

Marvels & Malisons

A Mostly Unorthodox
Supplement for
and Commentary on
Wonder & Wickedness

a Lost Pages book



issue eight

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Foreword

I've been using Wonder & Wickedness for magic almost exclusively since before its publication, and I'm really satisfied with it. But it is my nature is to tinker with magic systems, and this is the result. I am no Brendan, I write with a different voice, have a different intent and play a different game: this is not a critique, but an endorsement. Wonder & Wickedness lends itself to adaptation, and is easy to build on.

The following rules are entirely optional, and are intended to replace, expand or coexist in some form with the rules in Orbit I, the original Wonder & Wickedness book. The writer is of the opinion that magic, in fantasy, is handled more interestingly by several partially incompatible & ruefully incongruent metaphysical systems.

So a theory of magic might postulate spells as ephemeral psychoplasms coalescing in the wizards's mind waiting only to be released, while other declare spells mere resonances of the adept's attunement with the flows of magic, cast by words and gestures, and yet more declare that all spells are inspired by the Gods, therefore split between Left Hand Path – heterodox and liberating – and Right Hand Path – wholesome and moral.

As always, I advise Referees to adopt the most ambiguous stance and let different school of thought speak diegetically.

—Paolo

Alternative Rules for Sorcery

The rules presented below are entirely optional and can replace or complement the rules in *Wonder & Wickedness*, henceforth referred to as Orbit I.

Spontaneous Sorcery

Orbit I requires spells to be memorized before being cast: this system lets casting happen by spending mana. The strategy shifts from early preparation to knowing the right moment to use spells.

Each caster has one mana per level, optionally modified by wisdom or charisma, all mana recovered every day. The caster can cast any spell they know spending one mana and one round speaking strange words and performing intricate gestures, but cannot cast a given spell more than once per day. Spells requiring a sigil take ten minutes (one turn), as inscribing the sorcerer's unique sigil is complicated: spells using sigils are usually permanent, but a sorcerer cannot have more than one sigil per spell. If a sorcerer casts a spell requiring a sigil while a sigil for the same spell is still active, the old sigil partially fades and becomes inactive, terminating the old spell.

Overcasting

Orbit I suggests using catastrophes when sorcerers cast spells beyond their normal allotment. To do so, I suggest the caster must save twice: the first save to correctly cast the spell instead of suffering a maleficence, the second save to avoid a catastrophe, or to avoid collapsing senseless for $1d6$ turns if you prefer not using catastrophes.

Catastrophic Events

Some groups rarely see catastrophes happen at the table.

Personally I'm ambivalent, but If you feel you could do with more occasions for catastrophes, we suggest the following triggers:

- Unforeseen and hard-to-adjudicate spell interaction.
- Uncanny, anomalous magic environment
- Untested and hastily researched spells
- Unfeasible results expected from the spell

Empowering Items

Some magic items do not have their own source of power, but rely on the energy of the user. To activate them the user spends a mana point or, if you use spell memorization, a memorized spell.

Optionally you can let non-caster use some of these items, possibly after some specific training, if they have access to mana (for example mana-tar, or high wisdom or charisma). Several examples of these items are in the Sorcerer Starting Equipment tables.

Sorcery for the Mundanes

Some campaigns can benefit from having any character learn a little bit of magic. If you feel so inclined, each character can spend money and maybe some experience points to learn a single Sorcery specialty, and one spell from the specialty: the character can then cast the spell if they have access to mana (again, mana-tar or high stats) provided they pass an Intelligence roll.

More spells can be learnt, but the character can at any point only have one single spell to cast, and before casting a different spell they know they need to spend some time refreshing it.

Sigils & Magic Item Creation

Orbit I has a panoply of spells with lasting effects: the caster spends a full turn tracing their sigil on a surface (e.g.: an item, person, surface), and the spell ends when the spell is cast again. This simple yet effective system allows a caster to have lasting, permanent magic effects, but not more than one per given spell.

Sigils are how Orbit I does permanent magic and magic item creation. The hard limit of one sigil per spell known makes item creation very impractical: for every magic item created, the creator loses the ability to cast the spell if they do not want the magic to come undone.

Taking this in stride, we can allow casters to have multiple sigils. But not for free: there should be some kind of drain. Traditionally what's needed is high level, physical resources and time to enchant, but it might also be rare components, special moments in time, and so on. If you give it a cost, to determine enchantment time, we suggest finding the number of days required by dividing the enchantment cost either by a flat amount (from 100 to 1000c per day) or by an amount depending on the enchanter stats (for example (level+Intelligence) x 10c per day). Ingredients can be also be required: for example monster parts like hearts of dragons, unicorn horns, phoenix down, and so on. For example, Seal of the Wonder-Worker King could cost 1000c per the maximum level of the the victim, or maybe the sigil can be engraved only on a baetylus or the flaks can be only made of meteoric metal, or forged personally by the caster during winter solstice.

As always, we heartily recommend Referees to revise, amend and line-veto anything as aggressively as necessary.

Comprehensive Spell List

Specialties from Orbit I are indicated with an asterisk. To randomly determine a spell roll $1d12$ for the specialty and then $1d8$ for the spell.

Diabolism *

- 1 Bind
- 2 Circle of Protection
- 3 Conjure
- 4 Covenant
- 5 Demonic Assassin
- 6 Gleam
- 7 Miasma
- 8 Petition

Elementalism *

- 1 Chariot of Air
- 2 Pyrokinesis
- 3 Rockspeech
- 4 Seduce Waters
- 5 Spell of Subterranean Gullets
- 6 Stormspeech
- 7 Trapped Lightning
- 8 Wind Barrier

Necromancy *

- 1 Death Ray
- 2 Lich-Craft
- 3 Life Channel
- 4 Occult Consultation
- 5 Poltergeist
- 6 Soul Harvest
- 7 Soul Transfer
- 8 Transmigration

Spiritualism *

- 1 Astral Projection
- 2 Conduit
- 3 Ethereal Boundary
- 4 Hekaphage
- 5 Plasmic Key
- 6 Reality Shift
- 7 Second Sight
- 8 Shroud

Psychomancy *

- 1 Bewitch
- 2 Comprehension
- 3 Dominate
- 4 Dread Manifestation
- 5 Dust of the Sandman
- 6 Fascinating Gaze
- 7 Obscurcation
- 8 Plasmic Manipulation

Translocation *

- 1 Fold Space
- 2 Living Gate
- 3 Mirror Road
- 4 Portal
- 5 Recall
- 6 Revisitation
- 7 Spatial Coincidence
- 8 Transmit Breath

Vivimancy*

- 1 Bloodlust
- 2 Genoplasm
- 3 Indolence
- 4 Quicken
- 5 Ravening
- 6 Serpent's Kiss
- 7 Totem
- 8 Vitalize

Apotropaism

- 1 Amulet of the Open Hand
- 2 Deliver from Malison
- 3 Heka-Mirror
- 4 Seal of Retribution
- 5 Seal of the W.W.King
- 6 Scapegoat
- 7 Writ of the Otherworld
- 8 Rite of the Seventh Day

Arachnomorphosis

- 1 Arachnid Aspect
- 2 Arachnid Allure
- 3 Call the Cluster
- 4 Silky Spinneret
- 5 Spidershape
- 6 Tarantella
- 7 Venomous Fang
- 8 Web

Physiurgy

- 1 Cure
- 2 Wilson's Orange Draining
- 3 Death Unto Life
- 4 Salvation
- 5 Milk & Honey
- 6 Salvific Apport
- 7 Aura of Renewal
- 8 Last Oath

Cunning Craft

- 1 Blackstaff
- 2 Bramble Burrows
- 3 Seven Steeped Stones
- 4 Geas
- 5 Tune of the Yondkind
- 6 Watchful Head
- 7 Witchmark
- 8 Wolf Witching

Rope Tricks

- 1 The Rope Trick
- 2 Tangle
- 3 Shuffle the Mortal Coil
- 4 Stupendous Strand
- 5 Length of a String
- 6 Rope is Always Handy
- 7 Ropebind
- 8 Cat's Cradle

Sorcerer Starting Equipment

During character generation let a player roll up to two random items on the tables corresponding to two of their starting spells.

Diabolism

- 1 strong incense and thurible, great to cover any smell, reduce visibility, pretend you are one of those "acceptable" cults
- 2 a black goat (lvl 2, armour as leather); tame but not quite domesticated, definitely santuine, whispers during new moon
- 3 a plague-doctor mask stuffed with potpourri, to resist miasma of the nigh soil, leprosy and perchance infernal variety
- 4 an iron flask, the stopper sealed with wax and a glyph, content unknown, impervious to scrying and demon magic
- 5 wax tablets, the wax hiding an additional diabolism spell, kept away from judgmental eyes
- 6 a capirote - of all the tools of the trade, in the eyes of civilization probably the most compromising of all

Elementalism

- 1 a dowsing rod, useful once a day to find water or lost items within a few hundred paces at the mere cost of one mana
- 2 six flasks of liquid fire, deal $1d6$ damage for two rounds, be careful as water does not put it nor wash it off
- 3 an kit for an oversized kite, useful to trap lightning or lift very light adventurers (and not so light in curiously strong winds)
- 4 a triplet of puppies, perfect to please curmudgeon chthonic spirits or at least placate their persistent crotchetiness
- 5 bottled bad northwest weather - when uncorked will spew out purely mingling weather, wind and horizontal rain for a while
- 6 an iridium pendulum, which in skilled hands can be empowered and swung for a turn to find cavities in rock within 60 feet

Necromancy

- 1 a bottle of cheap wine, a pouch of herbs, the cutest little goat (2 hits, no armour) and a nasty-looking sacrificial bronze knife
- 2 some nigredo; not only good for alchemy, but used as an ointment makes undead believe you are one of them
- 3 a crowbar, a rope, a hook, a shovel, a pickaxe, a big bag, a bucket, block and tackle - if you feel like asking, don't
- 4 sticks of chalk, actually a strong narcotic giving death-like sleep for 1d6 day, 10% chance that a save is required to not die
- 5 an unmatched lead earring, it slightly rattles when the wearer is close to undead with pernicious intent
- 6 a small reliquary pendant, holding a bone fragment of a once-famous traveler, saint or wise person, its civilization lost to time

Psychomancy

- 1 a wheel of Dreamy Blue, a grandiously smelly mouldy cheese, when eaten guarantees the wildest and most vivid dreams
- 2 a mirror mask, to avoid the piercing inquisitive gazes, like those of other practitioners of the Psychomancy discipline
- 3 a trepanation drill, to give relief from curses, malisons, demon possessions, charms and other causes of intracranial pressure
- 4 ascending poppy tea - take it together with someone and travel in a fantasy world made of your conjoined nightmares
- 5 an aluminium tiara, converts your maleficence to mind blasts, dealing only temporary damage to conscious beings
- 6 a pint of mana-tar - drain to gain one mana to be spent immediately. Save or your eyes will bleed for a while, or much worse.

Spiritualism

- 1 a faceless mask, wide-brimmed hat, fake beard and spectacles, to conceal identity from spirits and people alike
- 2 a ring and a wooden board bearing the 32 psychograms, if empowered great for having a chat with overly timid spirits
- 3 bags of salt, yellow chalk powder, rice, red string, and some gunpowder for making various protection circles
- 4 a silk cap and eye mask, for when you absolutely need those mythical eight hours of sleep a night everyone brags about
- 5 a bottle of rough spirits, full of drunken spirits of drunks, uncork to cause psychic havok and possibly societal collapse
- 6 bottled ectoplasm, if uncorked you can shape it to something human sized and make it move but careful as it evaporates

Translocation

- 1 a gyrocompass - if empowered spins for a day, wobbles near the Manifold Nexus and realigns loudly going though portals
- 2 an early manuscript of "Kefitzah Haderach - Incunabulum of the Uncanny Gates and Portals", most details probably wrong
- 3 a silver key, an item that weirdly opens many dimensional portals, probably due to the metal, probably due to the symbol
- 4 a sextant, compass, pendulum, tape ruler, time keeping candle, and set of amber bésicles to find manifold inconsistencies
- 5 dust of cobalt, burnt umber and ochre, enough to stop a closed portal from opening if the Continuum Sign is traced properly
- 6 goat-sized mirror made of uncannily polished metal, no glass, guaranteed by the whitesmith to be completely unbreakable

Vivimancy

- 1 a sealed jar of ur-kibble, a rotting mixture of meats and glands guaranteed to attract any predator up to 5 miles downwind
- 2 a big brave dog (lvl 2, armour as leather) - your best friend, will fight to death to defend you, and will love you forever
- 3 a portable still and a small bottle of distillate, enough to make someone extremely intoxicated and possibly very blind
- 4 a jar of creeping ooze, requiring weekly feeding, eats anything organic. It will creep and feed on anything organic if left open.
- 5 an odd egg - not sure of what, maybe if incubated by a toad will hatch a basilisk, maybe it's a geode and will hatch a dwarf
- 6 a snake-handling crook and a box containing a small viper (lvl 1, armour as leather, bite 1d2, save or die poisoned)

Apotropaism

- 1 a portable tabernacle - a many-layered, white cloth tent. It keeps out spiritual taint, but don't bring anything impure in!
- 2 a zither - apparently its music can soothe the feral beast, the snake, the hydra and sometimes even spirits
- 3 an eye-shaped amulet - when the wearer fails to resist against a spell, the amulet breaks and grants a second attempt to save.
- 4 a pound of holy salt, good to create barriers and circles to keep out slugs, angels, demons and other otherworldy creatures
- 5 white robes, a brass lamp, a bundle of candles, a hand mirror, a hand amulet, chalk and a goat for pretending to be legitimate.
- 6 an uplifting prayer book, to better the spiritual health of the faithful in need and your standing in the community

Arachnomorphism

- 1 a boxfull of tarantulas - when thrown or opened they will bite $1d6$ victims, which in turn need to save or dance the night away
- 2 two doses of antivenom, when second saving throw against poison is the only answer; side effects include spray vomiting
- 3 a spidersilk shirt, protects as leather but is as light, comfortable and stylish as the best silk shirt - very flammable
- 4 three vials of spider venom: neurotoxic (save of paralysys), cardiac (save or death), flesh-eating (save or lose a limb)
- 5 $50'$ of strengthened spider silk, elastic and hardy, tied to a tiny bell - good for pranks and many other uses
- 6 a small glowing spider in a vial, if fed enough mosquitos it will shine more and more

Physiurgy

- 1 a curetive geode: empower it once a day to heal $1d6$ hits caused by violent trauma, falls and simile.
- 2 a surgeon's bag - worry not if you lack surgical skills, it's hard to tell good surgeons and believable quacks apart
- 3 a black leather bag full of hazel nuts, sleeping with it in your clothes is uncomfortable but heals an extra $1d6$ hits
- 4 a flask of camphor oil, to get rid of lice, beetles, insects, kids and other kind of nuisances, also good for massages.
- 5 your granny's special ointment - six doses, heals $1d6$ damage of burns, frostbite, acid corrosion, and similar wounds.
- 6 two standard issue healing potions, healing $1d6+3$ damage each

Cunning Craft

- 1 a wolf (lvl 2, armour as leather) that took a liking to you, won't follow you in civilized lands but will surely catch up in the wild
- 2 a cold-wrought iron sickle, to harvest mistletoe and other herbs, guaranteed to wound faeries and people alike
- 3 a bottle of water of life, drinking some heals $1d6$ hits but causes intoxication and cantankerousness, save to avoid
- 4 a wooden ball bearing the witchmark of another sorcerer, kept in a bag, you managed to get it and they'll never take it away
- 5 a salmon-skin waistcoat, empower it to become a big salmon, but all your other equipment and clothing does not transform
- 6 a green potion, effective remedy against infertility, poison, paralysis, dry mouth and sleep

Rope Tricks

- 1 four 50'-feet ropes, a splicing kit, block and tackle, a lifting hook, a belaying device, a marlinspike and a boat hook
- 2 a fashionable, colourfully embroidered silken belt, actually about 50' long and capable of bearing seriously heavy loads
- 3 you have 20'-feet long hair, while you can style in them several fashions you usually weave them in two long braids
- 4 a 100' rope, twined around a few strands of incredibly flammable material, or gunpowder, do not set on fire
- 5 a lidded wicker basket with 50' of rope and a few deadly scorpions (they sting, save or die poisoned if rummaging in)
- 6 a 50' rope, if empowered it gains preternatural strength and the user can make it become rigid, keeping its shape

Apotropaism

Amulet of the Open Hand

The caster traces a hand on an item and completes it with their sigil to create a powerful amulet against malisons. When the bearer of the item fails a save against hostile magic, they can apply a bonus equal to 2+half of the caster's level: if the save is now passed, the spell expires. The talisman effect does not stack with other warding bonuses.

Deliver from Malison

The caster mixes oil and water in a shallow plate while pleading Fate, Chance and the Gods to deliver a victim from a curse or any negative spell. The victim can be a creature, object or area. If the caster level is at least equal to the level of the curse, the curse will be lifted only after the victim (or a postulant if the curse afflicts an item or place) performs a specific act determined by the Referee:

- 1: completes a pilgrimage
- 2: offers appropriate sacrifices, animals and valuables of at least 200c per victim level, often more.
- 3: makes appropriate amends

Heka-Mirror

The caster ensorcells a hand mirror, which proves to be of great defence against other spellcasters' pernicious malisons: anyone casting a noxious spell or maleficence while seeing their own image in the mirror will have the spell flung back at them. Holding the mirror correctly does not impede magic but requires a hand and minimum of effort: the caster can change the reflected subject as they do other actions.

The mirror reflects only some spells, and the referee should roll $1d6 + \text{caster level}$ to determine the total amount of caster levels worth of spells reflected: e.g.: a level 4 caster rolls a 3, so can reflect 7 spells by level 1 casters, 1 spell by a level 7 caster, or any sum of spells whose caster levels total 7.

Woe to those trying to fling back a spell already reflected by another Heka-Mirror, as the practice is world-rending:

- Oftentimes those reckless daredevils simply vanish, whisked away in another reality, possibly never seen again
- Sometimes they die, together with anyone close by, from the exploding mirror ($1d6$ per caster level, save to halve)
- Othertimes they only wish they did (roll Catastrophes until satisfied, or enact other terrible consequence).

Seal of Retribution

This Seal, inscribed on a location or threshold, protects it and strikes with retribution anyone foolish enough to violate it. The caster places their sigil into the intricate seal to protect the area making it impassable: destroying the barrier unleashes a final, tremendous retributive strike.

The Seal stops any being from passing, forming a visible, opalescent barrier. When destroyed, for example by dealing it a total of damage equal to half of the caster's hits, it deals $1d6$ damage per caster level to anyone in the area, save to halve.

The caster during the inscription can subtly customize the seal in the following ways:

- Specify a covenant, cult or alliance and limiting the effect either only to the group or to anyone but those part of it.
- Specify the kind of magical energy unleashed: often it's the same as the caster's maleficence, but it can be fire, cold, lightning or more: for example mere sunlight, harmful only to undead, or a specific spell (pending Referee authorization).
- Specify that the retributive strike immediately discharges as soon as the seal and barrier are touched or trespassed, or when the Seal is read (this usually puts the reader in the blast).

Any spellcaster can identify a Seal of with a mere look without reading it, and those adept in the art of traps can do the same if their skill is not found wanting.

Seal of the Wonder-Worker King

Many are the tales of the Wonder-Worker King, and how they bound thousands of devils, genies and angels, to free them only after they complied with the King's requests. The King's greatest legacy is the creation of a seal to bind an otherworldy creature into a metallic vessel. The caster inscribes the sigil on an vessel, then circumscribes it by the Seal of the Wonder-Worker King.

Holding the vessel, the caster can bind an extraplanar being into the item: a save applies. In case of success the container is simply not fit for that specific creature, but can be used for others.

Once a victim is bound, they can parlay with the caster the terms of their freedom: usually a service to be carried out is enough, but more complicated agreements are common.

Once the victim is let out of the container nothing binds them but the vengeance of the caster and the knowledge that the caster can try to entrap the traitor back in the vessel, trying again and again each combat round until they are trapped again. Vessels containing unruly traitors are often tossed off ships, often fished by sailors in remote lands.

Scapegoat

The last-ditch measure against spells is to have them fall on a preordained, sacrificial victim, like the proverbial goat. The caster must first trace the sigil on the spell subject and on a scapegoat, a victim animal at least as big as a goat (not a pigmy goat).

Afterwards, if the scapegoat and the subject are close by, the first harmful magic affecting the subject will be directed at the scapegoat instead.

Writ of the Otherworld

The caster invokes one of the ancient pacts and writs enforced by Otherworldly Principalities on their subjects: there are many, and the caster must chose their utterance to victimize Demons, Spirits or Undead in the caster's location.

Roll $1d6$ per caster level to determine the power of the writ: while the spell lasts, whenever a victim's hits are equal or less to the power, the victim is forced to flee the area. If the power is more than twice the maximum hits of the victim, the caster can decide whether they are utterly destroyed or bound to perpetually and faithfully serve the caster, even should they leave the area.

The Rite of the Seventh Day

It's common knowledge to those versed in the antediluvian Apoptropaic rites that each Seventh Day harbors ill luck, corruption and impurity, therefore it should be spent in a safe place doing as little as possible. One of the few safe acts in those days is to officiate the Rite of the Seventh Day, or, should one not be able to officiate it, have a brief walk to a place where one such ritual is officiated.

The Rite takes one hour, and all of those who attend gain a +1 to their first save in the coming week. The caster can grant a special weeklong blessing to one creature per level, chosen by the Referee from the following:

- Reroll one save in the next week
- Narrowly avoid one dangerous encounter
- Luckily escape one accident
- Gain some light solace from one's afflictions

Arachnomorphism

Arachnid Aspect

The caster traces their sigil on a subject, then lets a spider bite the sigil. Should the victim survive without the aid of remedies, as their body changes to become more spidery they take on an aspect or ability of the same spider. E.g: if a venomous bite is gained, the subject mouth gains chelicerae, which are lost only when the spell expires. Other abilities might be:

- Springing great leaps
- Wall climbing
- Web spinning
- Camouflage

Arachnid Allure

The caster may charm up to 1HD per caster level of spiders, the victims enthralled with no save. The caster also gains the ability to engage in limited communication and whilst the spiders cannot be commanded, they will be positively disposed to assist the caster.

Call the Cluster

The caster summons a cluster of small spiders (as the monster Insect Swarm) and can direct its actions. Extra swarms may be summoned from further afield by concentrating for a turn per extra swarm, up to one swarm per three levels.

Silky Spinneret

The caster grows spinnerets capable of ejecting a rope like strand of spider web. The web strand can be used to:

Lasso and entangle a nearby opponent unless they make a saving throw versus breath weapon

Attach to a surface such as a roof or rock outcropping and raise or lower the caster from that point

Envelope an object or still victim in a tight cocoon

Spidershape

The caster takes the form of a spider of any size or variety up to a giant spider, including all its natural abilities. The caster retains their current hit points, attack rolls and saving throws but cannot use any abilities requiring human form such as spell casting.

Tarantella

The caster dances frenetically as if effected by the venom of the Tarantella spider. Anyone viewing the dance must save or dance until the spell ends. Dancing victims have a penalty of -4 to hit, and attackers gain +4 to hit the dancers.

Venomous Fangs

The caster grows chelicerae ending in fangs to either side of their mouth, which can be used to deliver venom with a successful attack. Opponents injected with this venom suffer $1d6$ poison damage and must save or suffer one of these effects, determined at random.

- 1) instant death
- 2) no apparent effect then sudden death in $1d6$ turns
- 3) paralysis
- 4) sleep
- 5) uncontrollable movements
- 6) mystic hallucinations

Web

Fills a small locale with thick sticky webbing, entangling any creature caught within it, or who try to pass through the space.

Spiders and the caster may freely climb on and pass through the webbed space, and big creatures can break through with a small amount of effort.

Physiurgy

Cure

The caster lays hands on a creature nearby to miraculously cure their wounds. The subject is healed of $1d6$ hits +1 hits per level. If the caster passes a Save or a Healing check, the subject is also cured of a single disease.

Aura of Renewal

The caster can sit and chant for up to 1 hour/level. Should the caster move or stop chanting, the spell ends. Characters resting within 20' of the caster are immune to the effects of disease or poison and can, every hour, either regain $1d6$ hits or save to be fully healed of a single affliction of disease, poison, blindness, et cetera.

Death Unto Life

The caster brings back to life a corpse: a body missing parts will be brought to life missing those parts, miraculously alive should they miss vital organs. The departed is brought back to life at 1 hit, level zero and bedridden until they rest the the same amount of time they spent beyond the veil. Thereafter will recover 1 level per week, up to the level they were before dying. Should they accrue experience during recovery, it does not apply until the recovery is complete.

After casting this spell the caster is profoundly enervated and must save twice. If the first save fails the caster falls into a coma for $1d6$ days. If the second fails the caster can't cast spells for a week. If both fail the caster dies.

Salvation

The touched target automatically passes the next poison, disease, petrification, paralysis, mind-affliction et similia save they would otherwise roll this turn.

Milk & Honey

The caster brews up a mix of milk and honey (and other things) which, if immediately drunk, puts the drinker to sleep for $3d6$ hours. All attempts to awake the drinker will be fruitless, but they will wake up fully healed, at maximum hits.

Salvific Apport

The caster's hands exude some apport, a balsamic white goo. The apport will evaporate within a turn, but until then it can be used to spread on wounds - healing $3d6$ hits - or simply swallowed to immediately cure poison.

Last Oath

The caster opens life conduits from their close allies as they swear an oath of duty. All allies within 10', but not the caster, are healed of $1d6$ hits +1 per 2 caster levels. The caster though takes 3 temporary damage for every ally healed this way.

Wilson's Orange Draining

The caster shoots a lurid orange conduit from their open hand. If it hits, it deals $1d6$ hits to the target and the caster is healed of the same amount and the spell ends. If it misses, the caster can retry the following round, up to 6 attempts in total.

Cunning Craft

Blackstaff

The caster places their sigil on a staff or cudgel, traditionally taken from a sloe. The staff grants a hit chance equal to that of a fighter of the caster level, and can grievously wound enchanted being: roll damage twice and take the best result.

Bramble Burrows

The spell digs a burrow under gramble or other undergrowth, and despite the bareness it is a safe and warm refuge. The entrance is privy only to the caster's eyes, but they can guide in up to 1 person per caster level. A back exit leads $1d6$ miles in the direction of the caster's choice: the caster does not know exactly where, but the exit must be hidden by vegetation. The burrow starts to collapse after 1 day or when the caster leaves it.

Seven Steeped Stones

The caster places their sigil on a seven stones, then cooks them well in abundant milk. They can each be used once to either heal a creature of 1 point of damage or flung as magic sling stone.

As an alternative the caster can carefully keep on cooking the milk with the stones for a day to produce a brew that grants an extra save against disease or curse.

Geas

The caster ensorcells a victim with a geas, a terrible malison enforcing an inescapable command. The command can be to do a long or difficult task, like "kill Razor the Monk" or "complete the sevenfold pilgrimage" or "bring me the Globe of the Wonder-Working King from the hoard of the Caliph Vathek" or "go away". The victim can save to resist, but they fail the caster's sigil will instantly appear on them (making this a very quick sigil spell to cast, while keeping in with the one-sigil-per-spell limit): from then any day that is not spent fulfilling the geas will give to the victim one of the following megrims:

- 1) Loss of a level
- 2) Loss of $1d6$ stat points
- 3) An incurable, evident disease: leprosy, gout, pox, porphyria, deep melancholia, etc
- 4) Loss of pleasure (e.g.: all foods taste like ashes, all drinks like vinegar, not enjoy music or friends)
- 5) Loss of means (e.g.: money loss, business lost, property damaged, all caused by random non-malicious events)
- 6) One of their close relatives or friends suffer a random megrim.

For any day that the victim works toward fulfilling the geas, one of these accrued megrims will resolve as if it never were there.

A side effect of the geas is that the victim is empowered by the geas: depending on the Referee they gain some power, like seeing in the dark, breathe water, or something more akin to a spell effect.

At any point the geas must be doable, even if it is way above the means and possibility of the victim: should it become impossible (following the examples above: if Razor should die in other ways, or one of the Seven Shrines be destroyed, or the Orb suddenly explode and release the 1001 demons bound inside). Should the victim or the caster die, and perchance even brought back from beyond the pale, or turned to unlife, the geas remains in effect. This spell cannot be cast more than once per moon.

Tune of the Yondkind

The caster hums a timeless tune, so that many beings borne on a different dimension within earshot from the caster resonate in the specific harmony of their original sphere.

The tune is structured in many movements. The melody in the first movement melody shifts between different pitches, composed so that as many spheres of existence as possible can be probed in a handful of seconds. This is enough to notice the presence of the beings and their origin, but not precisely their location. Each of the other movements is structured around the harmony of a specific single sphere, making creatures from that sphere identifiable by ear alone.

Watchful Head

The caster awakens the disembodied head of one of their enemies killed in combat by tracing their sigil on it while whispering it its ears awful menaces. The head will be watchful and report what it sees and hears when interrogated by the caster, but has scarce recollections of its previous life. It will recognize people, and shout out an alarm if the enemies of the caster appear.

Witchmark

The caster places the Witchmark on a threshold or a spherical object, vexing all casters, then completes it with their own sigil to be immune from its effects.

The mark makes the threshold both impervious and unpassable to other casters, while the sphere will be coveted by other nearby casters that happens to give it a mere glance. Victims can try to avoid the threshold effect saving once, but must save every round to escape the sphere enthrallment.

Wolf Witching

The Wolf Witching is a powerful curse to have on one's home. The caster must fashion a fetish out of wolf fur, deer blood and rabbit guts, trace their sigil on it, and then incorporate some hair or blood of the victim. The spell becomes effective once the fetish is left, possibly hidden or buried, in the victim's home: and soon wolves will start to roam the area. A lone wolf the first day, two the second day and so on, until the total number of wolves attracted is equal to the caster level. The wolves are not automatically aggressive but have no tolerance for shenanigans.

Rope Tricks

The Rope Trick

You must have seen magicians throw a rope upwards, only to have the rope become rigid, and then see them climb the rope, seemingly attached nowhere.

Well, the rope is attached somewhere. Somewhere in this case is a nook between dimensions: up to 1 person for caster level can climb up and sit comfortably, twice as much if a lot of discomfort can be tolerated. After the caster enters the nook, the spell does not end until the caster leaves. The caster can also pull the rope in the nook.

Tangle

A tangle of ropes can be put in a location, and they will impede the passage of any creature up to the size of an elephant, halving the maximum speed of any trespasser and making charges and spellcasting impossible.

Shuffle the Mortal Coils

Ropes are animated and can be commanded to attack and squeeze the caster's enemies. A rope per level is affected: the rope fights and has hits as a level 1 monster, light armour, and upon hitting either pins the victim or deals 1d8 damage.

Each rope has a 5% chance per caster level of being a deadly rope, and when constricting the victim must save or die.

The spell can be reversed and make real snakes into ropes, splicing them together if needed, permanently.

Stupendous Strand

The caster can animate a touching rope and give it commands. The rope, when held, can be completely controlled in its motion and can be made incredibly rigid and impervious to damage. In combat can trip/disarm/whip as a magic whip, but the caster can command it to pull levers, stir soup, coil it up, tie up and so on.

The Length of a String

For a turn the caster can extend or reduce the rope up to 100 yards per level. It's not stretched nor elastic, the spell simply makes the rope longer (and shorter) as needed, and only when wanted. If still elongated at the end of the spell, the rope unravels into long, impossibly narrow and very weak fibres.

Rope is Always Handy

The caster can tie a rope around their waist, and make it act as a third, mind-controlled yet semi-sentient, fully capable hand. The rope can wield a light weapon and make an extra attack in combat.

Ropebind

The caster commands a rope to tie up to a creature per caster level. The victims must be within rope range, and can avoid being totally tied up if they manage to save against the spell.

Cat's Cradle

The caster does some complicated figure-work with a rope, in a complicated yet silent spell cast over many rounds.

In the first round, the caster makes an opening, which has no effect.

Every following round the caster can elaborate the figure and either unleash the figure's power or hold it to elaborate it into a different figure next round.

The caster learns the spell knowing one opening plus 2 figures per level (which can be openings).

Here is a list with some of the possible figures: from a figure it's possible to make figures tabbed within it; so from cradle, mattress, then candles, then either saw (which is terminal, and must be unleashed) or diamonds, then cat's eye, etc.

Opening A: opening, no power

Open the Gate: unlocks and opens a door within 10'.

Find the Owl: Detect Avian, 200 yards radius

Dugout Canoe: the rope becomes a dugout canoe.

Crab: the rope become a cranky crab: heavy armoured, same level as the caster per caster level, attacks with two claws for 1d6 each. While hostile to the caster's enemies, its not friendly to the caster either.

Path to the Well: as the Find Water spell.

Opening B: opening, no power

Fire Drill: seats a nearby thing on fire. Even people.

What Will You Do?: everyone but the caster seeing the trick must save or be confused for 1d3 rounds

Cradle: opening, no power

Mattress: up to 1 level of creatures per caster level must save or falls asleep.

Candles: the rope shines bright light for 1 hour

Manger: the rope becomes a meal for a person per caster level

Saw: a object or being of wood within 30' is cut in twain.

Diamonds: the rope looks and feels as if it's made of pure gold strands.

Cat's Eye: the caster can see in near-darkness as if it was in full daylight

Fish in a Dish: if offering some food to someone, the reaction is automatically improved by 1 step (similar to Bewitch).

Hand Drum: terrifying noises make all enemies of lower level than the caster flee if they fail a save.

Lucky Tea Kettle: it enchant a kettle of warm brew, enough for one person per caster level; if immediately drank, the drinker can reroll a die in the next hour.

Index: opening, no power

Fish: the rope become a fish friendly to the caster with medium armour, same level as the caster, and of proportionate size. It can be ridden by a human for each level over 2.

Pig: like Fish, but a pig.

Frog: like Fish, but a frog.

Dazzle: everyone within 20' must save or stare at the dazzling rope. Bedazzled victims are freed when shaken or attacked

colophon

*This book is the result of a personal need: to have completely non-canonical *W&W* spells at my table. I very much dislike the gap between clerical and wizardry magic in fantasy games, and feel that the old school designspace is kind often stuck in bizarre spaces for the wrong reasons.*

I decided that the best way forward was to break the barrier between the domains of MUs and clerics, so I started putting together a healing discipline for sorcerers, and playtest showed it was not bad. Then I added apotropaic magic, also mostly clerical, by designing new protection spells inspired by real world magic traditions. The Cunning Craft came next, as I looked to Scotland and Celtic stories to flesh out its repertoire of malisons and beneficial spells.

I rolles a sorceress, Luisona, and played it in my friend Gary's campaign (thanks Gary, this booklet would not have happened without you), and she started with only apotropaism and cunning craft, then physiurgy, then rope tricks. By eating my own dogfood, having fun and finding out I was not breaking the game, I was satisfied with this brave new world of sorcerers binding spirits and healing their mates: she has yet to cast any spell outwith this slim booklet, and she's fine.

Lloyd provided the Arachnomorphosis spells, and Luka and Eric helped completing the starting items.

Laid out in Scribus, using Igino Marini's Fell Types.

—Paolo - Glasgow, Scotland, Spring 2017