

SHARP SWORDS & SINISTER SPELLS – SPELL LIST

Spell	Effect	Resisted?
Accelerate	PL targets are accelerated, doubling their movement rate and granting an extra action per round for PL rounds. After the spell duration, the target must make a Physique test with PL Difficulty or fall unconscious for PL turns .	
Animate Dead	Creates a number of undead creatures of up to PL in HD . However, they can resist the spell and attack the Magic User .	Yes
Arcane Barrier	Creates a barrier that protects against spells with a PL lower than the one used to cast this spell. The Magic User can protect PL targets for PL turns . Everyone receives a Positive Die to resist any spell, even those that normally can't be resisted.	
Arcane Blast	Blasts a point within far range, affecting targets within close distance, inflicting 1d6 points of damage per PL . Can be resisted for half damage. The caster must specify what kind of damage this is (fire, lightning, force, acid or another element).	Yes (half)
Arcane Compartment	Inscribing a chest with a recall rune, the caster can use a command word to retrieve the chest anywhere for PL years. The chest can keep PL items.	
Arcane Projectile	A projectile that unerringly hits its target for 1d6 points of damage per PL . The caster must specify what kind of damage this is (fire, lightning, force, acid or another element).	
Blood Key	The Magic User can open up to PL locked doors and fastened containers. However, he must pay 1 point of either Physique or Agility for each door opened. The doors remain opened for PL turns .	
Consult Supernatural Entity	The caster contacts a supernatural entity to ask up to PL questions. This ritual takes PL turns to perform and the referee must determine the reaction of the entity.	
Corrupting Touch	If the Magic User succeeds in a melee attack after casting this spell, the target suffers 1d8 points of damage for PL rounds .	
Create Portal	For PL hours the caster creates a portal between two locations. The caster must inscribe the same rune on both locations.	
Curse of Weakness	Imposes a Negative Die for all tests involving strength (melee attacks included) for PL turns .	
Death Fog	A target point within far range emanates a fog that deals 1d6 damage per round to anyone within close range. The fog lasts PL turns .	
Death's Kiss	If the Magic User succeeds in a melee attack after casting this spell he instantly kills a target with PL or less HD that has less than half his total HP . Can be resisted.	Yes
Disrupt Spell	Used to cancel the effects of another spell of equal PL or lower. The caster needs to roll higher than the result rolled to cast the target spell.	

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Drain Spells	A target of PL or less HD can't cast spells for PL rounds. Can be resisted.	Yes
False Face	The caster assumes another appearance for PL hours.	
False Friendship	The caster can convince a creature with up to PL HD that they are friends for PL hours. Can be resisted.	Yes
False Vision	An area within far range is covered by a veil of illusion, appearing to be something other than what it really is. The veil of illusion affects everything nearby . This lasts for PL turns. Can be resisted.	Yes
Fearful Phantom	A target of up to PL HD sees its worst fear in front of it and flees for PL turns. If forced to act, it receives a Negative Die . Can be resisted.	Yes
Ferocity	Gives a Positive Die to melee attacks, improves the damage die of melee attacks by 1 step and reduces damage taken by -1d for PL minutes. The subject of the spell must attack any target within close range in the most brutal way he can. At the end of the spell duration, the subject must make a Physique test with a Difficulty equal to the PL or fall unconscious for PL turns. Can be resisted.	Yes
Glimpse Future	The character concentrates on a course of action and receives glimpses of future happenings. For PL rounds, the caster gains a Positive Die representing this insight.	
Hypnosis	For PL turns, anyone with PL or less HD that meets the Magic User's eyes is hypnotized and must answer yes or no questions truthfully. Can be resisted.	Yes
Imprison	Binds a creature of PL HD or less with invisible force chains for PL turns. Can be resisted.	Yes
Invoke Ghosts	An area marked by the ghost sigil is haunted by ghosts for PL hours. Anyone but the Magic User entering the area is harassed by these entities and must resist or suffer a Negative Die to all actions.	Yes
Life in the Deep	The caster and up to PL targets can breathe underwater and move freely in watery depths for PL turns	
Magic Comprehension	For PL turns, the Magic User can comprehend a target language or code, whether it's spoken or written.	
Mark of the Hunter	Using a possession of the target, the Magic User summons a supernatural creature with PL HD to hunt the target for PL days. A payment for the service must be negotiated.	
Mind Control	The Magic User takes control of the body of a target with PL or less HD for PL minutes. The target can try to resist each order that is against its nature. Can be resisted.	Yes

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Mystical Shield	Gives the target a Damage Reduction of -1d for PL hours.	
Project Consciousness	The caster can project his consciousness up to distant range for PL turns.	
Protective Circle	Drawing a circle on the floor, the caster can protect up to PL targets against supernatural creatures of HD equal or less to the PL. These creatures cannot enter the circle unless they successfully resist the spell.	Yes
Putrid Cloud	A target point within far range is covered in a cloud that imposes a Negative Die to all actions to everyone within close range. The cloud lasts PL turns.	
Pyrokinesis	Takes control over a source of fire within nearby range of up to PL cubic feet for PL turns. It can be detonated to immolate everyone in close range for 1d6 damage per PL. Can be resisted for half damage	Yes (half)
Read Thoughts	The caster can read the target's mind for PL turns. Can be resisted.	Yes
Ride Wind	Strong winds carry the target, allowing him to fly clumsily for PL turns.	
Rot Matter	1 cubic foot of non-living material per PL rots after 1 turn. Can be resisted if carried/held by a sentient being.	Yes
Shadow Cloak	The caster and a number of targets up to PL can hide in plain sight as the Shadow World obscures their presence. They test Agility with a Positive Die to remain unseen. The spell lasts for PL turns.	
Shadow Travel	The caster and a number of people equal to the spell's PL can enter a shadow and travel through the Shadow World until they decide to exit through another shadow. The spell lasts for PL turns and each turn traveling through the Shadow World is equivalent to 1 day of travel through the normal world. However, the referee should roll for random encounters every turn.	
Sigil of Channeling	Inscribing a sigil on a person or object, the Magic User can cast spells as if he is at the location of the sigil. This lasts for PL hours.	
Sigil of Return	Inscribing the Sigil of Return in a location, the Magic User can utter a word to return to that location with up to PL additional targets. This spell lasts for PL days	
Sinister Pact	Two willing targets (even those with daggers on their throats) make a pact to act in a certain way. Whoever acts against the agreement suffers 1 HD points of damage until they make amends for their actions. The pact lasts for PL days.	

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Slow Time	A target point within nearby range emanates an aura that slows all creatures within close range. All affected halve their movement rate, act last in the Initiative order and lose one action per round (up to a minimum of one action). This lasts for PL rounds . Can be resisted.	Yes
Somnolence	Targets of up to PL HD in close range within a nearby distance fall asleep for PL turns . Can be resisted.	Yes
Summoning	Summons a creature of PL or less HD . Can be resisted.	Yes
Supernatural Reflex	All Agility tests are made with a Positive Die for PL turns .	
Supernatural Strength	All Physique tests are made with a Positive Die for PL turns .	
Transfer Life	Touching the targets, the Magic User can transfer up to PL HD from one to another. Can be resisted.	Yes
Unnatural Growth	A target doubles in size for PL turns , increasing their HD and damage die by one step. They also acquire a ravenous hunger.	
Ventriloquism	The caster can project his voice to any point in sight for PL turns .	