

TABLE III.2–5: MAGIC ATTACK ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Blast: The attack gains the Blast quality with a rating equal to your character's ranks in Knowledge.	+ ♦
Close Combat: May select a target engaged with your character.	+ ♦
Deadly: The attack gains a Critical rating of 2. The attack also gains the Vicious quality with a rating equal to the character's ranks in Knowledge.	+ ♦
Fire: The attack gains the Burn quality with a rating equal to your character's ranks in Knowledge.	+ ♦
Holy/Unholy (Divine Only): When dealing damage to a target that the GM determines is the antithesis of the character's faith or deity (such as a priest of a god of life attacking an undead zombie), each ✨ deals +2 damage, instead of +1.	+ ♦
Ice: The attack gains the Ensnare quality with a rating equal to the character's ranks in Knowledge.	+ ♦
Impact: The attack gains the Knockdown quality. The attack also gains the Disorient quality with a rating equal to the character's ranks in Knowledge.	+ ♦
Lightning: The attack gains the Stun quality with a rating equal to the character's ranks in Knowledge. The attack also gains the Auto-fire quality. (You must increase the difficulty by one to use the Auto-fire quality as normal.)	+ ♦
Manipulative (Arcana Only): If the attack hits, you may spend ⚡ to move the target up to one range band in any direction.	+ ♦
Non-Lethal (Primal Only): The attack gains the Stun Damage quality.	+ ♦
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ♦
Destructive: The attack gains the Sunder quality. The attack also gains the Pierce quality with a rating equal to the character's ranks in Knowledge.	+ ♦♦
Empowered: The attack deals damage equal to twice the characteristic linked to the skill (instead of dealing damage equal to the characteristic). If the attack has the Blast quality, it affects all characters within short range, instead of engaged.	+ ♦♦
Poisonous: If the attack deals damage, the target must immediately make a Hard (♦♦♦) Resilience check or suffer wounds equal to the character's ranks in Knowledge, and strain equal to the character's ranks in Knowledge. This counts as a poison.	+ ♦♦

ATTACK

Concentration: No

Skills: Arcana, Divine, Primal

Magic attacks are combat checks, and they follow the normal rules for performing a combat check, on page 101, using the character's magic skill instead of a combat skill. There are some exceptions, however, which we detail here.

When making a magic attack, the character must select one target at short range (but not engaged). The default difficulty of the check is **Easy** (♦). The attack deals damage equal to the characteristic linked to the skill used to make the attack (so if the character uses Arcana, they would deal damage equal to their Intellect), plus 1 damage per uncanceled ✨. The attack has no set Critical rating, so you may only inflict a Critical Injury with a ☠.

Before making a magic attack check, choose any number of additional effects listed on **Table III.2–5: Magic Attack Additional Effects**. These effects are added to the attack.

COMMONLY USED SPELLS

TABLE III.2–6: AUGMENT ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Divine Health (Divine Only): The target increases their wound threshold by a value equal to the character's ranks in Knowledge for the duration of the spell.	+ ♦
Haste: Targets affected by the spell can always perform a second maneuver during their turn without spending strain (they may still only perform two maneuvers a turn).	+ ♦
Primal Fury (Primal Only): The target adds damage equal to the character's ranks in Knowledge to unarmed combat checks, and their Critical rating for unarmed combat checks becomes 3.	+ ♦
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ♦
Swift: Targets affected by the spell ignore the effects of difficult terrain and cannot be immobilized.	+ ♦
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ⚡ to affect one additional target within range of the spell (and may trigger this multiple times, spending ⚡ each time).	+ ♦ ♦

AUGMENT

Concentration: Yes
Skills: Divine, Primal

This is using magic to enhance people. A character selects one target they are engaged with (which can be themselves), then makes a Primal or Divine skill check. The default difficulty of the check is **Average** (♦ ♦). If the check is successful, until the end of your character's next turn, the target increases the ability of any skill checks they make by one (in effect, this means they add ♦ to their checks). A character may not be affected by more than one Augment spell at the same time (so no stacking effects).

Before making an augment check, choose any number of additional effects listed on **Table III.2–6: Augment Additional Effects**. These effects are added to the check.

COMMONLY USED SPELLS

TABLE III.2—8: CONJURE ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Additional Summon: The spell summons one additional item, weapon, or creature. In addition, after casting the spell, you may spend ⚡ ⚡ to summon one additional item, weapon, or creature (and may trigger this multiple times, spending ⚡ ⚡ each time).	+ ♦
Medium Summon: The character may summon a more complicated tool with moving parts, a rival no larger than silhouette 1, or a two-handed melee weapon.	+ ♦
Range: Increase the range of the spell (the distance from the character that the summoned item or creature appears) by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ♦
Summon Ally: The creature the character summons is friendly to them and obeys their commands. The character may spend a maneuver to direct the creature, allowing them to determine its action and maneuver. (If the character summons multiple creatures, the character may spend one maneuver on their turn to direct the turns of all summoned creatures.)	+ ♦
Grand Summon: The character may summon a rival of up to silhouette 3.	+ ♦ ♦

CONJURE

Concentration: Yes
Skills: Arcana, Primal

This action represents the ability of a spellcaster to animate objects or create items (or even allies) out of thin air and the aether. The character makes an Arcana or Primal skill check. The default difficulty for the check is **Easy** (♦). If the check is successful, the character summons a simple tool with no moving parts (such as a shovel or pickax), a one-handed melee weapon with no moving parts (such as a sword or knife), or a minion no bigger than silhouette 1 (such as an animal, magical creature, elemental spirit, or even undead monstrosity). These appear engaged with the character. The summoned minion or item remains present until the end of the character’s next turn.

If the character summons a creature, the creature behaves in the best approximation of its natural instincts (as determined by the GM). It is not controlled by the character, and may even be hostile to them. In a structured encounter, it takes its turn immediately after the character.

COMMONLY USED SPELLS

TABLE III.2—9: CURSE ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Enervate: If a target suffers strain for any reason, they suffer 1 additional strain.	+◆
Misfortune: After the target makes a check, you may change one ■ to a face displaying a ✕.	+◆
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+◆
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend △ to affect one additional target within range of the spell (and may trigger this multiple times, spending △ each time).	+◆◆
Despair (Divine Only): The target's strain and wound thresholds are reduced by an amount equal to the character's ranks in Knowledge. This effect may not be combined with the additional target effect.	+◆◆
Doom (Arcana Only): After a target makes a check, you may change any one die in the pool not displaying a ⊕ or ⊗ to a different face.	+◆◆
Paralyzed: The target is staggered for the duration of the spell. This affect may not be combined with the additional target effect.	+◆◆◆

CURSE

Concentration: Yes
Skills: Arcana, Divine

This action represents the combat use of curse magic. Your character selects one target within short range, then makes an Arcana or Divine skill check. The default difficulty of the check is **Average** (◆◆). If it is successful, until the end of the character's next turn, the target decreases the ability of any skill checks they make by one (in effect, this means they remove one ◆ from their checks).

Before making the curse check, choose any number of additional effects listed on **Table III.2—9: Curse Additional Effects**. These effects are added to the check.

COMMONLY USED SPELLS

TABLE III.2—11: HEAL ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ⚡ to affect one additional target within range of the spell (and may trigger this multiple times, spending ⚡ each time).	+ ♦
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ♦
Restoration: Select one ongoing status effect the target is suffering. This status effect immediately ends.	+ ♦
Heal Critical: Select one Critical Injury the target is suffering. If the spell is successful, the Critical Injury is also healed.	+ ♦ ♦
Revive Incapacitated: The character may select targets who are incapacitated.	+ ♦ ♦
Resurrection: The character may select a target who has died during this encounter. If the check is successful, the target is restored to life, suffering wounds equal to their wound threshold. If the check fails, no characters may attempt to resurrect the target again.	+ ♦ ♦ ♦ ♦

HEAL

Concentration: No

Skills: Divine, Primal

Priests and other practitioners of divine magic are often known for their healing abilities. Often, those in touch with nature also possess the capacity to heal wounds and illness. The character can use the Divine or Primal magic skill in place of a Medicine check in order to remove damage or heal Critical Injuries. When making the check, the character selects one target they are engaged with who is not incapacitated. The default difficulty of the check is **Easy** (♦). Upon success, the character heals 1 wound per uncanceled ⚡, and 1 strain per uncanceled ⚡.

COMMONLY USED SPELLS