

Battle

戦

CUNNING PARRY

Duration 1 minute

You impose 1 bane on the attack rolls of creatures you can see that attack you.

Triggered When a creature you can see uses a weapon to get a success on an attack roll against you, you can use a triggered action to cast this spell. You turn the success into a failure, and the spell ends.

GLORIOUS 11

UTILITY 1

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Battle

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AWESOME STRIKE

As part of casting this spell, make an attack with a weapon. You make the attack roll with 1 boon, and you can use Intellect instead of the attack's normal attribute. On a success, the target takes 2d6 extra damage, flies 2d6 yards away from you, and lands prone at the end of this movement.

GLORIOUS 11

ATTACK 2

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HARNESS MADNESS

Triggered You can use a triggered action on your turn to cast this spell. As part of casting this spell, make an attack with a weapon. You make the attack with 1 boon, and you can use Intellect instead of the attack's normal attribute.

After the attack, you gain an amount of Insanity equal to $2d6 + \text{your Power}$. If the Insanity would cause you to go mad, you suffer battle madness (*Shadow*, page 118), you make attack rolls with 1 boon, your weapon attacks deal $1d6$ extra damage, and you gain a +5 bonus to Health until the madness ends.

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COMBAT MOMENTUM

Duration 1 minute

As part of casting this spell, make an attack with a weapon. You make the attack roll with 2 boons, and you can use Intellect instead of the attack's normal attribute. For the duration, whenever you get a success on an attack roll, the spell grants you 1 additional boon on attack rolls until the spell ends.

GLORIOUS 12

UTILITY 4

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LAUGHTER OF THE DARK GODS

Target You and each creature within medium range that can hear you

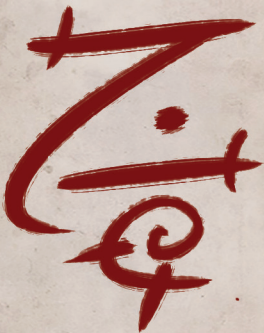
Gain 1d3 Insanity as you throw your head back and howl with mad laughter. Then, each target makes an attack with a melee weapon against a randomly determined creature. If a target has no creature to attack, the target instead gains 1d3 Insanity.

GLORIOUS 12

ATTACK 5

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cürse



KNOW THY DOOM

Target One creature within short range that can hear you

You pronounce the target's doom. Make an Intellect attack roll against the target's Will. On a success, the target becomes cursed until you complete a rest or you use an action to lift the curse. While cursed in this way, whenever the target gets a failure on an attack roll or a challenge roll, it grants 1 boon on the attack rolls of any creatures attacking it for 1 round.

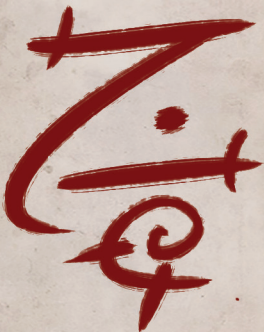
Once the curse is lifted, the target has no recollection of its doom.

GLORIOUS 12

ATTACK 1

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cürse



BLOODLUST

Target One creature within medium range

Feelings of intense anger build inside the target. Make an Intellect attack roll against the target's Will. On a success, the target becomes cursed for 1 hour or until you use an action to lift the curse. While cursed in this way, the target must use an action each round either to attack with a weapon or to charge if no target is within its reach or range. The target makes the attack roll with 1 bane but deals 1d6 extra damage. The curse prevents the target creature from choosing the targets of its attacks. It must always attack the creature closest to it, determining its target randomly if faced with two or more possible targets.

GLORIOUS 12

ATTACK 3

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divination



BLOODY REVELATION

Requirement You must have an edged weapon.

Target One defenseless and living creature you can reach

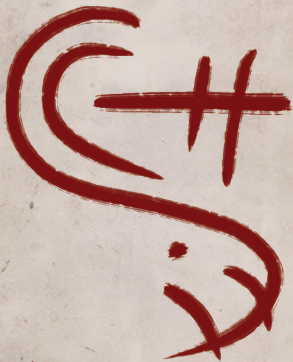
Describe one event that will occur at some point within the next week to the target, such as when the dragon will awake and attack or when the armies of trolls will descend from the Dragon Fangs. You kill the target and pull out its guts to discover the answers in the viscera. If you concentrate on the guts for 1 minute, and you speak in a language the target knows, you can ask the GM up to three questions about the described event. Each question must be answerable by yes or no, and the GM must answer the question truthfully. If the question is not phrased properly or the GM simply doesn't know, the question produces a negative answer and counts against the number of questions asked.

Sacrifice You can expend a casting of this spell to cast a rank 2 or lower spell you have learned from the Divination tradition.

GLORIOUS 12

UTILITY 2

forbidden



WELLSPRING OF EITR

Target A point on the ground within short range

Thick golden fluid oozes up from the point of origin to spread out into a pool with a radius of 3 yards that dissipates at the end of the round. The fluid immediately bubbles as one or more creatures pull free from it. Roll 3d6 and consult the following table to see what comes forth.

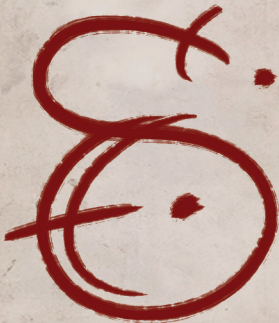
3d6	Monsters Spawned
3	1 large monster
4-5	1d3 medium monsters
6-8	1d6 small monsters
9-12	2d6 tiny monsters
13-15	1d6 medium monsters
16-17	1d3 large monsters
18	1 huge monster

A monster that emerges from the pool remains until destroyed and can act immediately, usually doing so to attack the creature nearest to it, including other monsters created by this spell. As well, each monster makes attack rolls with 1 boon, and its attacks deal 1d6 extra damage.

GLORIOUS 12

UTILITY 3

primal



CALL WINGED STEEDS

Area A circle on the ground with a radius of 10 yards centered on a point within short range

Duration 8 hours; see the effect

One minute after you cast the spell, six **winged horses** (*Glorious*, page 24) appear in the area standing on the ground. They remain in existence for the duration or until they become incapacitated, at which point they disappear. A winged horse becomes compelled by anyone riding it for as long as it is ridden.

GLORIOUS 12

UTILITY 5

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rüne

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RUNE OF IMPACT

Target One weapon you can reach

Duration 1 minute

You inscribe a gleaming rune on the target that remains for the duration. Whenever a creature attacks with the target weapon and the total of the attack roll is 20 or higher and exceeds the target number by at least 5, the attack deals 1d6 extra damage.

GLORIOUS 13

UTILITY 1

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RUNE OF PENETRATION

Target One weapon you can reach

Duration 1 minute

You inscribe a gleaming rune on the target that remains for the duration. The rune grants 2 boons on attack rolls made using the target weapon against creatures wearing armor.

GLORIOUS 13

UTILITY 1

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RUNE OF ICE

Target One weapon you can reach

Duration 1 hour

You touch the target. If you concentrate on the target for 1 minute, during which time you trace the rune of ice on it, the rune appears in a flash of white light and remains for the duration. Until the rune disappears, the air around the target becomes freezing cold, and attacks with the target weapon deal 1d6 extra damage. As well, when a creature attacks with the target weapon and the total of the roll is 20 or higher and exceeds the target number by 5 or more, the target of the attack must get a success on a Strength challenge roll or become immobilized for 1 minute.

GLORIOUS 13

UTILITY 2

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RUNE OF VITALITY

Target One living creature you can reach

Duration 1 hour

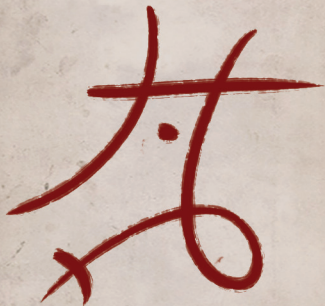
You touch the target and cause a shimmering rune to appear on the area you touched. For the duration, whenever the target is injured at the end of the round, it heals damage equal to half its healing rate.

GLORIOUS 13

UTILITY 4

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spiritualism



CALL EINHERJAR

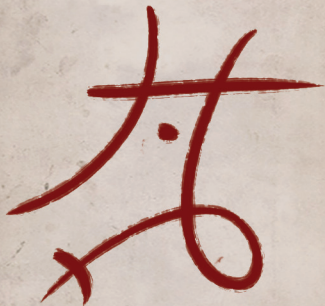
Requirement You must be holding a horn worth at least 1 gc.

Area A cone of space, up to 10 yards long, originating from a point you can reach

Duration 1 minute

You sound the horn, and $1d3 + 1$ **einherjar** (*Glorious*, page 35) appear in open spaces you choose inside the area. The einherjar are friendly to you and can take their turns immediately and whenever you take a turn. When the spell ends, the einherjar vanish.

spiritualism



CALL GREAT RAVEN

Area A cube of space, 12 yards on a side, originating from a point within long range

Duration 4 hours

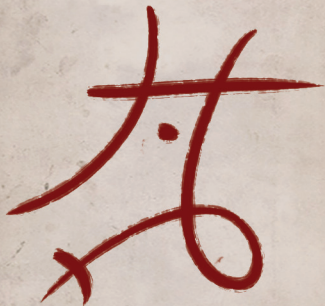
At the end of the round in which you cast this spell, a great raven (as a **roc**, see *Demon Lord's Companion*) appears in the area. When the great raven appears, you can make a Will attack roll against its Will. The great raven becomes compelled for the duration on a success, and might become hostile to you on a failure.

GLORIOUS 13

UTILITY 6

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spiritualism



SPIRIT WARRIOR

Target One creature within short range that you can see

Duration 1 minute

A ghostly warrior appears near and moves into the target, where it remains for the duration. Until the spell ends, the spirit grants the target 1 boon on attack rolls made using weapons, and such attacks deal 1d6 extra damage. As well, the target cannot be frightened.

GLORIOUS 13

UTILITY 2

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water



ICE CAGE

Target One Size 1 or smaller creature within medium range

Duration 1 minute; see the effect

A cage of ice forms around the target's space and lasts for the duration or until destroyed. The cage has Defense 5, Health 20, and takes double damage from fire. Make a Will attack roll against the target's Agility. On a success, you trap the target inside the cage. On a failure, the target moves 1 yard in a direction of its choice. At the end of each round the cage remains, each creature within 1 yard of the cage must get a success on a Strength challenge roll or take 1d6 damage from the freezing cold emanating from the cage.

water



ICE SHARDS

Duration 1 hour or until the last shard is expended; see the effect

Five gleaming shards of ice appear in the air around you and remain for the duration. If you take damage from fire, the spell ends. When you cast the spell and as an action or a triggered action on your turn, you launch one shard at a creature or an object within short range. Each time, make a Will attack roll with 1 boon against the target's Agility. On a success, the shard hits, and the target takes 3d6 damage.

Attack Roll 20+ The target takes 1d6 extra damage.