -30 penalty to their Attack Rolls.

+3 Weave: increase length of cone by 3 meters.

Vocation: Wizard
Core Rules: 374 - 75

AGAINST THE Darkmaster

THE CLASSIC GAME OF FANTASY ADVENTURE



Thunderbolt

Range: 30 m

Area of Effect: 1 target

Duration: -

Save: No

The caster hurls a bolt of crackling energy against the target. This Attack Spell inflicts Lightning damage and is resolved on the Bolt Spells Attack Table, with a maximum result of 110.

+2 Weave: increase Range by 10 meters

Vocation: Wizard
Core Rules: 374 - 75

AGAINST THE Darkmaster

THE CLASSIC GAME OF FANTASY ADVENTURE



Sharp Ears

Range: 3 m

Area of Effect: 1 target

Duration: 10 minutes per Level

Save: No

Target creature's sense of hearing is greatly enhanced for the Duration, granting them a +30 magical bonus to all Perception Rolls where hearing is at least partially involved.

Vocation: Wizard

Core Rules: 368 - 69

AGAINST THE Darkmaster

THE CLASSIC GAME OF FANTASY ADVENTURE



Beast Sight

Range: 30 m

Area of Effect: 1 target

Duration: Concentration

Save: No

For the Duration, the caster can see through the eyes of target animal, as long as it remains within Range. This Spell does not grant any type of control over the animal's actions.

+3 Weave: increase Range by 30 meters.

Vocation: Wizard
Core Rules: 378 - 79

AGAINST THE Darkmaster

THE CLASSIC GAME OF FANTASY ADVENTURE



Wizard's Staff

Range: 0 (touch)

Area of Effect: 1 target

Duration: Permanent

Save: No

The caster inscribes their personal rune on target wooden staff, turning it into their Wizard's Staff. The staff is considered a magical weapon for the Duration. As long as the caster holds it, they gains a special +5 bonus to all their Spell Casting Rolls.

The caster can have only one active Wizard's Staff at any time. As long as this Spell is active, the caster cannot cast another Wizard's Staff Spell without dismissing it first.

+5 Weave: increase Spell Casting Rolls bonus by +5.

Vocation: Wizard
Core Rules: 384 - 85

AGAINST THE Darkmaster

THE CLASSIC GAME OF FANTASY ADVENTURE



Evil Eye

Range: 12 m

Area of Effect: 1 target

Duration: Concentration

Save: Yes

The caster curses target creature that can see them. For the Duration, each attack that strikes the target has its Base Damage increased by 10% (rounded up).

+2 Weave: Base Damage is increased by another 20%.

Vocation: Wizard
Secrets of the Golden Throne

AGAINST THE Darkmaster

THE CLASSIC GAME OF FANTASY ADVENTURE



Changer of Hues

Range: 0 (self)

Area of Effect: caster

Duration: 1 minute per Level

Save: No

The caster changes the color of their skin and carried equipment to match that of the surrounding vegetation. For the Duration, as long as the caster is at least partially hidden by grass, foliage, or other vegetation, they gain a +30 magical bonus to their Stealth Rolls.

+3 Weave: change Duration to 10 minutes per Level.

Vocation: Animist
Core Rules: 346 - 47

AGAINST THE Darkmaster

THE CLASSIC GAME OF FANTASY ADVENTURE



Question Animal

Range: 0 (self)

Area of Effect: 6 m radius

Duration: Concentration

Save: No

The caster summons a small animal from the nearby area and mentally asks it a single question about an event that happened up to 1 hour per level of the caster in the past in the Area of Effect. The animal is compelled to answer the question truthfully (and the caster will understand what it's saying as long as this spell is active), but its response will be limited by the animal's nature and intellect. The animal will flee back to the wild as soon as it's finished answering the question.

+2 Weave: until the caster Concentrates, they can keep asking the animal new questions.

Vocation: Animist
Core Rules: 356 - 57

AGAINST THE Darkmaster

THE CLASSIC GAME OF FANTASY ADVENTURE



Weaken

Range: 3 m

Area of Effect: 1 target

Duration: 1 Round per Level

Save: No

Target metal or stone item, weighing no more than 3 kg, becomes brittle and fragile for the Duration. Each Round of use, the item has a 10% chance of breaking. This Spell does not affect enchanted and magical items.

+1 Weave: increase Range by 3 meters.

+1 Weave: increase the maximum weight of the item influenced by this Spell by 3 kg.

AGAINST THE Darkmaster

THE CLASSIC GAME OF FANTASY ADVENTURE



Heal

Range: 0 (touch)

Area of Effect: 1 target

Duration: -

Save: No

Target living creature recovers up to 10% of their Total Hit Points over the course of the next minute, as if they rested for a full hour.

+1 Weave: increase amount of HPs recovered by another 10% and the recovery time by another minute.

+2 Weave: HP recovery is instantaneous instead.

AGAINST THE Darkmaster

THE CLASSIC GAME OF FANTASY ADVENTURE



Sustain Life

Range: 3 m

Area of Effect: 1 target

Duration: 1 minute per Level

Save: No

The caster stabilizes target living creature suffering from the *Dying* Condition. For the Duration of this Spell, the *Dying* Condition is temporarily stopped. It will resume normally when this Spell expires if its causes are not healed.

+4 Weave: change Duration to 1 hour per Level.

+9 Weave: change Duration to 1 day per Level.

AGAINST THE Darkmaster

THE CLASSIC GAME OF FANTASY ADVENTURE



Magic Light

Range: 0 (touch)

Area of Effect: 3 m radius

Duration: 1 hour per Level

Save: No

This Spell creates a faint radiance, illuminating an area of about 3 meters around its point of origin.

+2 Weave: if this Spell is cast upon a creature or a mobile object, the light will move with it.

+2 Weave: increase Area of Effect radius by 3 meters.

Vocation: Animist
Core Rules: 410 - 11

AGAINST THE Darkmaster

THE CLASSIC GAME OF FANTASY ADVENTURE



Faerie's Fire*

Range: 0 (self)

Area of Effect: caster

Duration: 10 minutes per Level

Save: No

The caster's body is enveloped in tenuous, illusory flames of a color of choice. The flames don't burn, provide the same light as a candle, and grant the caster a +5 bonus to their DEF.

+2 Weave: change Duration to 1 hour per Level.

AGAINST THE Darkmaster

THE CLASSIC GAME OF FANTASY ADVENTURE

