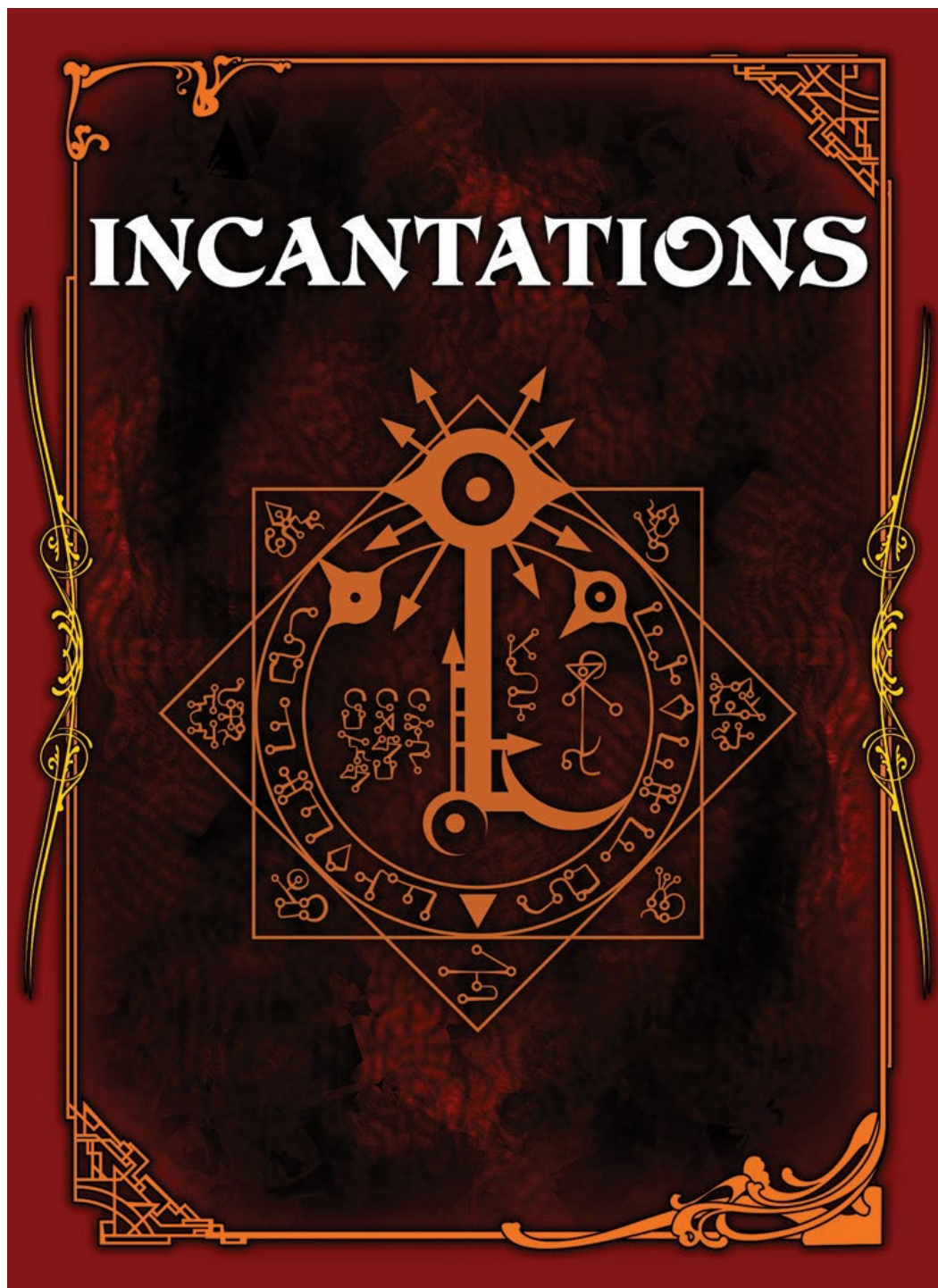




To print your Incantations deck, set your double-sided printer to **short-edge binding** and print on a cardstock material. Then, with a sharp utility knife and straight edge, use the crop marks as guides to trim the cards apart.

If you don't have a double-sided printer, print the pages individually and then glue them back-to-back with a thin, even coat of adhesive. Before glueing, hold the back-to-back sheets up to a light source to ensure they are lining up correctly.

The gutters between the cards give you a little bit of leeway if the two sides do not line up exactly.

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AMATORY BLOODFIRE

Level: 6

"Even in the Red, we know love. It's just . . . different here." You cast this incantation to prove your love for a person, a cause, a place, or anything else you choose. Your own blood is set aflame, and you suffer 3 damage each round. If you take steps to decrease or assuage this damage, the incantation fails. If you survive, you are granted a permanent +1 bonus to all actions related to that for which you have proven your love.

Depletion: 0–1 (check each round)

Color: Red

ALL YOU ARE IS MINE TO USE

Level: 11 (+3 dice)

A nearby being of level 4 or less is transformed, body and soul, into a ring that appears on your finger. This is an object of power with a level equal to the being's. It confers one of the following abilities on the wearer, according to the nature of the being:

- ✦ +1 to all defense actions
- ✦ +1 damage on all attacks
- ✦ +1 bene to Sorcery every time the pool is refreshed
- ✦ +1 bene to Physicality every time the pool is refreshed

The item has a depletion of —.

Depletion: 0 (check each sunset)

Color: Gold

BLACK CANDLES GIVE THE SAME LIGHT

Level: 5

In a medium area, you can create illusory objects or creatures in whatever numbers you wish, as long as each **illusion** is no more than about 2 feet by 2 feet (60 by 60 cm). These illusions are full sensory images and move and act as you wish.

Depletion: 0 (check each round)

Color: Grey

THE WAY
Illusions, page 19

ACUTELY WATCHING IN CONTEMPT

Level: 3

All nearby creatures (other than you) gain 1 bene in their Perception pool.

Color: Indigo

Effects that add bene last until the bene are used.

AMONG SHADOWS OF HOOKS

Level: 6 (+1 die)

Unseen hooks and blades tear at a nearby being, inflicting 6 points of damage.

Color: Red

BEYOND THE REACH OF MORTALITY

Level: 4 (+1 die)

You make a nearby object of no more than 100 pounds (45 kg) intangible and immobile. It now cannot be touched or used, even if it was previously in someone's hands. It must be a discrete object, not part of a larger object (so you cannot make an intangible doorway through a wall).

Depletion: 0 (check each round)

Color: Pale

THE BLOOD OF KALUM-RAIT

Level: 3

You gain 3 bene to your Physicality pool.

Color: Green

Kalum-Rait was a demon sorcerer of ancient times known for his stamina.

ANCIENT THOUGHTS SCURRY ON DIRTY FEET

Level: 2

Every close human skull (dead and unattended) bursts open and a rat emerges. The rats swarm about any one target you choose, inflicting no damage but reducing their effective level by 1 for all actions that round. Then the rats scurry away.

Color: Silver

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ANGER HATES ITSELF MOST OF ALL

Level: 7 (+1 die)

A nearby creature's flesh literally grows extra hands and talons to tear at itself. The creature suffers 2 Wounds.

Color: Gold

THE ANGUISHED SOUL LEAVES TRACES

Level: 1

You leave visible black footprints wherever you go until the sun next sets.

Color: Silver

AT THE SOUNDLESS DAWN WE SAW WEEPING

Level: 8 (+2 dice)

You send a person you touch a year and a day into the future. They appear precisely where they were standing when you touched them, as if no time had passed for them.

Color: Green

BEAUTY SEEN IN BLIND EYES

Level: 5 (+1 die)

A nearby being you choose is struck permanently blind, their eyes turning a color blacker than black.

Color: Red

BELONG TO A RED HELL

Level: 6 (+1 die)

An object within very long range that you can see is consumed and rendered into red dust. The object must be no larger than you.

Color: Red

BEQUEATHED TO THE SOIL TO RISE LATER

Level: 10

You sink down into the ground and remain there for ten minutes, after which you rise up, all wounds healed and all adverse conditions removed. All pools are refreshed, and in fact each gains 2 bene.

Color: Gold

BLINDNESS OF THE SIXTY-THREE MASTERS

Level: 6

You are rendered invisible.

Depletion: 0–1
(check each round)

Color: Grey

Generally speaking, when someone is invisible, two successes are needed to find them (or attack them).

BLINK THRICE BEFORE DYING

Level: 7 (+1 die)

The flesh of a solid being within short range cracks like porcelain and shatters. They immediately re-form, but they have sustained 6 points of damage and lose their next action.

Color: Red

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BLOOD'S VOICE SINGS A SONG OF PAIN

Level: 4

You sever one of your own fingers, inflicting 1 Wound. However, from your severed finger on the ground, a massive tree grows that is somewhat animate and aware. The tree is a level 6 creature and attacks anyone nearby, defending you and obeying your commands (although it can only take actions that inflict pain). It cannot move, but its existence is permanent.

Color: Red

THE BONDS OF FAMILY ARE BONDS OF FLESH

Level: 7 (+1 die)

A nearby willing target disappears as a person you touch sprouts a conjoined twin with a face and one arm. The willing target controls the actions of the conjoined twin. In addition to having all the Qualia stat pools and inherent abilities, skills, spells, and so on that they normally possess (limited, of course, by their new form), the person in control of the twin also commands at least one ability, spell, or skill possessed by the host of the twin (they both possess that ability). The conjoined twin takes actions independent of their host. Should the host die, the conjoined twin also dies. Otherwise, Injuries and Wounds suffered by the host have no effect on the twin.

Depletion: 0 (check each round)

Color: Gold

THE BONDS OF THE FLESH FREE THE MIND

Level: 7 (+1 die)

The flesh of a nearby creature sprouts stiff metallic wire that slices and pierces as it grows, finally wrapping around them to bind and constrict. The target suffers 5 points of damage on the first round, and then 1 point of damage on each subsequent round. They also suffer a -2 penalty to all physical actions.

Depletion: 0 (check each round)

Color: Red

THE BOOK'S OFFER IS A WELCOME ESCAPE

Level: 6

The pages of a book you hold in your hand tear from the binding and fly out to form a boat that holds up to ten people and sails across water as you command. When the effect ends, the pages return to the book.

Depletion: Ends automatically when the sun next sets

Color: Silver

BORN TO TROUBLE

Level: 3

With a sneer and a clenched fist, you add 3 bene to your Accuracy pool.

Color: Gold

BRUTALITY OF THE EARTH

Level: 5 (+1 die)

Holes appear throughout your flesh, and tiny snakes and toads come out of them. You suffer 2 points of damage. These creatures number in the dozens and scatter. All nearby when this happens suffer 2 points of damage as their own flesh burns and crawls (but no more creatures appear). The snakes and toads are permanent creations.

Color: Gold

CACOPHONY OF THE MORNING

Level: 6

You create a wall of solid sound. This level 6 barrier is transparent and impervious to noise (it gives off a faint hum of its own). If breached or pierced, it collapses entirely.

Depletion: 0-3
(check each hour)

Color: Silver

CARRIED ON THE WHISPERS OF MOTHS

Level: 5

You send a message to any five beings you choose, no matter how distant they might be, and they hear the message no more than an hour later, transported to them in the form of a glittering moth.

Color: Indigo

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THE CHILDREN WHO LOVE ZERO

Level: 4

You become intangible for one round. You cannot be affected by the physical world, nor can you affect it. You can move through solid objects, and they pass through you. Unlike most incantations, this does not require an action to activate. Thus, you can trigger this when you see an attack or other danger coming toward you.

Color: Invisible

CLARITY BRINGS UNDERSTANDING TO US ALL

Level: 4

You understand an object that you touch. You know its level, its function or purpose, and how to use it properly. If it is magical, you know the magical properties (including any side effects) and how to activate them.

Color: Indigo

CLOSE YOUR EYES AND DIE WITH THE SUN

Level: 5 (+1 die)

You touch a creature. At the moment of the next sunset, they suffer 1 Wound.

Color: Red

CLOUDS PART TO REVEAL THE WHITE SHIP

Level: 8

You summon a ship from the Pale, crewed by ghosts. It takes you to the destination you name. The ship can fly or sail across land or sea at a speed of up to 100 miles (160 km) an hour, or it can travel to the realm of another sun in the space of one hour. The captain obeys your commands, and the ship can carry up to a dozen people anywhere you wish.

Color: Pale

CLUTCHING AT THE HANDS OF GHOSTS

Level: 3

The action you take on the next round can affect an insubstantial target even when such a thing would normally be impossible, such as attacking it with a weapon or affecting it with a spell. This effect lasts only one round no matter what the action might be.

Color: Pale

THE COCOON OF VAIN DREAMS

Level: 4

Your head appears to crack open like a broken egg, and a glowing white substance oozes forth. The substance grants a +1 bonus to see through illusion and deception until the sun next sets to those who eat it. Enough ooze is produced in a round to affect one person. After four rounds, your head returns to normal, none the worse for wear.

Color: Indigo

CONSUMMATION OF THE HEART

Level: 4

A nonmagical object in a close painting or photograph becomes real and permanent, and appears in your hand. (It must be a size and weight that you can hold in one hand.)

Color: Silver

THE COST OF EMPTY PURSUIT

Level: 5 (+1 die)

You learn the most expedient route to the home of a nearby being.

Color: Indigo

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CRY INDEPENDENCE AND SET FLAMES

Level: 6 (+1 die)

Not only do you add +2 to all Resist defense actions, but anyone who attempts to affect your mind with any sort of magical effect suffers 2 points of damage from the feedback if you resist.

Color: Invisible

Depletion: Ends automatically when the sun next sets

A DARK GOD HUNGERS

Level: 7 (+1 die)

A giant toothy maw seeps into existence and immediately bites up to three targets within close range of each other and within a long distance of you. The mouth inflicts 1 Wound. The dark god's mouth does not persist.

Color: Red

DARTING EYES AND SILENT FEET

Level: 7

All the cats within a half mile (800 m) of you become your spies, and at the next midnight, they come to tell you what they have seen from the time you cast the incantation until then.

Color: Indigo

Casting Darting Eyes and Silent Feet in a city is far more powerful than casting it in the wilderness, based on the likely number of cats.

DEAD WOLVES WHISPER TRUTH

Level: 5

All corpses near you, one at a time, speak their name and describe their death in one sentence (assuming they have that knowledge). This may take a while in a place with many corpses (like a cemetery).

Color: Pale

DEATH COMES ON DRONING WINGS

Level: 6 (+1 die)

The next arrow, bullet, or similar projectile you touch becomes a poisonous insect once it is loosed or fired. The attack gains +2, and in addition to normal damage, the target suffers an additional Wound.

Color: Red

THE DECAY OF NEGLECT

Level: 4 (+1 die)

A close armored foe's physical armor completely rots and falls apart (assuming it is not a part of them). The armor is permanently destroyed.

Color: Red

DIMMING LIGHT OF GRIM CIRCUMSTANCE

Level: 6 (+1 die)

You cause a creature to open up to possession by a nearby spirit with the power to possess. The spirit (not you) controls the creature if the spirit is higher level.

Depletion: 0–4
(check each hour)

Color: Pale

DISCARDED CANDLES IN THE DARK

Level: 6

You name a single mundane item that you can hold in one hand, and one such object appears in your hand, as well as in the hands of up to six others within short range.

Color: Silver

"Yes. I swear we searched them. But once inside, one of them just whispered 'knife,' and... the rest is too awful to tell."

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DRAINING THE ESSENCE OF A SOUL

Level: 7 (+1 die)

Fist-sized parasites appear on a nearby being's body and cling there. Each round, they drain 1 point of damage from the target, and transform it into magical power transferred to you in the form of 1 Sorcery bene.

Depletion: 0–1
(check each round)

Color: Silver

DREAMING OF FUTURE FUNERALS

Level: 5 (+1 die)

The faces of all mortal creatures within long range—other than you—are transformed into clock faces. At the same time, each is filled with the dread of their own mortality, suffering 1 point of mental damage. The clock faces fade after a few moments.

Color: Blue

EACH CAREFUL STEP AVOIDS THE UNWANTED

Level: 4

You can stand on or walk across any liquid as if it were solid.

Depletion: 0 (check each hour)

Color: Green

EACH SCALE DENOTES DEVOTION

Level: 3 (+1 die)

A spirit snake appears, coils around your neck, and strikes at anyone who gets close enough to touch. It inflicts 3 points of damage. The snake lasts until it successfully bites a target.

Color: Silver

EVIL KNOWLEDGE IN THE BLOOD

Level: 4

You grow a twisting black horn from your forehead. It can be used as a level 4 medium melee weapon that inflicts +4 damage on angels.

Depletion: Ends automatically when the sun next rises

Color: Gold

THE EXAGGERATED VALUE OF TRUST

Level: 3 (+1 die)

One time, while this incantation is in effect, you can make it appear as though an event at a critical juncture occurred in a way that it did not. If you fail to dodge an attack, you make it appear that you succeeded. If you slip through an opening in a wall, you make it look as though you did not. This is not an action and can happen even when it is not your turn.

Depletion: Ends automatically when the sun next sets

Color: Grey

FACES ONLY TORMENT THE BEREFT

Level: 1

You conjure the illusion of a mask to cover your face. It can have any appearance you wish, but it is always obviously a mask.

Depletion: Ends automatically when the sun next rises or sets

Color: Grey

THE FALSE DREAMS OF ENDLESS RICHES

Level: 6 (+1 die)

All close beings—other than you—take no action in the following round, caught up in an internal reverie.

Color: Blue

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THE FESTERING GROWTH OF DEATH

Level: 3 (+1 die)

A laceration on a nearby wounded creature grows teeth and bites the closest being each round. If no one is close to the creature, it bites itself. The bite inflicts 3 points of damage.

Depletion: 0 (check each round). Ends automatically if the wound is healed.

Color: Gold

FIGHTING FOR A PRESAGED FUTURE

Level: 5 (+1 die)

A deck of Sooth cards that you hold in your hand leap forth and form a humanoid shape that attempts to grab and strangle a close target. If successful, the attack inflicts 5 points of damage on this round, 3 points of damage on the next round, and 1 point of damage on the third round. Then the cards fall to the ground, inert.

Color: Green

FINAL THOUGHTS OF DYING STARS

Level: 8 (+1 die)

You create an intangible (but visible) net that, if passed through a living creature, captures their soul. If transferred to a receptacle such as a crystal vessel, a gem, or a metal sphere, the soul can be stored indefinitely. Otherwise, the soul returns to its body when the sun next rises.

Color: Pale

THE FINAL WONDER

Level: 10

You change the surrounding region in a manner of your choosing. This might involve causing a volcano to erupt, causing a forest to grow overnight, or causing a river to change course and flood the area. The affected area is up to 5 miles (8 km) across, and the only limit is that you can make the region more dangerous (for example, introducing lava flows and toxic gas that inflict 10 damage) but not utterly uninhabitable, such as draining all the air or disintegrating all the land.

Use of this incantation is so draining, you suffer 1 Wound when you cast it.

Color: Gold

FIND THE CRACKS IN SELFISHNESS

Level: 5 (+1 die)

All the currency carried by a person you touch instantly transfers to your pockets, wallet, or bag.

Color: Green

THE FIRES OF NOSTALGIA BURN BRIGHT

Level: 3

While touching your **Shadow memento**, you gain +1 to any action.

Depletion: Ends automatically when the sun next sets

Color: Grey

FLAME CONSUMES BOTH TREASURE AND TRASH

Level: 6 (+1 die)

You create an explosion of heat and fire within very long range that inflicts 4 points of damage to all within a small area.

Color: Red

THE FLAME IN YOUR EYE BEGS FORGIVENESS

Level: 6 (+1 die)

All the creatures in a small area, the center of which is within long range, refuse to take hostile actions unless they are attacked.

Color: Blue

Depletion: 0–3
(Check each hour)



THE KEY

Shadow memento, page 154

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THE FLESH OF RIPE STARS

Level: 10

This incantation can be cast only at night, outside, and the wise vislae who uses it takes precautions and raises wards, lest this be a suicide. A star falls from the heavens and comes to where you stand, a scintillating orb of white fire 20 paces across. Its presence, through heat and majesty, inflicts 3 points of physical damage and 3 points of mental damage to all things close, and 1 point of physical damage to all things farther away but still nearby. Now that you have called it, the star wants to touch you and offer itself to you, but touching it inflicts 3 Wounds and 3 Anguish. You must move at least a short distance each round to keep away from it, and it will not be deterred by any being, force, or barrier. However, it will not intentionally touch anyone or anything other than you if it can help it. You can use an action to chastise it, sending it back into the night sky. Should it touch you, it winks out forever, but you gain a star mark around one eye and increase your Sorcery by 1 forever, assuming you survive.

Color: Pale

THE FLOCK SCATTERS AT THE SOUND OF TEETH

Level: 6 (+1 die)

The sound of a horrific creature approaching strikes terror into all nearby beings (except you), who flee from the area and will not approach.

Depletion: 0–2

(check each round)

Color: Grey

A FOOL'S GAZE IS NO ONE'S TO HOLD

Level: 5 (+1 die)

In a crowd or at least a location with other people where inconsequential people can move about without hindrance, you are essentially invisible, as everyone looking at you will think of you as someone of no consequence. This lasts until you take an action that suggests you are someone to pay attention to, such as talking, jostling someone, attacking someone, moving a large object, and so on.

Color: Grey

THE FOOTFALLS OF GIANTS ARE MUSIC MILES AWAY

Level: 3 (+1 die)

The ground shakes violently for one round, affecting everything near you. Things topple, creatures fall prone, and structures suffer damage.

Color: Red

THE FOOTPRINT OF A MOMENT

Level: 7

If you failed at an action in the previous round, you can attempt it again, and if you succeed, you change the past so that you did succeed last round. If needed, everything changes (even if it requires PCs and NPCs to redo their actions) to accommodate that you succeeded last round. No one remembers the undoing of time, not even you. You still have an action this round (in the present), although the incantation is inexplicably gone. But you know how the incantation works, so you can make a pretty good guess as to why you no longer have access to it.

Color: Gold

FOREVER DYING, FOREVER BEING BORN

Level: 11 (+3 dice)

Everything in a radius of about a half mile (800 m) is suddenly on fire. Everything takes 1 point of damage per round until the fire is extinguished. The fires burn, spread, and eventually die, as would a natural fire.

Color: Red

THE FORTUNE OF UNMADE EFFORT

Level: 6

You use someone's signature against them. If you have a piece of paper or something else with the target's signature, you use this incantation to affect them no matter where they are. You can then immediately cast another incantation or a spell and it will travel to wherever the target is and potentially affect them, as if they were in its normal range. You do not gain information about where they are, or even whether the second spell or incantation worked.

Color: Indigo

FREEDOM COMES FROM CHANGE

Level: 6 (+1 die)

An object up to four times as large as a human becomes a small flock of birds that fly away.

Color: Gold

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FROM DEEP IN THE CAVE OF DEZD-URBAT

Level: 8

You summon a level 5 *vug* that does as you command. The Cave of Dezd-Urbat is said to be filled with swarms of the cannibalistic creatures so thick that they must crawl atop one another, as there is not room for them all in the cave.

Depletion: 0 (check each round)

Color: Pale

THE PATH
Vug, page 134

THE GALLOWES BRING UNJUST JUSTICE

Level: 7 (+1 die)

A hangman's noose appears around the neck of a nearby being (if they do not have a neck, there is no effect). It is connected to a rope that disappears into the air above them, pulling them up a few inches from the ground. As long as you use your action to concentrate, each round that you make a successful roll, the victim suffers 1 Wound and cannot take an action. If a roll is unsuccessful (or the victim dies), the effect ends. If someone other than the victim wishes to free them, they must simply cut the level 3 rope.

Color: Silver

THE GAZE TURNS INWARD TO SEE REAL BEAUTY

Level: 5 (+1 die)

You cast this on a nearby being and control all their senses as they pertain to anything near them. Essentially, you are creating a full sensory illusion in a medium area around them, but only they see it—it is purely mental. This continues as long as you spend your action each round controlling it.

Color: Blue

GAZING BACK TO HIDDEN GLANCES

Level: 5 (+1 die)

Your face disappears into swirling dark colors except for one eye. You can see the path of one being who you name (if the path is within sight), allowing you to track or follow them flawlessly. If you use their secret name, you know not only their path but also their intended destination.

Depletion: Ends automatically when the sun next sets

Color: Indigo

THE GIFT OF THE LIGHT IS DARKNESS

Level: 7 (+1 die)

Up to three beings within long range are struck blind by powerful beams of extremely bright light.

Color: Gold

GIVING BIRTH TO TYRANTS AND THIEVES

Level: 3

You briefly create a door where there wasn't one before. Any surface you touch that is no thicker than 6 inches (15 cm)—a wall, a floor, a ceiling—now has a simple door providing passage.

Depletion: 0 (check each round)

Color: Silver

A GLIMMER HIDES IN THE SHADOWS

Level: 2

You make one magical object, manifestation, spell, or effect register as nonmagical to those with the ability to sense, see, or otherwise detect such things.

Depletion: 0 (check each hour)

Color: Grey

THE GRASP FOR SOMETHING MORE THAN POWER

Level: 3 (+1 die)

The person you touch henceforth grants you more respect than they would normally, offering you +1 to all interactions with them. The target can never be affected by this incantation again.

Color: Blue

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THE GRIN OF THE COLD BLACK SEA

Level: 5

You can breathe underwater and take no damage from water pressure or temperature. You can see and operate normally underwater and also gain +1 to any swimming action.

Depletion: Ends automatically when the sun next sets

Color: Gold

THE HAMMER BREAKS THE EARTH'S BACK

Level: 8 (+2 dice)

The ground in a small area within long range opens as a maw-like chasm to swallow all the creatures there. Those within suffer 5 damage. The chasm is permanent.

Color: Red

THE HANDS OF ANGELS HELP THE WEARY

Level: 4

You gain two extra arms that assist virtually any physical action. In addition to the obvious (being able to hold more things), you gain 2 bene to both Movement and Accuracy. The hands do not enable extra or additional actions. (The hands disappear when the bene are gone.)

Color: Gold

HEART LIKE AN UNSPENT COIN

Level: 9

You create an exact duplicate of yourself. The duplicate also has your skills, knows your spells, and has all your abilities, but magical objects—including kindled objects—are not replicated. Each self can take actions simultaneously, but both share stat pools, Injuries, Wounds, and Anguish. When the incantation depletes and only one of you remains, you can choose to be where either self stood.

Depletion: 0 (check each round)

Color: Silver

When Dark-Eyed Manfred cast Heart Like an Unspent Coin, he stood his ground against the advancing horde of the Dead while his duplicate teleported to his house. When it was clear that the horde would overwhelm him, he ended the incantation's effect and was safe in his home.

HEAVEN AND EARTH SHALL PASS AWAY

Level: 8 (+2 dice)

Light dies in the sky and the ground splinters beneath your feet. Close creatures fall with you into a lightless void where you all must bargain for your souls with a demon or angel proprietor, though you have a silver token you can use to get out for free if you choose, or you can pass the token to another.

Color: Pale

HEAVEN CALLS FOR JUSTICE

Level: 10 (+2 dice)

You call down lightning from on high (even if indoors or underground), inflicting 12 points of damage on a single target within very long range.

Color: Red

HER LIPS AWOKE THE SLEEPING CITY

Level: 5 (+1 die)

You ask a close being a single yes or no question, and they are compelled to answer truthfully (to the best of their knowledge) or to reveal that they do not know the answer.

Color: Blue

HIDE IN THE ROOM OF NOISE

Level: 5

By warping vision and sound around you, you become invisible and remain so until you move.

Color: Grey

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HORROR WALKS ON TOO MANY LEGS

Level: 7

You conjure a level 5 spider, 3 feet (1 m) across, that attacks whomever you tell it to. In a given round, if it does not have someone to attack (or to move toward, with the intention of attacking them), it disappears.

Depletion: 0 (check each round)

Color: Pale

THE HOUR IS THIN

Level: 5

A person you touch will make a remarkable discovery in the next few hours. They will gain the answer to a question they ask or succeed at an Intellect-based action relating to knowledge or discovery.

Color: Indigo

THE WAY

*Divinations and Information-
Gathering Magic, page 17*

A HUNGER BEST NOT FED

Level: 9 (+2 dice)

Your kiss turns a creature to dust.

Color: Red

I CHOOSE MADNESS

Level: 7

You suffer 1 Anguish, and afterward you are immune to illusions and mental control or influence.

Depletion: Ends automatically when the sun next rises or sets

Color: Blue

I LOVE YOU BEST WHEN YOU'RE AWAY

Level: 5 (+1 die)

You teleport someone who is far away up to a mile (1.5 km) away, but the destination must be somewhere safe and non-confining.

Color: Green

I OWN WHAT REMAINS OF YOU

Level: 7 (+1 die)

Cast on someone who is missing a hand, arm, or leg, this incantation replaces the lost body part with a fully functional one with a touch. However, once the replacement is in place, you control its actions. For example, if you've replaced the being's hand, they cannot take an action using that hand without your agreement, and what's more, you can make the hand perform actions you initiate. You can also, with an action, cause the replaced body part to disappear and reappear if you are nearby.

Color: Silver

*A diabolical vislae might cast I Own What
Remains of You on a captive whose limb
they remove themselves.*

IDOLATRY IS THE ANTITHESIS OF VIRTUE

Level: 7 (+1 die)

You destroy one nearby object, even if it is magical, as long as its level is lower than 7.

Color: Red

IF YOU LISTEN, YOU CAN HEAR THEM BECOMING MORE

Level: 6

The next spell you cast that has a single target can affect up to three targets if they are all in range and meet whatever parameters the spell normally has.

Color: Gold

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IGNORING UNSEEN TIDES

Level: 2

You can ignore any Sooth card effects you wish.

Depletion: Ends automatically when the sun next rises

Color: Invisible

INNOCENT STARS CROWD ABOUT THE SLEEPLESS PRINCE

Level: 3

A swarm of beautiful butterflies appears and forms around you like an elegant living gown. Add 3 bene to your Interaction pool.

Color: Silver

Effects that add bene last until the bene are used.

INK'S LOYALTY IS LAUGHTER

Level: 5 (+1 die)

You cause the tattoo on another creature's body to sprout tendrils (of a color and style appropriate to the tattoo, if possible) that then bind the person fast.

Depletion: 0 (check each round)

Color: Silver

INSIDE THE BOOK THERE IS HAPPINESS

Level: 3

If you spend an entire day reading, you gain 1 Joy. You can be affected by this only once.

Color: Indigo

ISOLATED BY THE SECRETS OF YOUR SIBLINGS

Level: 4 (+1 die)

The target begins reciting the names of all the relatives they remember. While the effect continues, they can take no actions other than to defend themselves.

Depletion: 0–1
(check each round)

Color: Blue

THE KNIFE EXPLORES THE FLESH

Level: 5 (+1 die)

Knives appear around a faraway target, and then proceed to slice and stab. The target suffers 1 Wound.

Color: Red

KNOWLEDGE IS THE DEVIL

Level: 11 (+2 dice)

You poison a very specific piece of factual information that involves you, like your secret soul name, the location of your hidden lair, or the passphrase to your vault. Anyone other than you who knows this fact gains 1 scourge to Physicality. It cannot be removed unless the knowledge is somehow purged from their mind.

Color: Blue

LANGUAGE IS A VIRUS WITHOUT A CURE

Level: 3

For as long as you both concentrate and do nothing else, you and someone close can send and receive mental messages. The message is not so much words but images, impressions, and emotions. You can convey general, but not precise, concepts. Neither you nor the recipient appears to be communicating if you don't want to be.

Color: Blue

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A LEAP IS AS GOOD AS STANDING STILL

Level: 4

You and one other being that you touch disappear and reappear anywhere within very long range that you can see.

Color: Green

LESS NEVERMORE

Level: 6 (+1 die)

An object you hold in one hand permanently grows to ten times its normal size and weighs a thousand times as much, so you very likely drop it.

Color: Gold

THE LIES OF THE MIRROR PROVIDE TRUTH

Level: 4 (+1 die)

A faraway being becomes mentally incapable of using any object, tool, or weapon that they currently touch, carry, or wear.

Depletion: 0 (check each round)

Color: Blue

THE LIES SPIDERS TELL

Level: 7

A gigantic flying insect (level 4) appears and allows you to ride it as a mount. It does not make attacks.

Depletion: Ends automatically when the sun next sets

Color: Silver

LIGHT IN THE DARK OF THE BEFORE

Level: 5

The room (or other small area) you are in holds no secrets from you. You can ask three questions about its past (or its present) and get the answers.

Color: Indigo

LINGERING BONDS APPROACH THE UNREAL

Level: 5

If you are touching your **Shadow memento**, you gain an enhancement of +1 die on all actions.

Depletion: 0 (check each round)

Color: Grey

LONELY SONGS THE MOON SINGS

Level: 15

If cast at night, outside beneath the moon, all nearby dead creatures return to life, no matter how long they have been dead (as long as a portion of their body is intact) or what level they were. Only those that have moved on to the Stillness will not return to life.

Color: Pale

Lonely Songs the Moon Sings is so powerful that unintended resurrections often occur, including those of insects and similar creatures. And it's best if the living in the area have not eaten meat within the last 24 hours or so.

LOVE OF THE STARS EMBOLDENS THE NIGHT

Level: 4

You can see in the darkness as well as in the light. Every action you attempt at night gains a +1 bonus.

Depletion: Ends automatically when the sun next rises

Color: Gold

THE WAY

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Gathering Magic, page 17*



THE KEY

Shadow memento, page 154

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LYING VOICES TASTE SO SWEET

Level: 6

You gain a +2 bonus to all deception-based actions, including telling a lie, donning a disguise, and concealing an object.

Depletion: Ends automatically when the sun next rises or sets

Color: Grey

LOST IN THE HOUSE OF THE DEAD

Level: 9 (+2 dice)

A hole opens in your chest, filled with stars and planets. Ghosts are drawn toward it like a gravity well. Those within long range are absorbed into it, trapped as long as the effect lasts. When it is over, the ghosts appear randomly, scattered within a radius of 100 miles (160 km).

Depletion: 0 (check each round)

Color: Pale

LOST IN A PLACE BEYOND THE MAP

Level: 7 (+1 die)

An object within short range is forever lost in the Void.

Color: Pale

THE PATH
The Void, page 62

LOST DOVES NEVER SING

Level: 7 (+1 die)

Ethereal chains bind a nearby spirit you can see. They remain until you command them to disappear.

Color: Pale

LOVE'S UTTER LOSS

Level: 4 (+1 die)

You blow a kiss in the air and it becomes a pair of huge, enveloping lips that wrap around a person, entangling them. The victim cannot move or take physical actions, as if they were bound head to toe.

Depletion: 0–1
(check each round)

Color: Silver

MADNESS IS FRIEND AND FOE TO KING AND BEGGAR

Level: 6 (+1 die)

You point at a nearby being, and they are inflicted with 6 points of mental damage as their brain is filled with conflicting and confusing thoughts. If you know the target's secret name, the damage is 10.

Color: Blue

A MARIONETTE'S SOUL IS WORTH NO LESS

Level: 5 (+1 die)

A close being who is possessed or mind controlled is freed from their predicament.

Color: Blue

MEMORY OF TOUCH

Level: 1

A small handheld object that you have used (such as a pen you have written with, a knife you have thrown, or a teapot you have poured) will perform that same action again on its own once, as you direct, as long as it doesn't take more than a few rounds.

Color: Green

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THE METRONOME GUIDES LONELY THOUGHTS

Level: 4 (+1 die)

A person's clothing animates and turns against them, constricting and even strangling them. They suffer 3 points of damage each round, suffer a -2 penalty on all actions, and move at half their normal speed.

Depletion: 0 (check each round)

Color: Green

THE MIRROR DISPLAYS MY GIFT

Level: 4 (+1 die)

If you can see an object that you could hold in one hand reflected in a mirror, you can make that object disappear from where it is and reappear in your hand or in a bag or other container you bear. The reflection remains in the mirror even though the actual object is gone.

Color: Green

THE MISTS PART AND A SAVIOR EMERGES

Level: 6

You gain 2 bene in all of your pools.

Color: Gold

A MOMENT OF CLARITY BEFORE THE CURTAIN RISES

Level: 2

When you speak to someone, you think of exactly the right thing to say. You add 3 bene to your Interaction pool.

Color: Blue

A MOST APPROPRIATE DEMISE

Level: 6 (+1 die)

You summon a being that you have seen in the past and have stood near. This being must be alive, and it appears in its current state, although if it was asleep, it is now awake. The being can be any distance from you when you call it. The level of the being must be equal to or less than the level of this incantation.

The summoned being appears in front of a creature of your choosing within long range. The catch is, the creature you choose must be within 1 level of the summoned being. Otherwise, the effect fails.

If the being appears, it senses the other creature as its foe and attacks immediately, fighting to the death or until the incantation depletes.

Depletion: 0 (check each round)

Color: Green

Although the caster of A Most Appropriate Demise can simply guess, a smart vislae will use a spell like Found Wanting or a similar ability so they know that the two creatures are within 1 level of each other.

MOVING AT THE SPEED OF DEPTH

Level: 6

You step into one corner or architectural angle in a structure and appear in another in the same structure. You can continue to do this as long as the effect lasts. When you cast this incantation, if you don't specify a corner of which you have direct knowledge, the corner you appear in is random.

Depletion: 0 (check each round)

Color: Green

MY LAST SONG IS YOURS AS WELL

Level: 4 (+1 die)

If you are slain, your killer is blasted by a bolt of pure magical power that inflicts 4 points of damage + 1 point for each bene of your remaining Sorcery.

Depletion: 0 (check each day)

Color: Pale

MY PATH TAKES ME STRANGE PLACES

Level: 4

You can walk on a wall or even a ceiling as if it were the floor. Your orientation shifts entirely, so "down" is toward the surface on which you stand. You can change this orientation as you move.

Depletion: 0 (check each hour)

Color: Green

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THE NARCOTIC OF SIN

Level: 7 (+1 die)

You pick a general action: speaking, casting spells, making physical attacks, running, or something similar. The action must be optional, not essentially mandatory, like breathing or treading water while swimming. A nearby being you choose suffers 2 damage on any round in which they perform that action. However, they are also compelled each round to do that action, and you must make a new roll each round to see if they resist (this does not use an action on your part), with your challenge increasing by 1 each time. Even if they resist the compulsion, they still might choose to take the action, and thus suffer the damage.

Depletion: 0 (check each round that the target does not perform the action)

Color: Blue

THE NEEDS OF A GOOD MAN MAKE THE ANGELS WEEP

Level: 2

From thin air, you create a small tool, weapon, or other object that you can hold in one hand. It remains in existence only as long as you use it. The first round that passes in which you do not use it for its primary function, it disappears forever.

Color: Silver

NO CANDLESTICK TOO HIGH

Level: 7

You have level 3 skill in jumping.

Depletion: Ends automatically when the sun next rises or sets

Color: Green

NOW IS NOT SOON ENOUGH

Level: 9

You summon an ally whose secret name you know to stand next to you. As you do so, you also manipulate time a bit. The ally can immediately take an action because they actually appeared shortly before you cast the incantation. The incantation is not limited by how far away the summoned ally was, but the time manipulation only affects the area next to you. Thus, it is possible (in fact likely) that rather than “undoing” what the ally did last round, the ally exists in two places at once. In fact, it’s possible that the ally could have died last round, but because you cast this incantation, they are alive again, next to you.

Color: Pale

AN OCEAN ONLY I CAN SEE

Level: 5

Every time someone casts a spell within short range, you gain 1 bene to your Sorcery pool.

Depletion: 0 (check each round)

Color: Blue

ONLY FOOTSTEPS COME THIS WAY

Level: 7

You create an invisible, intangible barrier surrounding you out to short range. Spirits cannot pass through this barrier.

Depletion: 0 (check each round)

Color: Pale

THE OTHER REFLECTION IS THE REAL YOU

Level: 5

After casting this, the next two times you are physically attacked, the attacks are foiled because you’re not where the attacker thought, but a step or two to the side. The attacker sees a mirror-like duplicate shatter into glass when they make the foiled attack.

Color: Grey

PAINTED FIRE IN THE SEA

Level: 13 (+3 dice)

All water within very long range becomes fire. This includes the water within most living creatures, so all such creatures suffer 7 points of damage. Those affected that resist still take 2 points of damage. Either way, creatures that survive are severely dehydrated. Fire without fuel (fire that was water in a pool, for example) burns only for the duration, but water transformed to fire that has something to burn does so naturally.

Depletion: 0 (check each round)

Color: Gold

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THE PATH BETWEEN ANGRY GAZES

Level: 5

You can conceal your entire body behind objects that are far smaller than you. You can step behind a light pole, or crouch behind a small dog. You're never without a potential hiding place (or without cover from a ranged attack).

Depletion: Ends automatically when the sun next rises or sets

Color: Grey

THE PHOENIX BROODS IN SILENCE

Level: 6

If you rest, utterly silent, for at least ten minutes, your Wounds and Anguish are restored and your pools are refreshed.

Color: Green

PLAYING WITH THE WORLD'S TOYS

Level: 6 (+1 die)

You choose one "substance" from the list below, and all nearby instances of that substance permanently transform into one of the others that you choose.

- + Fire
- + Ice
- + Stone
- + Wind
- + Water
- + Wood
- + Metal

Color: Gold

THE PUNISHMENT OF CHANGE COMES TO THE WARY

Level: 5 (+1 die)

While you sneak or hide, the first being that successfully detects you suffers an immediate wound that opens and bleeds (they suffer 1 Wound).

Color: Red

PURSUIT OF THE GOLDEN TORCH

Level: 7

You teleport to a location that is between 100 miles (160 km) and 1,000 miles (1,600 km) distant, and one minute in the past. If, by chance, you previously used the **Designated Place** enchantment or the **Ascribing Spike** object of power to mark a location, you can travel to that location even if it is closer than 100 miles or farther than 1,000 miles.

Color: Green

THE WAY

Designated Place, page 34

Ascribing Spike, see Objects of Power Deck

THE QUEEN OF MIDNIGHT TAKES HER DUE

Level: 14 (+3 dice)

You summon a mysterious entity known only as the Queen of Midnight. The Queen is a huge, shadowy female figure of godlike power who appears, takes a random being within very long range of you (not you or an ally of yours), and then disappears with them forever.

Color: Pale

QUENCHING THIRST IN AN EMPTY SEA

Level: 5

Your Sorcery pool is fully refreshed.

Color: Invisible

QUESTIONS COMPEL MORE THAN ANSWERS

Level: 4

For one moment, you sense all ongoing magical effects nearby and, if there are any, you learn the name of the caster or creator.

Color: Indigo

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RAIN WASHES AWAY ALL YOU ARE

Level: 8 (+1 die)

A faraway being feels a few raindrops and suddenly is gripped with amnesia. They no longer remember anything, including their identity, their skills, their spells, and so on. Memories can be restored only by effects that undo curses or serious mental afflictions.

Color: Blue

REALITY IS JUST ANOTHER RIVER TO FORD

Level: 5

You contort and shift your body impossibly so that you wend your way through the spaces between the matter that makes up a physical barrier like a wall or the floor. You pass through it as long as the other side, where you once again conform to your actual shape, is close.

Color: Gold

THE REGRET OF LOST TIME

Level: 9

Time is your plaything for a moment. You can take three additional actions right now.

Color: Green

RESOLVING VISIONS OF THE PRESENT

Level: 4

After you speak with a person for a few moments in a pleasant manner, they are more likely to say yes to a request. Add +2 to your persuasion attempt.

Color: Blue

THE REVEALING GAZE OF GOD

Level: 4

A single wall, floor, or ceiling becomes permanently transparent. The area affected must fit into a medium area.

Color: Gold

SAFETY IN MOTHER'S ARMS

Level: 3

You envelop a creature in the love of its own mother. They gain 2 bene in Physicality.

Color: Green

*If the creature's mother was not loving,
obviously the magic will not work.*

SEAMSTRESSES OF PERFECTION

Level: 2

You conjure hundreds of spiders that immediately weave a full outfit of beautiful clothing from spider silk to your specifications, and then vanish.

Color: Silver

SEEING THROUGH THE EYES OF THE SUN

Level: 6

You see everything that has happened in the medium area in which you currently stand since the sun last set.

Color: Indigo

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SEEPING IN THROUGH ILL- FITTING DOORS

Level: 4

When this incantation is cast on a building you touch, any actions directly involved with breaking into the building (stealth, lockpicking, jimmying open doors, and so on) gain +1 to the venture.

Color: Grey

Depletion: Ends automatically when the sun next sets

SEEPING THROUGH THE YESTERDAYS

Level: 7

You conjure a specific being (up to level 7) from the past. The being must be dead or otherwise not exist in the present. Your current mind and body give this being strength and presence in the now, and thus you sacrifice 1 Wound and 1 Anguish. If you encountered this specific being in the past, it gains +1 level. If you know its secret name, it gains +1 level. The being will perform one specific task for you that you name, and then it is free to do as it wishes. This is not truthfully a resurrection, as the being is more of a simulacrum than the original.

Color: Pale

SEIZE THE MOON AND SLAY THE STARS

Level: 8 (+2 dice)

You emit a beam of focused energy from one finger that strikes a very far away target for 9 points of damage.

Color: Red

SEVERED TIES OF FUTURE WONDERS

Level: 7 (+1 die)

You cancel ongoing magical effects (all are automatically and instantly depleted) in a medium area within long range. Further, new effects cast from or into that area are canceled before they can achieve any result.

Depletion: 0–1

(check each round)

Color: Invisible

SHARP EDGES IN THE FIRST FROST

Level: 4 (+1 die)

A wave of cold spreads out a short distance, inflicting 4 points of damage.

Color: Red

SHE HAS ABANDONED US, BUT LEFT BEHIND FRAGMENTS

Level: 8

You suddenly hold in your hand a vigor shard of the Legacy. On its own, the shard of glowing, golden light fuses with your hand, and energy infuses your body and being. You heal 1 Wound and gain 6 bene that you can place into any pool(s). Last, you can cast a spell (or use another ability) in the next round with no Sorcery cost.

Color: Silver


THE PATH
Vigor shard, page 8

SHE QUIVERS AWAITING FULFILLMENT OF PROPHECY

Level: 4

A 6-inch (15 cm) hole harmlessly appears in your torso, and within that hole is a spider's web with a spider in the middle of it. The spider leaps from this position to any spot within long range, spinning a web strand as it does. You can then command the spider to pull you quickly to that spot, which requires no action on your part. This enables you to move to places you couldn't normally reach, or just move a long distance while performing another action. Once you and the spider are together again, you can have it leap again on the next round. When the effect ends, your body returns to normal.

Depletion: 0 (check each round)

Color: Green

SHELTER OF INNOCENT AWE

Level: 5

If you speak the secret name of a child, that child is impervious to harm.

Depletion: Ends when the sun next sets

Color: Invisible

*You remain safe at the origin point
of the wave.*

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SIGHTS BEST UNSEEN

Level: 2

A close person's eyes disappear, and one of them reappears on the tip of their tongue. Not only is this disconcerting, but in order to see, the target must keep their mouth open and tongue extended. They gain 2 vex in Perception. When the vex are removed, their eyes return to normal.

Color: Gold

THE SILENT EXPECTATIONS OF MOTHERLESS CHILDREN

Level: 7 (+1 die)

All close people lose their next turn, spending it staring at you, tears running down their cheeks (if applicable).

Color: Blue

SKIN AS STORM

Level: 9 (+2 dice)

Your flesh transforms into wind, cold, rain, hail, and lightning. You gain 5 points of Armor against cold, heat, or similar weather-related damage. Anyone close suffers 3 points of damage. As an action, you can launch a lightning strike from yourself at anyone within very long range that inflicts 7 damage.

Depletion: 0 (check each round)

Color: Gold

THE SKY KNOWS MANY SECRETS

Level: 12

You make it rain where you are and for miles around (a sudden, but seemingly natural, rainstorm). The raindrops falling around you do so in a pattern that becomes a discernible whisper, providing an answer to a question that you have and two more random secrets about separate topics not of your choosing. The storm continues naturally, probably for at least an hour.

Color: Indigo

THE WAY

*Divinations and Information-
Gathering Magic, page 17*

THE SLANDER OF BIRDS

Level: 8 (+1 die)

You transform one living creature within long range into an immobile tree with branches filled with noisy birds. They have 4 Armor and twice their normal health.

Depletion: Ends automatically when the sun next sets

Color: Gold

SLEEP CLAIMS NO KING

Level: 6 (+1 die)

A sleeping creature whose name you know, regardless of distance, opens its eyes and looks around. While it does so, you can see through its eyes. The effect ends if the creature awakens.

Color: Blue

SORROW PURSUES SORROW

Level: 6 (+1 die)

If you spend 1 Despair, you enact a terrible and potent curse upon a nearby being. They can no longer heal Wounds.

Color: Red

THE SOULS OF THE THINGS WE IGNORE

Level: 7 (+1 die)

Small inanimate objects in a small area within long range animate and attack anyone in the area. They fly through the air, sprout claws and toothy mouths, or otherwise viciously assail all in the area, who suffer 4 points of damage.

Depletion: 0-1

(check each round)

Color: Green

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THE SOUND OF TALONS

Level: 3

In a painful burst of blood and feathers, a bird bursts out of your chest. You sustain 1 Wound. The bird grows until it is a level 3 black eagle with orange eyes and talons. The eagle does as you bid.

Depletion: 0 (check each round)

Color: Silver

SOW MY SOUL AND REAP WHAT GROWS

Level: 4

You plant a tiny fragment of your soul in another being that you touch. If you die, the fragment can be used to restore you to life if that being utters six special words that you select when you cast this incantation.

Color: Pale

SPARKS FLY UPWARD TO TRUTH

Level: 7

A staircase of marble steps appears, connecting the floor where you stand to a chosen location up to 200 feet (60 m) in the air.

Color: Silver

THE SPREAD OF SCATTERED SELVES

Level: 9

You transform into seventeen separate but identical versions of yourself, each only 2 inches (5 cm) tall. Each of these tiny versions can move and act independently, but you control all of them with a single consciousness. Your tiny forms cannot use any of your normal physical skills, spells, or abilities. For the most part, they can't do much but run, hide, and observe, but a small task (like pushing a button) is possible. The little yous are small and fast (+2 to Dodge), but each can take only 1 point of damage before dying. If all the tiny versions of you are slain, the incantation ends and you suffer 1 Wound.

Depletion: 0 (check each hour)

Color: Gold

STARING AT LONG-FORGOTTEN YESTERDAYS

Level: 11

You conjure the spirit of a prior version of yourself, allowing it to cohabit your present body along with the present you. The past self is at least ten years younger than you are now—you have no real control over the year from which it comes. You can ask your past self as many questions as you wish about things that you cannot remember, but perhaps most pertinent of all, you can attempt to convince your past self to do one thing differently. This, of course, will change the past. Although this is an open-ended effect, one quite possible (and fairly straightforward) change would be to alter some aspect of the vislae—a different spell or secret, or perhaps even a different order or forte. Thus, this incantation could allow a player to rebuild their character in some way.

The GM and player should work out the details. While it is the GM's duty to determine how any changes might affect the world, it's the player's duty to make sense of the past. For example, if a vislae's no longer a Vance, how did they get to where they are as a Weaver?

Color: Pale

Don't worry overmuch about time paradoxes or contradictions. The Actuality can handle truths a lot weirder than that.

STARS SING SONGS OF CRISP HEARTBREAK

Level: 6

You destroy an object of power of level 6 or less that you hold and absorb its power, not only restoring all your Qualia pools to full but also granting yourself 2 bene in all of those pools.

Color: Red

STOLEN TONGUES SPEAK IN SILENT SONGS

Level: 5 (+1 die)

All beings near to you can speak only if you allow it.

Depletion: Ends when the sun next sets

Color: Blue

A STORM OF SILKEN MEMORY

Level: 3

Your mind fills with knowledge that you forgot or never knew. After spending a round in reverie, add 3 bene to your Intellect pool.

Color: Blue

Effects that add bene end when the bene are used.

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STRONG IS THE GRIP OF THE WORD

Level: 5 (+1 die)

You ensorcell a book you touch so that the next being to open it is grasped by a hand that reaches out from the pages. The hand is very strong, and not only holds the being in place but also inflicts 1 point of damage each round. The depletion of the incantation begins only once this "trap" is triggered. Until that point, the incantation remains in perpetuity.

Depletion: 0 (check each round)

Color: Silver

THE SUN STRENGTHENS THE BONDS ON WHICH IT SHINES

Level: 8 (+2 dice)

You can summon any character (PC or NPC) with whom you have a bond, regardless of their location. If the character wouldn't want to come if they knew the circumstances, the summoning requires a roll.

Color: Green

SURELY NOW IS BETTER THAN BEFORE

Level: 5

You heal 1 Wound or Anguish on a creature within long range.

Color: Green

SURPRISE IS THE HARSHEST REWARD

Level: 3 (+1 die)

Your eye becomes a moray eel that darts forth from your skull and attacks anyone close to you, inflicting 3 points of damage.

Depletion: 0 (check each time it makes an attack)

Color: Gold

TEETH GROW SHARPER IN THE DEPTHS

Level: 8

You create a wall made of churning water 4 feet (1 m) thick that fits within a medium area. Moving through it requires a successful Movement action (challenge 8). The water is filled with toothy fish like barracuda and viperfish, so anyone moving through it also suffers 8 points of damage (no dodge possible).

Depletion: 0–4 (check each hour)

Color: Silver

THE TEETH OF THEIR TEETH FRIGHTEN US THE MOST

Level: 7 (+1 die)

The teeth of a close being each form their own tiny mouth for a few moments. These mouths begin revealing some of the being's secrets. You learn one random but important fact about the being. All within close range of the being (including you) also gain 1 Hidden Knowledge.

Color: Indigo

THE WAY

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Gathering Magic, page 17*

TERRIBLE IS THIS PLACE

Level: 9 (+2 dice)

You permanently poison a location. The location must be clearly defined (a house, a single room, a courtyard, a glade, and so on) and can be no larger than a very large area. Anyone in the location suffers 1 scourge in a random stat pool upon entering, and each day spent in the location thereafter. (Player characters take a new Withstand defense action each day.) The scourge can be removed only if the incantation is removed or the location is destroyed.

Usually, something in the location changes to reflect the corruption, such as a statue of a human taking on diabolical features, an inexplicable chill that permeates the place, or a sinister shadow that clings to every surface.

Color: Gold

THAT WHICH CRAWLS ON THE INSIDE

Level: 4 (+1 die)

You cause a nearby creature to suddenly and violently vomit a stream of insects and goo. The creature loses their next action.

Color: Silver

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THE THEATER OF HAPPINESS AND DESOLATION

Level: 5

You create an **illusion** that fills a medium-sized room or other medium area. However, you do not control the illusion. Instead, it picks up the events that took place in that area starting exactly one week ago and replays them in real time, for a week. And then it starts again. This goes on for three weeks.

Color: Indigo

THE WAY
Illusions, page 19

THIRTEEN ANGELS STANDING GUARD

Level: 8

You gain +2 to all defenses.

Depletion: Ends automatically when the sun next sets

Color: Invisible

THIS PRISON OF FLESH HOLDS ONE

Level: 7

You hedge out any and all attempts to possess you, control your mind, steal your soul, or remove your consciousness.

Depletion: 0–2 (check each sunrise)

Color: Invisible

THOUGHTS ARE THE PLAYTHINGS OF THE DREAMER

Level: 4 (+1 die)

You can touch the emotions of one target and shape them with your hands. Thus, you can use an action to change the emotional state of a creature next to you by sculpting the “air” around them. Sadness can become anger, contentment can become misery, happiness can become dejection, and so on.

Depletion: 0 (check each round)

Color: Blue

THE THRILL OF INDEPENDENCE IS NOT LOST

Level: 4

You remove your face like a mask, leaving a blank surface of featureless flesh where it was. Your face can move independent of you, floating through the air at your normal speed, although it drips a little blood now and again. You still see through your eyes and speak through your mouth, and you still control your body, although you're looking at it from the outside now, so actions your body takes suffer a –1 penalty to the venture. Your face can move as far as you would like from your body, but subsequent actions your body takes are treated as if you were completely blind. Your ears, however, stay with your head and body. Damage sustained by your face or your body is treated normally.

Depletion: 0 (check each hour). Ends automatically when the sun next rises or sets.

Color: Gold

THE TOWER OF TIME COLLAPSES

Level: 8

Time stops momentarily for everything but you, and you can take two actions immediately.

Color: Green

TRANSFIXED IN DARK DEVOTION TO THE PATTERN

Level: 5

After choosing a target within long range, you mentally know the whereabouts of the target, no matter how far away they go.

Depletion: Ends automatically when the sun next sets

Color: Indigo

TREASURES IN LOFTY BRANCHES COME FROM DEEP ROOTS IN THE EARTH

Level: 7

Roots grow from your feet and burrow down into the ground. If you are on solid ground, you draw mana from the heart of the world. You cannot move from where you stand, and you cannot use Movement bene while rooted. For each round you spend rooted, you gain 1 bene in Sorcery, up to a maximum of 3 bene higher than your normal total.

Color: Green

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TRUTH DOES NOT BROOK DISRESPECT

Level: 6 (+1 die)

You cast this on a being within long range. If they say something knowingly untrue, the words turn into written script floating around their head even as they speak. The words then form level 6 chains and bind the speaker.

Depletion: 0–4
(check each hour)

Color: Indigo

TRUTH COMES EASIEST FROM THE MOUTH OF A CHILD

Level: 4

You designate up to three beings whose secret names you know as the “threatened” (you can be one of the three). They can be any distance from you, and they don’t need to be aware that they have been made part of the incantation. Then you designate a fourth being as the “threat.” Thereafter, the next time the threat moves with the intention of traveling to the location of one of the threatened, that threatened being sees a realistic vision of a young child who arrives, whispers, “The threat is coming,” and vanishes. The effect works only once for each threatened being.

Color: Indigo

UNRAVELED CLOTH ACROSS THE SKY

Level: 6

Allies who can see you are given courage and fortitude, and they add +1 to all defenses until they cannot see you or the effect depletes.

Depletion: 0 (check each round)

Color: Blue

VANISHING SHADOWS PRESAGE DISASTER

Level: 3

You are immediately alerted the next time someone is sneaking up on you or waiting in ambush, meaning you harm.

Color: Invisible

This incantation lasts until triggered, which could be a very long time.

VELVET DREAMS TAKE OUR HEARTS

Level: 9

You and up to five others who are nearby are teleported to a location of your choosing as long as it is in the same world. However, in transition you all fall asleep, so that you awaken in the new location about an hour later.

Color: Green

THE VOICE OF BLIND DEVOTION SPEAKS ONLY SOOTHING LIES

Level: 5 (+1 die)

You speak to a close being, and they believe the first thing you say, no matter how untrue.

Color: Grey

THE VOICE OF MY BLOOD SCREAMS NO

Level: 4

You need not worry about breathing until the sun next sets.

Color: Gold

WALKING AMONG GHOSTS

Level: 6

You become insubstantial, like a spirit. You cannot affect the world around you, nor can you be affected. You can move through solid objects.

Depletion: 0 (check each round)

Color: Pale

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WAR PRAYER OF THE PACIFIST

Level: 4

You know the location of all your allies within very long range, even if all your senses are otherwise blocked.

Color: Indigo

Depletion: Ends automatically when the sun next sets

WAVES OF LAUGHTER ASSAULT TYRANNY

Level: 4

All close beings can immediately end any sort of mind control if they spend an action laughing.

Color: Blue

The victim of mind control can choose to laugh even if compelled not to by their controller.

WEEP WHILE THE WORLD WEEPS

Level: 5 (+1 die)

A person you touch sees their own weeping face wherever they look. Every person they see has that face. Every clock's face is their own weeping face. Every animal. Every surface. They suffer 1 point of mental damage each round as well as a -1 penalty to all actions.

Depletion: 0 (check each round)

Color: Grey

THE WEIGHT OF GHOSTS

Level: 4 (+1 die)

You cause a close being's hand or foot to vanish, leaving a bloodless stump. Not only do they not have use of the missing body part, but it is replaced with a useless invisible weight, one hundred times heavier than the missing part. All physical actions still possible without the missing hand or foot suffer a -1 penalty.

Depletion: 0 (check each round)

Color: Gold

THE WELCOMING ARMS OF A TRAP

Level: 7 (+1 die)

You form a cage-like structure with your hands, and a target within long range appears within it, shrunk down to 2 inches (5 cm) tall and trapped in the cage. The victim cannot escape as long as you use both hands to make the cage.

Color: Gold

THE WEST OPENED AND DEATH RODE OUT

Level: 6 (+1 die)

You summon a terrifying, bloated figure astride a giant black tiger that kills the most injured creature close to you and then fades away, taking the body of the slain creature with them.

Color: Silver

Sometimes, the words "conjure" or "summon" are used loosely. Do the beings that appear when you cast The West Opened and Death Rode Out exist somewhere in an unknown half-world, or are they simply manifestations of the magic? Incantations, even more than spells, contain many mysteries.

WHEN JOY BECOMES DUST

Level: 6 (+1 die)

After speaking with a person for at least a round, you whisper dark words in their ear and they immediately attempt to commit suicide.

Color: Blue

WHEN YOURS BECOMES MINE

Level: 5 (+1 die)

You cause an arm to sprout from a nearby target's body. This appendage fits the being's physical form as much as possible. However, they are not in control of the limb—you are. You operate this arm as you would your own as long as they remain within short range, but doing so is your action. Thus, you can draw someone's wallet out and toss it to yourself, and you can even punch someone in their own face. The new arm has no connection to you other than this control, so you can't use it to cast spells or bring about other magical effects that you have.

Depletion: 0 (check each round)

Color: Gold

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WHERE NONSENSE SLEEPS

Level: 6 (+1 die)

A nearby creature becomes a small toad. They are level 1, cannot speak, and can use no skills, spells, or abilities.

Depletion: 0 (check each round)

Color: Gold

THE WORD FOR THE END IS FIRE

Level: 5 (+1 die)

You affect all creatures within long range. If any of them dies, they explode in a fiery conflagration that inflicts 4 points of damage to anyone within a small area.

Depletion: Until the sun next sets

Color: Red

WORDS ARE THE KEYS TO A LOCKED HEART

Level: 3

The words you speak form above your head as text, readable by anyone literate in any language.

Depletion: Ends automatically when the sun next rises or sets

Color: Indigo

THE WORLD IS BUT A MAZE

Level: 7 (+1 die)

You send a close being to a location somewhere in the world that is utterly unknown to them. They cannot return, move to somewhere familiar, or do anything but wander, lost no matter what happens.

Depletion: 0–3 (check each hour)

Color: Grey

When the incantation depletes, they are still gone, but they can do as they wish.

WIRES FROM SUSPENDED HEAVEN HANG TAUT

Level: 5

You and up to four other people can fly through the air at the same speed that you can run.

Depletion: 0–5 (check each hour)

Color: Green

YOU WERE ALWAYS SOMEONE ELSE

Level: 7 (+1 die)

A nearby creature is permanently transformed into a rat, a swan, a cat, or a raven (whichever your heart is associated with). If they are slain while in their new form, you die as well. They can still speak but do not have abilities or skills. They can be restored only by effects that undo curses or serious physical afflictions.

Color: Gold

YOU WILL KNOW US BY THE TRAIL OF BLOOD

Level: 3

All nearby enchanted objects—including objects of power, ephemera, and so on, but not kindled items—ooze a bit of blood.

Color: Indigo

A gruesome but useful incantation.

YOUR BLOOD IS SWEET WINE

Level: 5

Each time you inflict physical damage on a living creature, you gain 1 bene to any pool you wish.

Depletion: Ends automatically at the end of the combat encounter

Color: Red

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