

SPELL BOOKS

Each mage ventures out for their own reasons, and few return. Those that do sometimes recover strange collections of arcane knowledge or esoteric wisdom. This supplement for **TWO HAND PATH** adds 10 cutout spell book cards for players to discover and unlock through play. Each spell book features new blessings, auras and alternative spells.

DISCOVERY

A player discovers spell books by meeting the discovery parameters described on each card. The more you play, the more spell books you will find! Once a spell book is discovered, it is available to that player for all future runs, even if their mage retires or falls. However, only one may be in use at a time.

UNLOCKING

Once a spell book is discovered, it's time to unlock its secrets! Select a discovered spell book for your mage to utilize on their run. Each features various achievements necessary for true understanding of the tome to be revealed. Once your mage has completed all the achievements, the spell book is permanently unlocked. A mage in possession of an unlocked spell book gains access to new spells, blessings and alternative auras.

When you unlock a spell book for the first time, fold the card in half like a tiny book and draw a magical symbol on the cover which represents the secrets contained within (just like a tattoo!). This also helps you track which spell books have been discovered and unlocked.

ALTERNATIVE AURAS

Some spell books feature unique auras. Unlike the other blessings, a mage does not have immediate access to these alternative auras when they begin a run. When you roll greater treasure and receive an aura result you may instead choose the alternative aura from your current spell book. You choose the form the aura takes when you select it, drawing it onto your character sheet as usual.

THANKS!

Big magical thanks goes out to Mikey Hamm for making such a cool game and letting me help, the whole Wilkies Discord especially the Lab and Jam channels and Michael, DMRawlings, RC, Valn99 whose ideas I directly incorporated. Please direct feedback to Nevyn87 on Discord or Itch.

ACOLYTE'S TOME

Actually more like a banned, illegally manufactured and circulated zine than a "tome". Based on the charred corners and stained cover, this one appears to be a gently used new edition.

DISCOVERY

Download, print and cutout this supplement. This is your first spell book!

- ☐ Play one practice round, for practice
- ☐ Draw Forth.. roll all your dice
- ☐ Shape.. reroll if needed
- ☐ Unleash! Make the best spell you can
- ☐ No HP or Time loss this time
- ☐ Say "Thank you Mr. Wilkie" loudly
- 6** This tome's secrets are revealed to you!
Draw a magical symbol on the cover



PARTING GIFT

Ok so "gift" is also a strong word.. you stole it. But your mission is important and its not like they were using it!

At the very start of your run make a greater treasure roll (2d12) and choose.



AURA OF PROTECTION

At the start of each dungeon and anytime you surge, gain 1d4 additional HP (as you would with a scar).

Each time you clear a dungeon on this run increase the dice one step.

FALLEN MAGE'S JOURNAL

A worn leather book, filled with scrawlings, clues and odd scraps. They were really on to something here.. but possibly driven mad by it? Maybe we're all mad. Doesn't matter, keep going.

DISCOVERY

Receive a result of 20 on a mystery room roll, encountering the dead mage.

- ☐ Cast two 2-Sets in one round
- ☐ Cast a 3-Set without taking damage
- ☐ Successfully cast a 4-Braid
- ☐ Cast a spell with a total of 20+
- ☐ Clear a room on the first round
- ☐ Fully clear any dungeon
- 6** This tome's secrets are revealed to you!
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LUCKY CHARM

The ribbon bookmark of this journal features a small charm, looks like you could wear it? Draw a special bracelet with a single large bead or charm. When you make a treasure roll, you may re-roll one result.



ARCANE AURA

Your arcane armor can absorb a single round of damage. Each time it shatters, you feel as if the fallen mage is somehow near.. If you cast a 5-Braid, 5-Set, or 5-Row the aura is recharged.

ARCANA OBSCURA

Ancient looking and ornately bound, it could nearly be described as pristine if not for the large menacing slash marks across the cover. It contains complex script, which may take some time to translate.

DISCOVERY

Make it to The Cargo Ship and defeat Eyeless.

- ☐ Successfully cast any two sets
 - ☐ Cast a 3-Set without taking damage
 - ☐ Cast any braid on a first round
 - ☐ Cast a spell with a total of 30+
 - ☐ Clear a room on the first round
 - ☐ Surge, then fully clear any dungeon
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PREPARED SPELL

Play a practice round before each dungeon. Draw tiny scrolls or arcane symbols to record any cast spells.

Destroy a scroll or symbol to unleash it.



CHRONOMANCY

A complex and powerful spell that few have mastered. Cast a 5 Braid to briefly reverse the flow of time. +3 time and do not mark HP or time loss this round.

LUNAR CHRONICLE

Covered by thick black fur, with carved antler and bear claws depicting cycles of the moon. On particularly useful chapters, owl feathers have been placed as markers. It does not smell great..

DISCOVERY

Reach the Bridge of the Cargo Ship, defeat Sixtus and Caligula

- ☐ Cast two Total or Total+ spells
 - ☐ Successfully cast a Braid and a Set
 - ☐ Successfully cast a 5-Braid
 - ☐ Cast a spell with a total of 30+
 - ☐ Roll a 20 and use it to cast a spell
 - ☐ Surge, then fully clear any dungeon
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MYTHIC HEART

Once per dungeon, you may shapeshift into a mythical beast, similar to a surge:

- Add a d20 to your draw forth rolls
- Each round HP loss is reduce by 1
- When the surge would normally kill you, instead lose the d20 and draw a beast mark



AURA OF ARTEMIS

You gain the keen wisdom of the great huntress. At the start of each dungeon mark 3 rooms of your choice. Cross out a mark to gain a reroll. When you roll a 20, add another mark.

FIRE BENDING SCROLL

Hand painted figures and bright symbols decorate this thankfully fire resistant parchment. Breathing techniques, stances and forms are clearly displayed, but mastering them comes with risk..

DISCOVERY

Defeat Apollyon and successfully clear the Subway

- ☐ Cast two 2-Sets in one round
 - ☐ Cast a 4-Set without taking damage
 - ☐ Successfully cast a 4-Braid
 - ☐ Cast a spell with a total of 35+
 - ☐ Clear a room on the first round
 - ☐ Surge, then fully clear any dungeon
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MASTER OF FIRE

When you draw forth but before you shape, any dice results of maximum value grant an optional reroll of the next largest dice. Any dice results of minimal value grant an optional reroll of the next smallest dice.



RADIANCE AURA

You are protected by the wisdom of inner fire. For each 7 result spent on a spell, reduce HP loss that round by 1.

DELVER'S MANUSCRIPT

A very handy leather map case unfurls into a fully equipped cartography kit. The page shifts to display dungeon layout, survival notes, corpse loot locations, and shortcuts. For those who like to plan ahead.

DISCOVERY

Find the Secret Room and Hidden Supply Cache in the same run

- ☐ Cast two 2-Sets in one round
 - ☐ Cast a 4-Set without taking damage
 - ☐ Successfully cast a 4-Braid
 - ☐ Cast two Total 15+ spells
 - ☐ Complete two bracelets
 - ☐ Clear a dungeon without surging
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SECRET TUNNEL

At the start of each dungeon mark "S" passage symbols on two rooms. When you use this passage the first time, roll Lesser Treasure and gain 1d4 time.



PATHFINDER

At the start of each dungeon roll all mystery rooms and mark them on the dungeon map. For each completed bracelet you posses, you may reroll a mystery room result.

ALCHEMIST'S COOKBOOK

A hodgepodge compilation by many individuals over several generations. Filled with strange recipes, cooking methods, and foraging techniques.. all involving rare and gross ingredients.

DISCOVERY

Blow yourself up and die while surging.

- ☐ Cast two 2-Sets in one round
- ☐ Cast a 3-Set without taking damage
- ☐ Successfully cast a 4-Braid
- ☐ Cast a spell with a total of 30+
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BUBBLING BREW

After you unleash, you may harvest ingredients by placing a single unspent dice in your cauldron (this card) to simmer. It retains its value and can be returned to your spell dice at any time.



MAGICAL SPATULA

Each round you may flip one dice, changing the result to the face down value instead. You may not examine the dice before choosing to flip!

THE BOOK OF ROT

A worn leather tome, filled with scrawlings, clues and odd scraps. They were really on to something here.. but possibly driven mad by it? Maybe we're all mad. Doesn't matter, keep going.

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LUCKY CHARM

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MAGE ARMOR

Once per dungeon, you may mark the icon above instead of taking damage. Each time it shatters, you feel as if the fallen mage is somehow near.

WAY OF THE INKED MONK

You do not find the way, the way finds you. The way gets under your skin and becomes you. The way is marked in boiled blood and charred ash. The way is pain and suffering and redemption.

DISCOVERY

Beat the game using any other spell book.

This spell book works differently than the others. At the start of a new run you may choose to follow The Way. This makes several alterations to the game, offering a new mode of play.

You must attempt all *alternative* and *optional* targets when following the Way.

6 Once discovered, draw a magical symbol on the cover to unlock



REDEMPTION

When you would make a treasure roll, instead roll the same dice to gain HP

Lesser Treasure: +1d6 HP

Greater treasure: Roll 2d12, choose



SUFFERING

When you receive a tattoo, choose a greater treasure result (1-12). When you receive a scar, it functions as a bracelet. Draw a corresponding mark which imbues you with this blessing's effect.

THE GOSPEL OF MAGOC

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