



THE PRINCE OF CHANGE.



ABYSSAL DEPORTATION

DISTANCE: Any one place you can see

REAGENTS: The severed eyes of a Magick-user, held aloft

DURATION: Instantaneous

EFFECT: After successfully casting this spell, a foe who can see and hear you must Resist with a successful Resolve Test or be instantaneously exiled from the Material Realm into the Abyss. Your foe is Slain!. Note that this only works on creatures who are classified as Humanoid (including player Ancestries). As a result, you gain 9 Corruption.

CRITICAL SUCCESS: As above, but the foe cannot Resist this Magick.

CRITICAL FAILURE: You are hell-bound for the Prince's labyrinth of crystal and fog. You must succeed at a Resolve Test or else be immediately Slain! (unless you have a Fate Point to expend). If you succeed, you are left Prone and Incapacitated!.



THE PRINCE OF CHANGE.



CHAOS INTO CHAOS

DISTANCE: Yourself

REAGENTS: A shard of Wytchstone or meteorite, held in-hand

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, you conjure heatless, dancing pink flames in a Burst Template around you. While standing in this circle, if you fail a Skill Test, you may re-roll to generate a better result, but must accept the outcome. If you Critically Fail a Skill Test whilst standing in the circle, you gain 3 Corruption.

CRITICAL SUCCESS: As above, but you do not gain Chaos Ranks if you Critically Fail.

CRITICAL FAILURE: The harlequins of Change begin to morph into flaming amalgamations of jesters affixed with crooked beaks, absurdly long limbs and feathery wings. They torment you with a terrible dance for the Duration, as every spell you fail to cast results in 3 Corruption for 24 hours.



THE PRINCE OF CHANGE.



DISRUPT MAGICK

DISTANCE: Any one object or person you can see

REAGENTS: One pint of blood from a Man-eater, poured onto the ground (expended)

DURATION: Special

EFFECT: After successfully casting this spell, an object you see has all its Magick temporarily nullified. If cast upon a person, they are temporarily unable to cast Magick (and all Magicks they have cast within your sight are subject to *Dispel Magick*). Magicks are temporarily nullified for your [WB] in minutes. In both cases, you must immediately Resist with a successful Toughness Test or gain the Mutation called *Taint of Chaos*.

CRITICAL SUCCESS: As above, but you do not have to make the Toughness Test.

CRITICAL FAILURE: The intonations work, but the fickle Prince of Change has chosen to punish you instead! Your ability to wield Magick is instead nullified for a number of minutes equal to your [WB] and you immediately gain the Mutation called *Taint of Chaos*.



THE PRINCE OF CHANGE.



GUTTERING FLAME

DISTANCE: Any one person you can see

REAGENTS: A lit candle made of Humanoid fat, held in-hand (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, one foe immediately suffers $2D10+[WB]$ in Damage from fire. You can inflict Injuries with this Magick, but gains a Mutation called *Taint of Chaos* instead. This ignores any Damage Threshold Modifier their armor might confer.

CRITICAL SUCCESS: As above, but your foe automatically gains a Mutation called *Taint of Chaos*.

CRITICAL FAILURE: The pinkish energy twists skyward and blasts all who stand nearby. All those within a Burst Template around suffers $1D10+[WB]$ in Damage from fire. You can inflict Injuries with this Magick, but gains a Mutation called *Taint of Chaos* instead.



THE PRINCE OF CHANGE.



HELLFIRE TRANSMUTATION

DISTANCE: Any one place you can see

REAGENTS: 13 charred jawbones of Mutant creatures, shaken in a sack

DURATION: Instantaneous

EFFECT: After successfully casting this spell, you call down a hellish storm of fiery pink rain. All those caught within an Explosion Template immediately suffer 3D10+[WB] Damage from fire. You can inflict Injuries with this Magick, but foes always gains a Mutation called *Taint of Chaos* instead. If a foe is Slain!, smoke will whorl in place where the Explosion Template occurred, obscuring those inside. Foes who are Slain! by this Magick emerge three minutes later – having turned into Adversary Demons – and attack anyone who is not you. The Adversary Demons will remain for a number of minutes equal to your [WB], until banished back to the Abyss. You are immune to the spell's Effects.

CRITICAL SUCCESS: As above, but you also learn the True Name of an Adversary Demon.

CRITICAL FAILURE: A storm of pink rain rises from the ground in an Explosion Template at your feet, falling *upwards* into the sky. Those caught within the Explosion Template immediately suffer 3D10+[WB] Damage from fire. You can inflict Injuries with this Magick, but foes always gain 9 Corruption instead.



THE PRINCE OF CHANGE.



PLEA TO THE PRINCE

DISTANCE: Yourself

REAGENTS: The fingerbone of an Archmage or High Lector, afixed onto an iron rod

DURATION: Special

EFFECT: After successfully casting this spell, roll 1D6 Chaos Die. If the die lands on face '1-5', you temporarily gain access to any one Greater Magick spell outside your Arcana, Covenant or Prayer type. If the die lands on face '6', you instead gain 9 Corruption. The newly learned spells are available to cast for up to your [WB] in days and are cast as normal.

CRITICAL SUCCESS: As above, but you gain two spells instead.

CRITICAL FAILURE: Your plea to the Prince of Change goes unanswered. Instead, it is returned by the renegade Daemon known as the Outsider. He temporarily grants you access to any single Greater Magick spell, which you can automatically cast with a Critical Success as many times as you like for a number of days equal to your [WB]. Each time it is cast, you gain one permanent Chaos Rank.



THE PRINCE OF CHANGE.



PSYCHIC ENSLAVEMENT

DISTANCE: Any one person you can see

REAGENTS: A handful of pink sand, inhaled (expended)

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, you immediately move your spirit Ætherically into a foe's body and gain control of it. You bend them to your will, forcing them to commit any act you can conceive of (even if the act is suicidal). You retain your ability to cast Magick while in your foe's body, despite taking on their attributes. However, your original body is left Helpless for the Duration of the spell. Once you slip back into your own skin, the foe must Resist with a successful Resolve Test or else gain a Mutation called *Taint of Chaos*.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Your spirit is temporarily displaced into the Æthereal Veil, and for 48 hours, you are under the control of *something* else. The exact nature of the *something* now controlling you will be determined by the GM and neither its exact nature or the fact that you are possessed should be shared with the other players. Embrace your Chaos Alignment and play the part of the possessed!



THE PRINCE OF CHANGE.



UNHOLY VISION

DISTANCE: Yourself

REAGENTS: The noose of a hanged criminal, tied around your neck

DURATION: 3+[WB] in hours

EFFECT: After successfully casting this spell, your eyes begin to glow pink and you can see perfectly in the dark. You can also see through fog, mist or smoke. For the Duration of the spell, anyone who sees your eyes glowing and recoil ever so slightly at the horror of it. The contempt in which they hold you means that you cannot succeed at Fellowship-based Skill Tests when interacting with them.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Your eyes burn in intense pain. For the Duration of the spell, every time you expose your eyes to light of any kind, natural or unnatural, you suffer 1D10+1 physical Peril.



THE PRINCE OF CHANGE.



WARP REALITY

DISTANCE: Yourself

REAGENTS: A ball of earwax made from slain prostitutes or dead pimps (expended)

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, any objects you touch (providing they are no larger than a child is tall) can be bent as if made of soft putty. If you intend to touch a foe's trappings (such as a weapon or their armor), they must Resist with a successful Coordination Test or else their trapping temporarily gains the Ruined! Quality. If you keep your hand on the object for longer than three minutes, you can temporarily destroy the object. This spell has no Effect on trappings with the Castle-forged Quality or Artifacts and Relics. Once the Duration is up, objects affected by this spell return to their normal state.

CRITICAL SUCCESS: As above, but objects do not return to their normal state at the end of the Duration.

CRITICAL FAILURE: Dripping like hot wax, every metal object you are wearing or carrying about your person is immediately destroyed.



THE PRINCE OF DECAY.



CARBUNCLE OF HORROR

DISTANCE: Yourself

REAGENTS: A diseased person's pancreas, partially consumed (expended)

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, you take upon a gelatinous physicality as your body is covered in bubbling pustules and an arm sprouts from your back, its skin undulating with boils and pimples. In addition, you can crawl up vertical surfaces as well as across horizontal surfaces with ease (but treat both as Hard Terrain). Your new arm is treated as a one-handed ranged weapon with the Fast, Powerful and Throwing Qualities, with a Distance of 1+[WB] yards and a Load of 1 AP. Instead of using your [CB], refer to your [WB] to determine Damage. Whenever you strike or Parry with your arm, refer to your Incantation Skill instead of a Combat-based Skill. You may inflict Injuries with this attack, but foes always suffer from Chaotic Rot instead. For the Duration of the spell, you are temporarily immune to Injuries and Perilous Stunts.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: One of your body parts 'burbles' and wobbles as if made from gelatin, but quickly returns to its former physicality. The spell is wholly unsuccessful; however, it has left its mark upon your body and weakened that body part. Roll 1D6 Chaos Die: on face '1-2' it is your left arm, on face '3-4' it is your right arm, on face '4' it is your left leg, on face '5' it is your right leg and on face '6' it is your body. Whenever you are struck with a Called Shot to that particular body part, you cannot add your [BB] to your Damage Threshold to withstand Damage.



THE PRINCE OF DECAY.



CARNIVAL OF PESTILENCE

DISTANCE: Yourself

REAGENTS: A concoction made from the brains of diseased men, poured onto the ground (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, all creatures caught within an Explosion Template contract a Disease. Roll 1D6 Chaos Die. If it lands on face '1', they contract Bloody Flux. If it lands on face '2', they contract Filth Fever. If it lands on face '3', they contract Grey Plague. If it lands on face '4', they contract Tomb Rot. If it lands on face '5', they contract Venereal Disease. And finally, if it lands on face '6', they contract all five Diseases. Foes cannot be infected with *Carnival of Pestilence* again, until at least a day has passed. You are immune to the spell's negative Effects.

CRITICAL SUCCESS: As above, but foes must roll a Chaos Dice twice to determine which Diseases they suffer from.

CRITICAL FAILURE: Green and brown tentacles writhe all over you, leaving a slug-like trace of ichor and rot all over your body. You are immediately made victim to a Disease of the GM's choice.



THE PRINCE OF DECAY.



DEPRAVED COURIER

DISTANCE: Any one person you have met

REAGENTS: The dead husks of locusts and flies, consumed (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, you send a message to one person you can envision, delivered by a swarm of dead flies and locusts. They can move one mile an hour, with no limit to where they can travel: through doors, between cracks in the wall and even deep below the earth. The message can be no longer than 140 characters. Once the message is received, the recipient gains 3 Corruption and has no choice but to respond in kind with another message to you, no longer than 140 characters. Once you receive the message in return, you gain 3 Corruption.

CRITICAL SUCCESS: As above, but the messages can be up to 280 characters.

CRITICAL FAILURE: The flies buzz all around you, working their way into your mouth, ears and other orifices. You are rendered blind and deaf for 24 hours.



THE PRINCE OF DECAY.



FECES' FETOR

DISTANCE: Yourself

REAGENTS: A meal of rotten eggs and curdled milk, eaten in the last 24 hours (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, the rotten stench of yesterday's meal wafts around you. All those who are Engaged with you must Resist with a successful Toughness Test or else be left Helpless for a minute. Those who successfully Resist drop one step down the Peril Condition Track negatively.

CRITICAL SUCCESS: As above, but foes who successfully Resist drop two steps down the Peril Condition Track negatively.

CRITICAL FAILURE: Your body is torturously wracked with convulsions from incessant dry heaving. You begin to Suffocate, immediately suffering from 2D10+2 physical Peril. Refer to the "Suffocation" section of Hazards & Healing from **ZWEIHÄNDER**.



THE PRINCE OF DECAY.



NOXIOUS HAZE

DISTANCE: Yourself

REAGENTS: Teardrops of a diseased person, poured onto the ground (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, a miasma of brown sickness with the stench of decay fills the air. All those who are caught within the Explosion Template must flip the results to fail all Skill Tests while standing within it. The *Noxious Haze's* Effects remain in place for a number of minutes equal to your [WB]. You are immune to the spell's Effects.

CRITICAL SUCCESS: As above, but foes must spend an additional 1 AP to use Movement Actions while standing in the Noxious Haze.

CRITICAL FAILURE: Your body suddenly explodes into a brown, roiling mist. You are immediately Incapacitated!. Select one ally – the mist you have become will follow behind them, trailed by the stench. You cannot return to your former physical self for 48 hours.



THE PRINCE OF DECAY.



PUNGENT GODSEND

DISTANCE: Any one person you can touch

REAGENTS: A pint of your vomit, imbibed by the recipient (expended)

DURATION: 6+[WB] in hours

EFFECT: After successfully casting this spell, the person you touch is temporarily relieved of any ill-effects that a Disease has over them. The symptoms temporarily clear up, as the person is unburdened of their Effects for the Duration of the spell (and if you make a successful Charm Test, they likely believe they have been 'cured' completely of the Disease). However, you are now a carrier of the Disease yourself. You must either impart the Disease upon another by touch (which a foe is entitled to Resist with a successful Toughness Test) before the Duration runs out or else you contract the Disease yourself.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Not only does your touch fail to relieve the victim of their Disease, it immediately infects everyone within a Burst Template around the victim, including yourself.



THE PRINCE OF DECAY.



SPEW OF VOMITOUS CORRUPTION

DISTANCE: Yourself

REAGENTS: A sliver of rancid pork,
consumed (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, any foes caught in its Cone Template suffer 3D10+[WB] physical Peril and their wounds are instantly Infected. In addition, they must Resist with a successful Toughness Test or else they gain a permanent Chaos Rank.

CRITICAL SUCCESS: As above, but your foes cannot Resist.

CRITICAL FAILURE: The rancid pork burbles in your stomach and you are taken by shaking and sickness. You are immediately Incapacitated! and left Helpless for a number of minutes equal to your [WB]. You also suffer from Bloody Flux.



THE PRINCE OF DECAY.



THE FIFTH TRUMPET

DISTANCE: Any one place you can see

REAGENTS: A diseased liver, consumed by you (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, a plague of locusts rises from the earth amidst a whorl of smoke. All those who are caught within the Explosion Template must Resist with a successful Toughness Test or else contract Chaotic Rot. All ranged weapons used to fire into locust plague or out of the locust plague, automatically fail. In addition, those who begin their Turn within the locust plague must Resist with a successful Resolve Test or else they suffer from Terror. *The Fifth Trumpet's* Effects remain in place for a number of minutes equal to your [WB]. You are immune to the spell's Effects.

CRITICAL SUCCESS: As above, but foes automatically fail their Toughness Test.

CRITICAL FAILURE: *The Fifth Trumpet* does not call for your enemies, but instead for you. You must succeed at a Toughness Test or else be immediately Slain! (unless you have a Fate Point to expend). If you succeed, you are left Prone and Incapacitated!



THE PRINCE OF DECAY.



UNSEEMING VISAGE

DISTANCE: Any one person you can touch

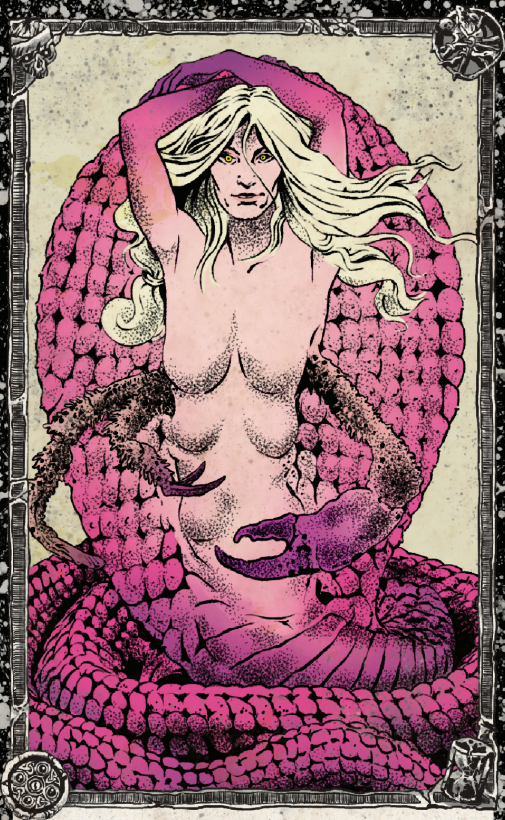
REAGENTS: An umbilical cord of your own Ancestry, wrapped around the person's neck

DURATION: 3+[WB] in hours

EFFECT: After successfully casting this spell, the person you touch temporarily takes upon the pallor of someone whose skin is nearly perfect, as blemishes and signs of sickness are washed away. This is a total physical change, so no illusion is cast. However, the person must flip the result to fail all future Skill Tests to Resist Disease.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: As your fingers touch the person's face, both their face and yours immediately turn inside-out for a minute. This does not cause any Injuries, but both you and they permanently lose 3% Fellowship. Any who witness this strange event also suffers from Stress.



THE PRINCE OF PLEASURE.



ÆTHERIC STRAPPADO

DISTANCE: Any one place you can see

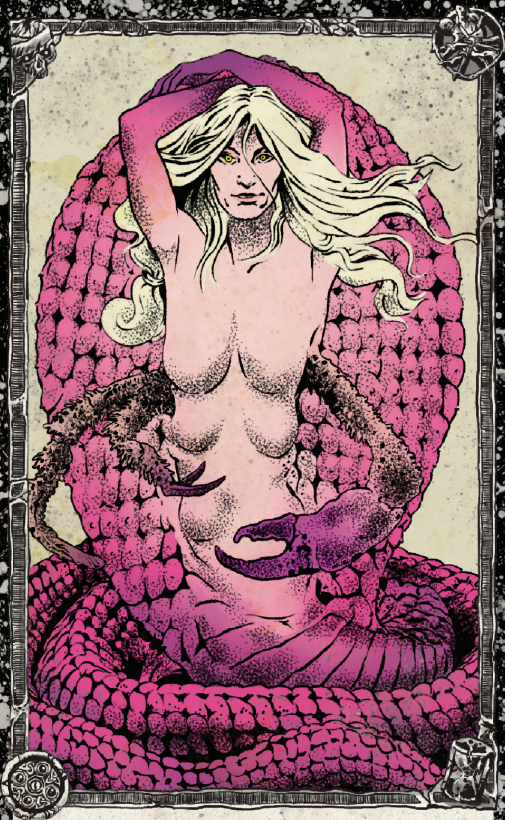
REAGENTS: A three-yard length of rope, woven from the scalps of nine prostitutes

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, a foe who can see and hear you is immediately caught in a Chokehold. They suffer 2D10+[WB] physical Peril immediately (instead of the normal Peril suffered for Chokehold) and every Turn after that they are unable to escape. An escape attempt can be made at the beginning of their Turn, but they must flip the results to fail their Skill Test.

CRITICAL SUCCESS: As above, but your foe is also left Helpless.

CRITICAL FAILURE: You are suddenly surrounded by an array of phallic-shaped rods which thrust up from the ground, criss-crossing each other as they rip through your clothing, holding you in place and leaving you Helpless. To escape, you must attempt to Resist with a successful Toughness Test. Each time you fail, you feel the 'prick' of metal sticking into you; you suffer 2D10+ [WB] physical Peril.



THE PRINCE OF PLEASURE.



BREATH OF REVELATION

DISTANCE: Any one person you can touch

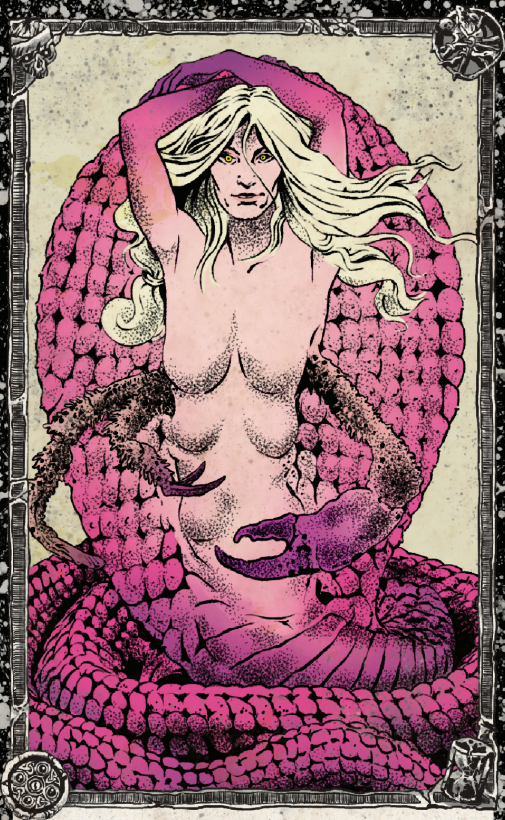
REAGENTS: A pint of amaretto, imbibed
(expended)

DURATION: 3+[WB] in days

EFFECT: After successfully casting this spell, the person you touch can choose to roll a 1D6 Chaos Die before making a Skill Test. Multiply the face value times +3% to determine the Base Chance bonus they can add to the Skill Test. This is a one-time temporary bonus and once applied, the Effects immediately expire. You cannot be made recipient of this Magick more than once over the Duration.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: You immediately grow desirous of the person you touch. You cannot help but pursue them for the Duration of the spell. If they spurn your indecent proposals, you suffer 3 Corruption each day. If they concede, you both gain the benefits of 'getting lucky' (taking advantage of the Prostitute's Professional Trait). However, you must flip the results to fail the Skill Test tied to the Fortune Point. When you or the other person fails the related Skill Test, you gain 3 Corruption.



THE PRINCE OF PLEASURE.



DANCE WITH THE DEVIL

DISTANCE: Any persons you can see

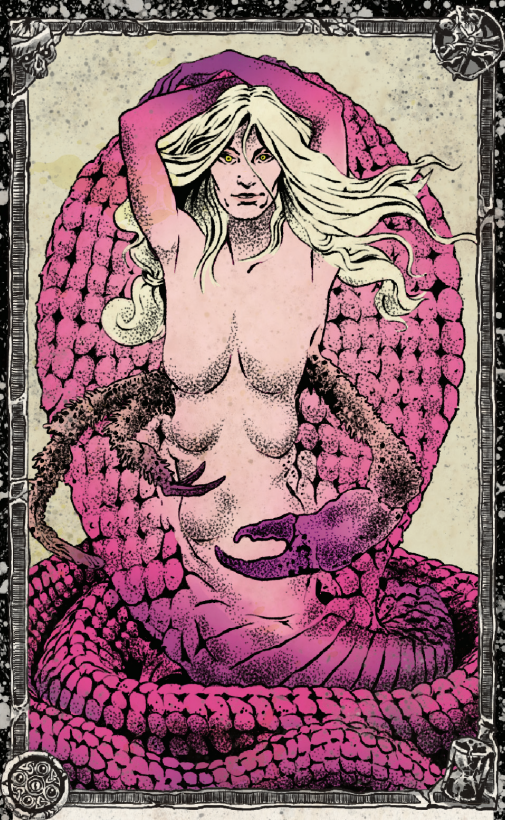
REAGENTS: A fiddle, played in-hand (expended)

DURATION: Special

EFFECT: After successfully casting this spell, select a number of foes who can see and hear you equal to your [WB]. They must Resist with a successful Resolve Test or immediately begin dancing, unable to use any Actions in Combat except Reactions. Those affected by Dance with The Devil will spend their first Turn removing their clothes and armor as they dance. You must continue to play the fiddle in order to continue the spell's Duration. Should you move one step or more down the Damage or Peril Condition Tracks negatively during this time, the spell's Effects immediately end. You can only play the fiddle for a number of minutes equal to your [WB].

CRITICAL SUCCESS: As above, but your foes are also left Helpless.

CRITICAL FAILURE: It is not your foes who will cavort and dance with the Prince of Pleasure, it is your allies. Select a number of allies who can see and hear you equal to your [WB]. They are instead made victim to this Magick. You must continue playing the fiddle for a number of minutes equal to your [WB] or else suffer 9 Corruption. As you play, you are caught in a spotlight of pale moonlight, even in the brightest of sunlight.



THE PRINCE OF PLEASURE.



DOMINO OF DESIRE

DISTANCE: Any one person you can touch

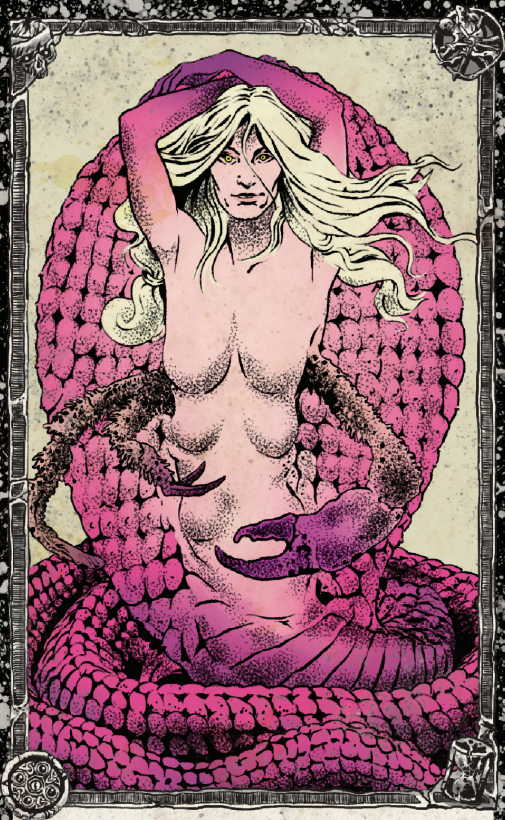
REAGENTS: A liar's tongue, held inside a jar

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, the person you touch is instantly relieved of Intoxication and an illusion is cast over them to temporarily obscure any physical Damage or Injury they have suffered. Finally, the person may flip the results to succeed at Guile Tests.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: The subject of the spell receives not a mask of desire, but one of pain. Instead, the person is immediately Intoxicated and an illusion of a mask of pain and misery is cast over them. For the Duration of the spell, anyone who beholds the domino of pain and misery whose Order Ranks are higher than their Chaos Ranks suffers from Stress.



THE PRINCE OF PLEASURE.



50 SHADES OF PAIN

DISTANCE: Any one person you can see

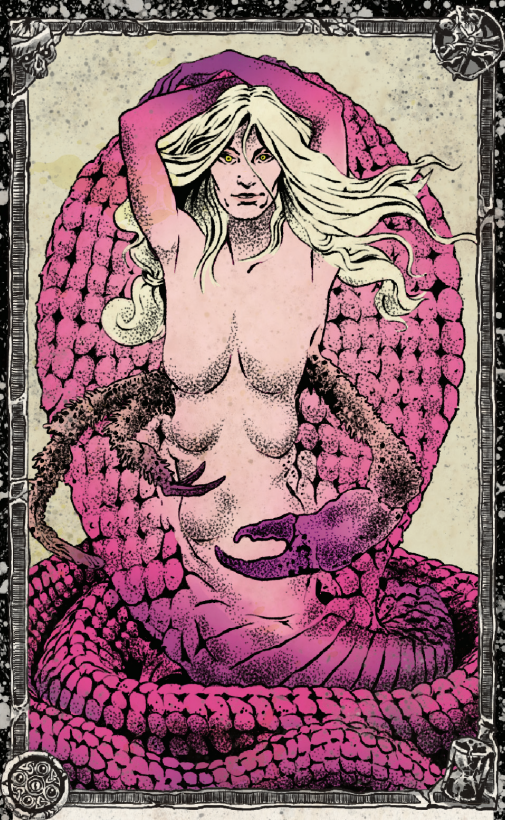
REAGENTS: A drop of your own blood, swallowed (expended)

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, a person who can see and hear you is Aroused. While Aroused, if the person suffers Damage in between their Turns, they temporarily gain a +20 Base Chance to their next Skill Test and increases their [BB] by 1. If the person does not suffer Damage in between Turns, they temporarily suffer a -20 Base Chance to their next Skill Test and decrease their [BB] by 1. The Effects of this spell do not 'stack'. However, a person can take advantage of this Magick for its entire Duration. If used on a foe, they may attempt to Resist the spell's Effects with a successful Toughness Test.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: The Prince of Pleasure demands that you become submissive for His own delight for the Duration of the spell. You suffer 2D10+[WB] at the start of any Turn if you did not suffer Damage from your previous Turn. If you did suffer Damage on the previous Turn, you gain 3 Corruption.



THE PRINCE OF PLEASURE.



FLORENTINE KISS

DISTANCE: Yourself

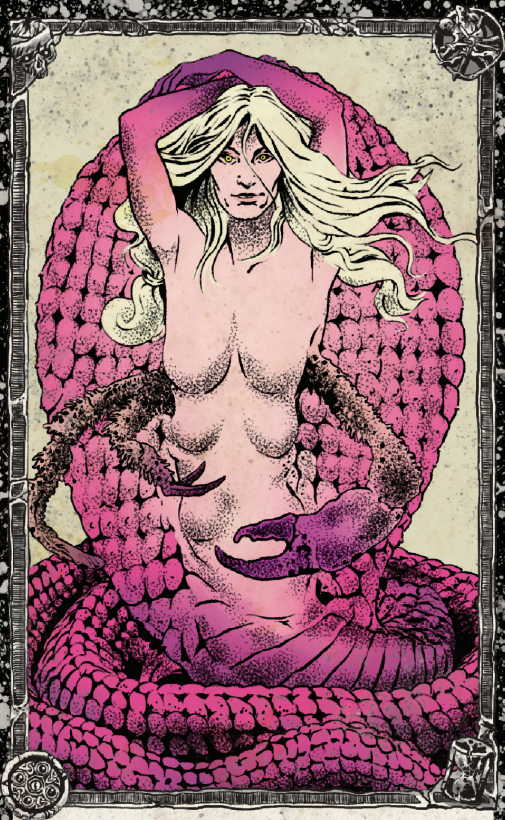
REAGENTS: A perfume made from rose petals, sprayed on your neck

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, your tongue mutates and grows in length to grotesquely coil at your feet. Your newly extended tongue is treated as a one-handed ranged weapon with the Entangling, Ineffective and Throwing Qualities, with a Distance of 1+[WB] yards and requires 1 AP to Load. Finally, whenever you strike with this tongue, refer to your Incantation Skill instead of a Combat-based Skill.

CRITICAL SUCCESS: As above, but a victim suffers an additional 1D10 physical Peril if caught in a Chokehold with the tongue.

CRITICAL FAILURE: Your tongue suddenly lolls onto the ground, having mutated into a ginormous, writhing worm of disgust. You are unable to speak for the Duration of the spell and the tongue acts as a Man-Eater for purposes of its creature profile. The tongue will attack both you and allies until it is Slain!.



THE PRINCE OF PLEASURE.



MONSTROUS DIMORPHISM

DISTANCE: Any one person you can see

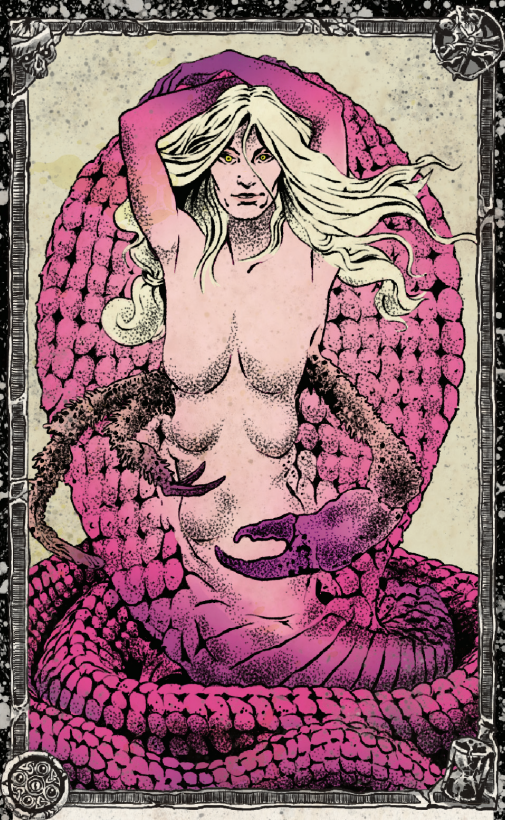
REAGENTS: A purse, stuffed with living spiders (expended)

DURATION: Forever

EFFECT: After successfully casting this spell, a foe who can see and hear you must Resist with a successful Resolve Test or be left Helpless and unable to take any actions. In addition, they must roll a 1D6 Chaos Die at the start of each of their Turns. If the result is face '1-2', growths of fat and offal explode from the foe, covering an Engaged ally. That ally must Resist with a successful Coordination Test or else be caught in a Chokehold (referencing your [WB] in place of [BB]). If the result is face '3-4', an appendage shoots outward for 1D10+1 yards in a random direction, striking an ally with an Opportunity Attack which deals 3D10+[WB] in Damage). If the result is face '5', nothing happens. However, if the result is face '6', the foe moves in a random direction for 1D10+1 yards. If the foe runs into a person, they must Resist with a successful Coordination Test or else be caught in a Chokehold (referencing your [WB] in place of [BB]). A foe who is affected by *Monstrous Dimorphism* remains in this form, until dispelled or Slain!. If a Player Character is a victim of this Magick and survives, they gain one permanent Chaos Rank.

CRITICAL SUCCESS: As above, but the foe always moves in a random direction every time their Turn begins.

CRITICAL FAILURE: Dance, monkey, dance in honor of your Daemon lord! You must Resist with a successful Resolve Test or be made the plaything to the Prince of Pleasure, as the Effects harm you.



THE PRINCE OF PLEASURE.



PROFUSION OF PISS

DISTANCE: Any one person you can touch

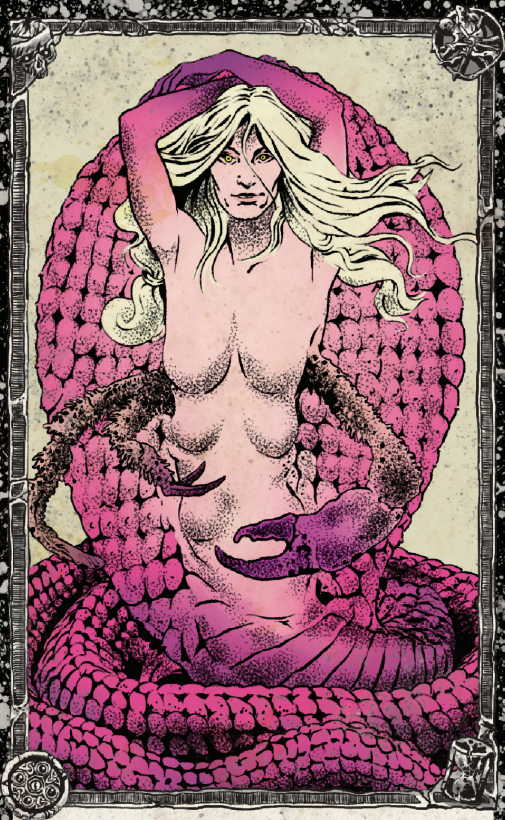
REAGENTS: A pint of rotgut, gargled
(expended)

DURATION: Special

EFFECT: After successfully casting this spell, the foe you touch must Resist with a successful Coordination Test or be made Euphoric. While Euphoric, a foe must succeed at a Resolve Test before taking any action, ever. Only by succeeding at three successful Resolve Tests will the Euphoric condition end.

CRITICAL SUCCESS: As above, but the spell affects all foes in a Cone Template instead.

CRITICAL FAILURE: Your body is made wet, smelling of piss and pipesmoke. The stench clings to you for the next 48 hours, unable to be washed away. Those who stand within a Burst Template of you cannot add their Apprentice or Journeyman Ranks to any Skill Test.



THE PRINCE OF PLEASURE.



SUCCUBUS/INCUBUS

DISTANCE: Yourself

REAGENTS: A cameo of the victim, held while you sleep

DURATION: 9+[WB] in hours

EFFECT: After successfully casting this spell, name a single foe whom you have personally

met and know their name. Once invoked, you leave your physical body behind and are made *Æthereal* – occupying a different reality, but able to see perfectly into the Material Realm. You immediately manifest beside the named foe. You may manipulate a foe's physical body (without being seen, heard, tasted or smelled, being felt only). At the end of each hour, the foe suffers either 3D10+[WB] in Damage or 3D10+[WB] mental Peril (your choice). If your original body would be made to suffer Damage, you are instead 'snapped' back into your physical form and awaken, unhurt but gaining one permanent Chaos Rank. At the end of the Duration, you move a number of steps up the Damage or Peril Condition Tracks positively based on the number of steps down the Damage or Peril Condition Track your foe suffered.

CRITICAL SUCCESS: As above, but you instead move three steps up the Damage and Peril Condition Tracks positively when you would have Injured a foe.

CRITICAL FAILURE: My god, it's full of stars! You are cast through the *Æthereal Veil*, until you fall through the endless pit of the Abyss at the end of the Duration of the spell. However, far above you is a single pinprick of light which may lead to a way back into the Material Realm. You must succeed at an Awareness Test or else be immediately Slain! (unless you have a Fate Point to expend). If you succeed, you are left Prone and Incapacitated!, returning to the Material Realm where you started.



THE THIRTEEN.



BUBONIC WHORL

DISTANCE: Any place you can see

REAGENTS: The dried ashes of a Lower Demon contained in a bottle, shattered (expended)

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, all creatures caught within an Burst Template contract Grey Plague. However, the Disease spreads rapidly, as every Turn they spend in the Burst Template they immediately (and permanently) lose 9% Agility as if three weeks had passed. In addition, those in the Whorl cannot use ranged weapons (or be struck by them). Foes cannot be infected with Bubonic Whorl again until at least a day has passed. You are immune to the spell's Effects.

CRITICAL SUCCESS: As above, but foes also lose 9% Brawn.

CRITICAL FAILURE: As the glass shatters at your feet, a glowing geomantic shape immediately sears into the ground below you. You are 'stuck' in a triangle of containment (as if *you* had been summoned), unable to cause others harm or leave it for an hour. While this occurs, a Lower Demon of the same type from the bottle is summoned, before your feet, who does as they please until dispatched.



THE THIRTEEN.



CAUSTIC RAIN

DISTANCE: Any one place you can see

REAGENTS: Four Glass Grenades filled with each of the four Wytchblights, shattered on the ground (expended)

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, you conjure forth a baleful storm of green acidic rain which rains down on your foes. All those caught within an Explosion Template must immediately succeed at an Awareness Test or else be held to the ground Prone. In addition, foes suffer 3D10+[WB] Damage for each Turn they remain within the Explosion Template. You can inflict Injuries with this Magick, but their trappings is randomly Ruined! instead (selected by the GM). You and your possessions are immune to the spell's Effects.

CRITICAL SUCCESS: As above, but foes automatically fail their Awareness Test.

CRITICAL FAILURE: In a flash, a momentary storm of acidic rain rises from the ground in an Explosion Template at your feet, falling *upwards* into the sky. Those caught within an Explosion Template around you will have 3D10+3 trappings immediately be Ruined! (selected by the GM).



THE THIRTEEN.



HORDE OF VERMIN

DISTANCE: Special

REAGENTS: Either a piece of dried dung for flies or a wheel of moldy cheese for rats (expended)

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, you conjure forth either a Burst Template of flies or rats immediately at your feet (select one type). All those who are caught within the Burst Template of flies suffer a -10 Base Chance to all Skill Tests that rely on vision. Foes suffer 1D10+[WB] Damage for every Turn they remain within the Burst Template of rats. You can move the rats a number of yards equal to 3+[WB] on your Turn for 1 AP. You are immune to the spell's Effects.

CRITICAL SUCCESS: As above, but both the flies and rats are considered Hard Terrain.

CRITICAL FAILURE: Both flies and rats scurry up your legs and bite and gnaw at your face. Waving your hands about wildly in the air, you are left Defenseless for the Duration of the spell.



THE THIRTEEN.



MARK OF THE THIRTEEN

DISTANCE: Any one person you can touch

REAGENTS: A ground-down rotten tooth, consumed (expended)

DURATION: 3+[WB] in hours

EFFECT: After successfully casting this spell, the person you touch gains one of two Effects: either they are marked somewhere upon their body with a blemish which is immediately recognizable to any occultist who worships the Thirteen or scholar educated about Daemons. Alternatively, they gain a +1 to their Damage Threshold and a +10 Base Chance to Stealth Tests while moving in feeing shadows or total darkness (as outlined under "Light Sources" from the Trappings chapter in **ZWEIHÄNDER**). Whenever someone is affected by this Magick, they suffer 3 Corruption.

CRITICAL SUCCESS: As above, but they do not suffer Corruption unless you want them to.

CRITICAL FAILURE: The Thirteen demands immediate sacrifice! You must either purposefully inflict 1D10+1 Damage upon yourself (and possibly suffer an Injury) or else gain 3 Corruption.



THE THIRTEEN.



PERFECT CAMOUFLAGE

DISTANCE: Yourself

REAGENTS: The hide of a chameleon,
hidden in a pocket

DURATION: Special

EFFECT: After successfully casting this spell, you have up to three minutes to find somewhere to stand or hide. At any point during that time, you can choose to vanish by standing perfectly still, holding your breath. While stood still, you are completely invisible to sight. If you use any action that requires you to speak or move, the Effects of the spell are broken. You can only hold your breath for $1 + [\text{BB}]$ minutes. If you exceed a number of minutes, you begin to suffer from Suffocation, but remain invisible until you pass out or move (after which the Effects wear off). Regardless, the actual casting of *Perfect Camouflage* is apparent to none but yourself, having remained perfectly disguised throughout.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: The shadows betray you! You are unable to hide, Take Cover or use other means to Disguise yourself for 24 hours.



THE THIRTEEN.



THE BLACK HUNGER

DISTANCE: Any one person you can touch

REAGENTS: A dram of blood from a Man-eater, painted on an ally's face (expended)

DURATION: Special

EFFECT: After successfully casting this spell, the person you choose is filled with 'the black hunger'. As a result, they add 2D6 Fury Die to all melee Damage. They can also spend 3 APs on each of their Turns in order to make two Melee Attacks. However, they cannot Counterspell, Dodge or Parry for the Duration of the spell. The recipient of this spell suffers 2D10+2 physical Peril at the beginning of their Turns, until they are rendered Incapacitated! or Slain!. The Duration ends immediately after they have been rendered Incapacitated! or Slain!.

CRITICAL SUCCESS: As above, but reduce the AP required for two Melee Attacks to 2 AP instead of 3 AP.

CRITICAL FAILURE: The blood drips ceaselessly from their face as they begin to transmute. They immediately take upon the shape of Tyrant Skrzzak and remain in such a state until they are Incapacitated! or Slain!. Once Incapacitated! or Slain!, they revert to their normal self.



THE THIRTEEN.



WARP-STEP

DISTANCE: Special

REAGENTS: A pinch of Wytchstone Essence, tossed into the air (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, you and another ally you touch instantly leap to any place you can see. Once you complete *Warp-step*, you can both attempt a Stealth Test to hide from sight.

CRITICAL SUCCESS: As above, but you and the ally who leap are automatically hidden from sight.

CRITICAL FAILURE: With a flash of Wytchfyre, you and the ally are instantaneously teleported into the most disadvantageous situation within sight. This may be directly in front of an enemy Prone onto the ground, bound up in ropes or an otherwise dangerous situation determined by the GM.



THE THIRTEEN.



WYTCHFYRE DISCHARGE

DISTANCE: Yourself

REAGENTS: A powder of Wytchstone
Essence, snorted (expended)

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, your hand explodes with a scourge of electrified, green energy. The affected hand becomes a two-handed melee weapon with the Reach, Powerful and Slow Qualities. Instead of using your [CB], refer to your [WB] to determine Damage. Finally, whenever you strike or Parry with this discharge, refer to your Incantation Skill instead of a Combat-based Skill. You can inflict Injuries with this Magick, but foes are always left Prone instead.

CRITICAL SUCCESS: As above, but victims are automatically Stunned if they cannot Parry the attack.

CRITICAL FAILURE: The skin from your hands suddenly sloughs off, changing into a snake-like Man-Eater for purposes of its creature profile. The Man-Eater will attack you and your allies until it is Slain!.



THE THIRTEEN.



WYTCIFYRE KNIVES

DISTANCE: Any persons you can see

REAGENTS: A throwing star carved from Wytchstone (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, select a number of foes you can see equal to your [WB]. Each foe suffers 3D10+[WB] in Damage. In addition, if your foes fail to Resist with a successful Coordination Test, they are Disarmed.

CRITICAL SUCCESS: As above, but your foes cannot Resist this Magick.

CRITICAL FAILURE: The throwing star dances overhead, sparking with fireworks. With a whirring sound, it strikes one of your allies (GM's discretion). They suffer 3D10+[WB] in Damage and are Disarmed.



THE OUTSIDER.



BLASPHEMY!

DISTANCE: Any persons you can see

REAGENTS: A page from a holy work, torn to shreds (expended)

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, select a number of foes who can see and hear you equal to your [WB]. They must Resist with a successful Resolve Test or be made Zealous. While Zealous, they must reduce their chances of success for any action by decreasing the Difficulty Rating of all Skill Tests by one negative step. If they elect to Channel Power while affected by this Magick, they must channel by two steps or more. Note that this Magick only affects creatures classified as Abyssal, Humanoid or Mutant (including player Ancestries).

CRITICAL SUCCESS: As above, but foes also drop one step down the Peril Condition Track negatively when Channeling Power.

CRITICAL FAILURE: As you thrash and tear at the holy pages, you *know* that the gods have heard your blasphemies. You immediately suffer 1D10+1 mental Peril from Stress.



THE OUTSIDER.



CHAOTIC REBELLION

DISTANCE: Any creatures or persons you can see

REAGENTS: Four unholy symbols of the Abyssal Princes, held aloft

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, select a number of foes who can see and hear you equal to your [WB]. They are made Rebellious. While Rebellious, at the beginning of their Turns, they must immediately Resist with a successful Resolve Test or else redirect their Actions in Combat against their leader. If they Resist with a successful Resolve Test, they can act as normal for the remainder of the Turn, but make another Resolve Test at the beginning of their next Turn. Once the leader is Slain!, another will rise among their ranks to take command (and the cycle continues for the Duration of the spell).

CRITICAL SUCCESS: As above, but the leader cannot Dodge, Parry or Resist attacks made by the Rebellious.

CRITICAL FAILURE: You have deeply offended the Outsider! The ally with the highest Chaos Ranks is decreed to be the leader. Then, select a number of allies who can see and hear you equal to your [WB]. They are instead made victim to this Magick for the Duration. Once the leader is Slain!, the remaining ally with the highest Chaos Ranks is decreed to be the new leader. If none of your allies have any Chaos Ranks, or there are several allies with the same number of Chaos Ranks, the GM will choose one randomly. Finally, the leader cannot Dodge, Parry or Resist attacks made by the Rebellious.



THE OUTSIDER.



CONTEMPT OF THE ABYSS

DISTANCE: Any one person you can touch

REAGENTS: An ampule of quicksilver,
injected into the recipient (expended)

DURATION: 6+[WB] hours

EFFECT: After successfully casting this spell, the person you touch is temporarily relieved of any ill-effects which Magick has over them and instantly breaks any charms or curses (Magickal or otherwise) they may be under the Effects of.

CRITICAL SUCCESS: As above, but triple the Duration

CRITICAL FAILURE: You have failed the Outsider! Not only do you fail to relieve the person you touched of the ill effects of Magick or charms or curses they are under, but all of those Effects are imparted upon you and their Duration is tripled.



THE OUTSIDER.



DAARK'S ESCUTCHEON

DISTANCE: Yourself

REAGENTS: A pendulum, emblazoned with a skull split by white and black colors

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, compare your Aspect Ranks and Chaos Ranks. If your Aspect Ranks are higher, add 3 to your Peril Threshold. If your Chaos Ranks are higher, add 3 to all Damage you inflict. If both your Aspect and Chaos Ranks are equal, you may choose which of the above Effects you wish to gain, but suffer 3 Corruption in return.

CRITICAL SUCCESS: As above, but you gain both Effects without suffering Corruption.

CRITICAL FAILURE: Within sight, the shield manifests upon the arm of a foe! Unwittingly, they gain both the Effects for the Duration.



THE OUTSIDER.



DENY THE PRINCES

DISTANCE: Any one person you can touch

REAGENTS: A dose of tincture, consumed by the recipient (expended)

DURATION: 3+[WB] in hours

EFFECT: After successfully casting this spell, the person you touch is temporarily relieved of any ill-effects a Disease has over them and the Effects of their Injuries.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Once again, you have failed the Outsider! Not only do you fail to relieve the person you touched of the Effects of the Disease and Injuries they are suffering from, but all of those Effects of the Disease and Injuries are imparted upon you and their Duration is tripled.



THE OUTSIDER.



KAALEB'S THIRST

DISTANCE: Yourself

REAGENTS: A sickle made from ironwood, held aloft

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, a ghastly pterodactyl-like head extends from the end of your sickle. The sickle is a one-handed melee and ranged weapon, with the Throwing and Vicious Qualities. When thrown, it has a Distance of 3+[PB] yards and a Load of 1AP. Instead of using your [CB], refer to your [WB] to determine Damage. Whenever you strike or Parry with this weapon, refer to your Incantation Skill instead of a Combat-based Skill. After throwing this weapon, it automatically returns to your hand. You can inflict Injuries with this Magick, but they are Disarmed instead. If it inflicts an Injury upon a foe who is classified as Abyssal or is an occultist to any one of the Abyssal Princes, roll 3D6 Chaos Dice. If any of the Chaos Dice result in face '6', they are immediately Slain!. For every foe Slain! in this fashion, you must sacrifice one Fate Point. If you have no Fate Points, you gain 9 Corruption instead.

CRITICAL SUCCESS: As above, but victims cannot Dodge or Parry this attack.

CRITICAL FAILURE: Kaaleb's sickle thirsts for you! You immediately suffer 3D10+3 Damage.



THE OUTSIDER.



REND CHAOS

DISTANCE: Any one creature you can see

REAGENTS: A pinch of bitumen, crushed beneath heel (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, one foe immediately suffers $2D10+[WB]$ in Damage. If it strikes a foe who is classified as Abyssal or is an occultist to any one of the Daemonic Princes, they must Resist with a successful Coordination Test or be set On Fire as well.

CRITICAL SUCCESS: As above, but your foe is automatically set On Fire.

CRITICAL FAILURE: Crushing pain wracks your body, as writhing black tendrils penetrate you from stem to stern. You immediately suffer Damage as above and an equal amount of Peril as well.



THE OUTSIDER.



THE OTHER

DISTANCE: Yourself

REAGENTS: A codex bound in a Lower or Higher Demon's skin, held aloft (expended)

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, both you and all the trappings upon yourself take the shape of a Higher Demon. Temporarily replace your Character sheet with the creature profile of a Numina, gaining its benefits and drawbacks. If you suffer an Injury during this time, the Magick spell immediately ends.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Your corpulent form temporarily explodes into harrowing shapes and forms: hands where your head was, swords where your appendages were and endless eyes. Those who behold your countenance must succeed at a Resolve Test or else they suffer from Terror. In addition, you must succeed at a Toughness Test or else be immediately Slain! (unless you have a Fate Point to expend). If you succeed, you return to your normal self, but are left Prone and Incapacitated!.



THE OUTSIDER.



THROUGH THE LABYRINTH

DISTANCE: Special

REAGENTS: A key made from a precious stone, turned in-hand

DURATION: Special

EFFECT: After successfully casting this spell, the person you touch must Resist with a successful Coordination Test or be temporarily teleported into the labyrinth of the Outsider. When they return to the Material Realm two minutes later, they appear at place you can clearly see. Upon their return, they suffer from Fear. You can cast this Magick upon yourself, but do not suffer Peril or Fear.

CRITICAL SUCCESS: As above, but they are Disarmed, permanently losing whatever weapon or object they were holding in their primary hand.

CRITICAL FAILURE: You are hurled through time and space, taking in the endless cyclopean-wrought, awe-inspiring labyrinth of the Outsider. Returning two minutes later, you suffer from Fear. Whatever you were holding in your primary hand is now gone, lost during your travels.



THE BLACK LODGE.



BETWEEN TWO WORLDS

DISTANCE: Special

REAGENTS: An old sycamore tree, where you drop a ring made of formica (expended)

DURATION: Special

EFFECT: After successfully casting this spell, you and a number of allies equal to your [WB] step into the Black Lodge. Time is strange within the Lodge, as one minute within the Lodge is equal to one hour in the Material Realm. You may remain within the Lodge's 'waiting room' as long as you wish, however when you leave, you emerge from a tree that you have touched anywhere within the Material Realm.

CRITICAL SUCCESS: As above, but add one Fortune Point to the Fortune Pool.

CRITICAL FAILURE: Caught between two worlds, you and your allies become lost within the Black Lodge. In order to escape, you must fight your own doppelgangers. Facedancers who have not yet transformed will arise immediately somewhere within the Lodge and seek to steal your faces.



THE BLACK LODGE.



DULLAHAN'S CURSE

DISTANCE: Any one person you can touch

REAGENTS: A gold ring with an owl symbol on it, placed upon the hand of a victim

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, the foe you touch must Resist with a successful Coordination Test or be made Doomed. While Doomed, whenever they are Seriously or Grievously Wounded, they are forced to make an Opportunity Attack against one of their allies selected randomly by the GM.

CRITICAL SUCCESS: As above, but they also make an Opportunity Attack when they are Slain! just before they die.

CRITICAL FAILURE: The ring crumbles to dust, completely destroyed. In return, you suffer 1D10+1 mental Peril.



THE BLACK LODGE.



FEY REQUIEM

DISTANCE: Any persons you can see

REAGENTS: A mask made from ironwood, worn on your face

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, select a number of allies equal to your [WB]. Whenever they deal Damage with melee and ranged weapons, they move one step up the Damage Condition Track positively.

CRITICAL SUCCESS: As above, but the allies can also add the Vicious Quality to their weapons for the Duration of the spell.

CRITICAL FAILURE: You have awoken something strange and primal within all your allies. They look at one another, confused and angry, knowing that only one may survive to rise as the alpha. Whenever your ally's Turn begins, they must Resist the effects of your spell with a successful Resolve Test or be forced to attack one of their allies on their Turn. Your allies can a Resist attempt at the beginning of each of their Turns for the Duration.



THE BLACK LODGE.



OSSIFIED WINDS

DISTANCE: Any persons you can see

REAGENTS: Powdered bone shards of a person you have Slain!, blown into the air (expended)

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, select a number of foes who can see and hear you equal to your [WB]. They each must Resist with a successful Coordination Test or be made Harried. While Harried, they immediately suffer 2D10+[WB] physical Peril when their Turn begins. In addition, they cannot use ranged weapons for Actions in Combat.

CRITICAL SUCCESS: As above, but foes also cannot Counterspell, Dodge or Parry.

CRITICAL FAILURE: The bones blow about in the wind, until they reform. As they coalesce, a violent Restless Spirit arises to take its vengeance upon you. This Phantom will arise immediately somewhere within sight and seek to kill you.



THE BLACK LODGE.



PALL OF NIGHT

DISTANCE: Yourself

REAGENTS: A handkerchief of blue velvet, placed over your eyes (expended)

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, you conjure a shroud of starlight in a Burst Template around you. This Burst Template follows you wherever you walk. You and a number of allies equal to your [WB] can see within it. Foes standing within the Pall treat it as if it were low-light conditions, but you and your allies maintain clear sight within it. Should you be unable to speak, the Pall is instantly dispelled.

CRITICAL SUCCESS: As above, but enemies within the Pall also suffer 1D10+1 physical Peril now, and at the beginning of their Turn, until they leave it.

CRITICAL FAILURE: As you ingest the inky petroleum, you are suddenly paralyzed by a vision: true insight into the nature of the Black Lodge. You're unable to see for 24 hours and suffer 3 Corruption.



THE BLACK LODGE.



RESTORE THE LODGE

DISTANCE: Any one person you can see

REAGENTS: A gold ring with a jade inset,
worn (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, a foe who can see and hear you is instantly Slain!. In exchange, you immediately gain one permanent Chaos Rank and are Incapacitated!. Note that this Magick only affects creatures classified as Humanoid or Mutant (including player Ancestries).

CRITICAL SUCCESS: As above, but you are not Incapacitated! by casting this spell.

CRITICAL FAILURE: The ring crumbles to dust, completely destroyed. In return, you suffer 2D10+2 mental Peril



THE BLACK LODGE.



THE SLEEPER AWAKENS

DISTANCE: Yourself

REAGENTS: A codex bound in a Lower or Higher Demon's skin, held aloft (expended)

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, both you and all the trappings upon yourself take the shape of an avatar of the Black Lodge. Temporarily replace your Character sheet with the creature profile of a Sidhe Lord, gaining its benefits and drawbacks. If you suffer an Injury during this time, the Magick spell immediately ends.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Your corpulent form temporarily explodes into a bizarre amalgam of beast and plant: your head turns into the shape of a tree trunk, your gonads turn into hooves and your legs into prehensile, fur-covered tails. Those who behold your countenance must succeed at a Resolve Test or else they suffer from Terror. In addition, you must succeed at a Toughness Test or else be immediately Slain! (unless you have a Fate Point to expend). If you succeed, you return to your normal self, but are Prone and Incapacitated!.



THE BLACK LODGE.



TWILIGHT WALKER

DISTANCE: Yourself

REAGENTS: A forest at twilight, where within you chant

DURATION: Special

EFFECT: After successfully casting this spell, you summon forth a Fey spirit from the Black Lodge. As the spirit walks with you, all allies are made immune to Stress and Fear as long as they remain within sight of the Walker. Foes who behold the Twilight Walker must Resist with a successful Resolve Test or else suffer from Fear. The Twilight Walker will remain in the Material Realm from sunset until sunrise.

CRITICAL SUCCESS: As above, but allies are also made immune to Terror.

CRITICAL FAILURE: It is not the Twilight Walker who comes, but instead a hungry, vengeful Fey spirit of the Black Lodge. An Apparition will arise immediately somewhere within earshot and will stalk you from sunset to sunrise.



THE BLACK LODGE.



WOOD-WHISPER

DISTANCE: Yourself

REAGENTS: Any tree you see, placing your hand and whispering into it

DURATION: Special

EFFECT: After successfully casting this spell, the tree you touch will 'speak' to you with the rattling of its branches. You can ask the tree a number of questions equal to your [WB], specifically about any who have passed within the forest (as if it was able to see people who have passed by it). However, the thoughts of the tree are slow and abstruse, so you must make a Secret Test using Scrutinize after every question to comprehend its meaning.

CRITICAL SUCCESS: As above, but you do not have to make a successful Scrutinize Test after each question to understand the tree's meaning.

CRITICAL FAILURE: The tree comes to life, angered at your trespass. Instilled with the anger of the Black Lodge, all of those standing around the tree within a Burst Template must Resist with a successful Coordination Test or else suffer $1D10+[WB]$ in Damage.



THE SLAVERING MAW.



BAD MOON RISING

DISTANCE: Yourself

REAGENTS: The moon, providing it can be seen

DURATION: Instantaneous

EFFECT: After successfully casting this spell, those who are not occultists of the Slaving Maw must succeed at a Resolve Test or else they suffer from Terror. In addition, occultists of the Slaving Maw may flip the results to succeed all Combat-based Skill Tests for the Duration of the spell.

CRITICAL SUCCESS: As above, but foes automatically suffer from Terror

CRITICAL FAILURE: The illusion is seen only by occultists of the Slaving Maw. All those who behold its countenance automatically suffer from Terror.



THE SLAVERING MAW.



BRAIN BURNER

DISTANCE: Yourself

REAGENTS: A monocle made from Wytchstone, worn

DURATION: Instantaneous

EFFECT: After successfully casting this spell, foes caught in its Cone Template suffer 2D10+[WB] mental Peril. In addition, they must Resist with a successful Awareness Test or be made Defenseless until their next Turn.

CRITICAL SUCCESS: As above, but foes cannot Resist this spell.

CRITICAL FAILURE: Your eyes burn with a terrible light as you are captivated by visions of your own destruction. You are made Defenseless until your next Turn and suffer from Fear.



THE SLAVERING MAW.



DA' BIG STOMP

DISTANCE: Any person you can see

REAGENTS: Your boots drenched in blood, stomped on the ground

DURATION: Instantaneous

EFFECT: After successfully casting this spell, you conjure forth a massive yet invisible jackboot, taking shape only when you stomp the ground. All those caught in a Burst Template suffer $2D10+[WB]$ in Damage. They can attempt to Dodge by Resisting with a successful Coordination Test to avoid the Damage. You can inflict Injuries with this Magick, but foes are always left Prone instead.

CRITICAL SUCCESS: As above, but the foe is also Knocked Out if they fail to Dodge.

CRITICAL FAILURE: A hideous cacophony of laughter and snickering rings out. You must Resist with a successful Coordination Test or else be made Prone.



THE SLAVERING MAW.



GET OUTTA HERE

DISTANCE: Any person you can see

REAGENTS: A mummified hand, wrapped in bandages

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, one foe who can see and hear you is immediately caught in a Chokehold (as the Perilous Stunt) and lifted 3 yards into the air. For the Duration of the spell, the foe remains in the Chokehold and rises another 3 yards on each of your Turns unless they can escape. Should your foe escape or the Duration expires, they drop to the ground and are subject to the effects of falling depending upon how high they were up in the air. This spell requires Concentration.

CRITICAL SUCCESS: As above, but you do not have to maintain Concentration.

CRITICAL FAILURE: A hideous cacophony of laughter and snickering rings out. You must Resist with a successful Coordination Test or else be but are left Prone for the Duration.



THE SLAVERING MAW.



GLASGOW KISS

DISTANCE: Any one person you can touch

REAGENTS: A broken skull of a Slain! foe

DURATION: Instantaneous

EFFECT: After successfully casting this spell, the person you touch must Resist with a successful Coordination Test or else suffer 1D10+[WB] in Damage and be Stunned.

CRITICAL SUCCESS: As above, but the foe is also left Prone if they fail to Resist.

CRITICAL FAILURE: Staggering forward, you immediately invoke an Opportunity Attack. If you suffer Damage from this attack, you are both Stunned and but are left Prone. You are also left with a really bad headache.



THE SLAVERING MAW.



GO FOR BROKE

DISTANCE: Any one person you can touch

REAGENTS: A torc of iron, placed around your arm or throat

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, the person you touch may make an Opportunity Attack at the beginning of their Turns. In addition, their Damage with melee weapons explodes on face '5-6'.

CRITICAL SUCCESS: As above, but they also cannot be Disarmed by the actions of a foe.

CRITICAL FAILURE: The torc wrenches and twists. If it's on your arm, you're unable to use that hand for 24 hours. If around your neck, you immediately suffer 1D10+1 physical Peril at the beginning of every hour. It requires a successful (Arduous -30%) Athletics Test to remove the torc.



THE SLAVERING MAW.



HUT, HUT, HIKE

DISTANCE: Any persons you can see

REAGENTS: A bloated pigskin filled with Wytchstone Essence, thrown (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, a number of allies equal to your [WB] immediately take their Turn. This does not displace anyone's place on the Initiative Ladder, but simply allows your allies to act first on this Turn. On subsequent Turns, the Initiative order returns to normal. In addition, they may add +3 to their Damage Threshold until the end of their second Turn. Finally, pick one ally. That ally may Run for 0 AP on their Turn now.

CRITICAL SUCCESS: As above, but add one Fortune Point to the Fortune Pool.

CRITICAL FAILURE: The line of defense immediately falls apart, as all allies who were benefiting from this Magick must spend their next Turn using Movement Actions only. You immediately scramble backwards 6 yards and drop the pigskin.



THE SLAVERING MAW.



ODDS & SODS

DISTANCE: Any persons you can see

REAGENTS: A shard of Wytchstone, crushed (expended)

DURATION: Special

EFFECT: After successfully casting this spell, select a number of allies equal to your [WB]. Immediately after suffering Damage from a melee or ranged weapon, they may choose to ignore it entirely, therefore negating both Damage and any Injuries they may have suffered. However, allies must record all instances of the times they ignored Damage. Once combat ends, roll an equivalent number of Chaos Dice. If one Chaos Die results on face '6', they suffer a Moderate Injury. If two Chaos Dice results on face '6', they suffer a Serious Injury. If three or more Chaos Dice result in face '6', they suffer a Grievous Injury.

CRITICAL SUCCESS: As above, but they are immune to Bleeding until the Effects of the spell ends.

CRITICAL FAILURE: You have advanced the plots of an entity greatly opposed to the Slaving Maw. You immediately gain 9 Corruption and suffer from Terror.



THE SLAVERING MAW.



WAAAR!

DISTANCE: Any persons you can see

REAGENTS: A shard of Wytchstone, crushed (expended)

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, select a number of allies equal to your [WB]. Providing you can see them, they cannot suffer from Peril, Stress, Fear or Terror for the Duration of the spell. However, at the beginning of their Turn, they must Resist with a successful Toughness Test or else begin to Bleed.

CRITICAL SUCCESS: As above, but for every six allies who are fighting, add an additional +1 to all melee and ranged damage they inflict (to a maximum of +6 Damage).

CRITICAL FAILURE: A great green mist begins pouring forth from all of your orifices and with it, the reek of the slaughterhouse. Those who smell your charnel stench must succeed at a Resolve Test or else they suffer from Terror. In addition, you must succeed at a Toughness Test or else be immediately Slain! (unless you have a Fate Point to expend). If you succeed, you return to your normal self, but are left Prone and Incapacitated!.



THE ENDLESS GULLET.



BRAIN DRAIN

DISTANCE: Any one person you can see

REAGENTS: A head, dashed open and its contents consumed as you cast Magick (expended)

DURATION: Special

EFFECT: After successfully casting this spell, you immediately cause one foe to suffer from waking nightmares, as well as on each of the following Turns. They will suffer from Stress on your first Turn, Fear on your second Turn and Terror on your third Turn. This Magick requires Concentration.

CRITICAL SUCCESS: As above, but instead the foe suffers from Terror instead of Fear on your first Turn.

CRITICAL FAILURE: Staring long and deep into the eyes of your victim, you momentarily are taken by the inhumanity of this act. As you eat the brain, you immediately suffer from Fear. Again, you then suffer from Fear. And finally, Terror. You cannot help but take three bites of the brain, despite the mental anguish.



THE ENDLESS GULLET.



CARDIAC CUISINE

DISTANCE: Yourself

REAGENTS: A salted chunk of a heart from your own Ancestry, consumed (expended)

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, add 3 to Total Damage results and an additional 1D6 Chaos Die when determining whether you inflict Injuries to your foes.

At the end of the Duration, you suffer 3 Corruption.

CRITICAL SUCCESS: As above, but triple the duration.

CRITICAL FAILURE: Imbibing the heart, you immediately bowl over, growing sick. You instantly suffer 1D10+1 physical Peril and are left Defenseless for the spell's Duration.



THE ENDLESS GULLET.



FEAST FOR FRIENDS

DISTANCE: Any persons you can see

REAGENTS: Fresh innards from your own Ancestry, eaten by others (expended)

DURATION: 3+[WB] in hours

EFFECT: After successfully casting this spell, select a number of allies equal to your [WB]. Whenever they Injure a foe, they move one step up the Peril Condition Track positively. At the end of the Duration, all those who ate the stew suffer 3 Corruption.

CRITICAL SUCCESS: As above, but triple the number of allies affected.

CRITICAL FAILURE: The feast is unsettling on everyone's stomachs. For the Duration, any allies who ate the stew must Resist with a successful Toughness Test every hour for the Duration of the spell or else suffer 1D10+1 physical Peril.



THE ENDLESS GULLET.



GOBBLEMAW

DISTANCE: Any place you can see

REAGENTS: The jawbone and teeth of your own Ancestry, made into a puppet

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, you conjure forth a massive maw in the ground. You can move the maw a number of yards equal to 3+[WB] on your Turn for 1 AP and make a Melee Attack (1 AP). Whenever striking, your foe can attempt to Parry. As you strike, you deal 3D10+[WB] in Damage. You can't inflict Injuries with this Magick, but foes are caught in a Chokehold instead. This spell requires Concentration.

CRITICAL SUCCESS: As above, but all foes struck automatically fail to Parry.

CRITICAL FAILURE: The maw arises from the ground, forming a grotesque, round, flesh thing resembling a giant rolling Fodderling. Those who behold this must succeed at a Resolve Test or else they suffer from Terror. In addition, you must succeed at a Toughness Test or else be immediately Slain! (unless you have a Fate Point to expend). If you succeed, the Gobblemaw returns below, leaving you Prone and Incapacitated!.



THE ENDLESS GULLET.



GOUT-SHANKS

DISTANCE: Any one person you can see

REAGENTS: A cured leg muscle from your own Ancestry, tied into a knot (expended)

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, the foe you can see must Resist with a successful Toughness Test or be made Gouty. While Gouty, as a foe ends their Turn, they must roll a number of D6 Chaos Dice equal to the number of AP they spent on Movement Actions. If one Chaos Die results in face '6', they suffer a Moderate Injury. If two Chaos Dice result in face '6', they suffer a Serious Injury. If three or more Chaos Dice result in face '6', they suffer a Grievous Injury. When this Magick inflicts a Moderate Injury, it is always a *Twisted Ankle*. When it inflicts a Serious Injury, it is always a *Stress Fracture*. Finally, when it inflicts a Grievous Injury, it is always a *Maimed Foot*.

CRITICAL SUCCESS: As above, but your foe is also left Helpless whenever they suffer a Grievous Injury.

CRITICAL FAILURE: Your legs suddenly give way beneath you as you crumble into a heap onto the ground. You are immediately made Helpless, but can Resist with a successful Toughness Test at the beginning of each of your Turns for the Duration of the spell to escape its Effects.



THE ENDLESS GULLET.



IRON GUT

DISTANCE: Any persons you can see

REAGENTS: Powdered granite and a stomach from your own Ancestry, eaten by others (expended)

DURATION: 6+[WB] in days

EFFECT: After successfully casting this spell, select a number of allies equal to your [WB]. They need not eat or drink for the Duration. At the end of the Duration, all those who ate the stomach suffer 6 Corruption.

CRITICAL SUCCESS: As above, but triple the number of allies affected.

CRITICAL FAILURE: The stomachs of all those who ate the Reagents grow sour! They must Resist with a successful Toughness Test or else contract Bloody Flux.



THE ENDLESS GULLET.



SLAUGHTERHOUSE

DISTANCE: Yourself

REAGENTS: Blood and feces from your own Ancestry, smeared onto a butcher's knife (expended)

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, the knife becomes ever-sharp and is treated as a one-handed melee weapon with the Vicious Quality. Instead of using your [CB], refer to your [WB] to determine Damage. Finally, whenever you strike or Parry with this knife, refer to your Incantation Skill instead of a Combat-based Skill. You can inflict Injuries with this Magick. After suffering an Injury, the foe must immediately Resist with a successful Toughness Test or begin to Bleed.

CRITICAL SUCCESS: As above, but victims cannot Dodge or Parry this attack.

CRITICAL FAILURE: The knife takes on its own personality, dancing into the air as if guided by an apparition, for the spell's Duration. For the Duration of the spell, roll a 1D6 Chaos Die at the start of your Turn. If the result is face '1', it will lash out at you; if the result is face '2-5', the knife does nothing; and if the result is face '6', it will lash out at a random ally.



THE ENDLESS GULLET.



SLURP MARROW

DISTANCE: Yourself

REAGENTS: A roasted marrow bone made from your own Ancestry, sucked on (expended)

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, add 3 to your Peril Threshold and you cannot become Incapacitated!, instead remaining at *Ignore 3 Skill Ranks*. At the end of the Duration, you suffer 3 Corruption.

CRITICAL SUCCESS: As above and you are immune to physical Peril inflicted by foes (such as from Chokehold).

CRITICAL FAILURE: Your essence is immediately drained away! You immediately suffer 1D10+1 mental Peril and are left Defenseless for the spell's Duration.



THE ENDLESS GULLET.



VICTUALS OF VISCERA

DISTANCE: Any persons you can see

REAGENTS: Cooked chitterlings and bung made from your own Ancestry, eaten by others (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, select a number of allies equal to your [WB]. They move one step up the Damage Condition Track positively. All those who ate the chitterlings and bung suffer 6 Corruption.

CRITICAL SUCCESS: As above, but they do not suffer any Corruption whatsoever.

CRITICAL FAILURE: The chitterlings are absolutely disgusting. If you do not drink the blood from your own Ancestry within 24 hours, you move one step down the Damage Condition Track negatively (but do not suffer an Injury due to it).



THE HELLFURNACE.



ASHEN RITE

DISTANCE: Special

REAGENTS: A handful of ash, consumed (expended)

DURATION: Special

EFFECT: After successfully casting this spell, both you and any allies caught in its Cone Template suffer 1D10+[WB] physical Peril. In exchange, whenever they generate face '6' on their Fury Die with melee and ranged weapons, their foe begins to Bleed. This spell lasts for 24 hours, unless the ash is washed away.

CRITICAL SUCCESS: As above, but allies automatically Knockout any foes they Injure (as the Perilous Stunt).

CRITICAL FAILURE: Your throat burns from the ash, as your lungs begin to seize. You immediately begin to suffer from Suffocation.



THE HELLFURNACE.



BOW BEFORE ME

DISTANCE: Yourself

REAGENTS: A helmet made from the jawbone of a Brass Primarch, worn for the Duration

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, both you and all the trappings upon yourself take the shape of an avatar of the Hellfurnance. Temporarily replace your Character sheet with the creature profile of a Brass Primarch, gaining its benefits and drawbacks. If you suffer an Injury during this time, the Magick spell immediately ends.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Your body pulsates with lava bubbles and smoke, temporarily exploding into a foaming smoke monster, whose mouth flows with magma. Those who behold your countenance must succeed at a Resolve Test or else they suffer from Terror. In addition, you must succeed at a Toughness Test or else be immediately Slain! (unless you have a Fate Point to expend). If you succeed, you return to your normal self, but are left Prone and Incapacitated!.



THE HELLFURNACE.



BRITTLEBONE CURSE

DISTANCE: Any one place you can see

REAGENTS: 13 bones of a broken man, shaken in a sack

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, a shadow that smells of bitumen falls over your enemies. All those caught within a Burst Template are Maledicted. While Maledicted, whenever they suffer Damage, they can be Injured on a result of face '4-6'. You are immune to this spell's Effects.

CRITICAL SUCCESS: As above, and they instead can be Injured on a result of face '3-6'.

CRITICAL FAILURE: A brief storm of ash and salt rises in an Explosion Template at your feet, rising like a tornado into the sky. Those caught within an Explosion Template immediately suffer 2D10+[WB] physical Peril.



THE HELLFURNACE.



HELLWORKER'S STICK

DISTANCE: Yourself

REAGENTS: A staff wrought of simple wood

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, your staff temporarily turns into petrified wood. It becomes a one or two-handed melee weapon with the Adaptive, Defensive and Pummeling Qualities. Instead of using your [BB], refer to your [WB] to determine Damage. Finally, whenever you strike with this stick, your foe must Resist with a successful Athletics Test or be Disarmed. You can inflict Injuries with this Magick, but foes are always left Prone instead.

CRITICAL SUCCESS: As above, but victims are automatically Disarmed if they cannot Parry the attack.

CRITICAL FAILURE: Your stick completely shatters, and the bells toll for you. You are unable to cast Magick for the next 24 hours.



THE HELLFURNACE.



MALIGN SUBJUGATION

DISTANCE: Any persons you can see

REAGENTS: A pinch of powdered gemstone, inhaled (expended)

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, select a number of foes who can see and hear you equal to your [WB]. They must Resist with a successful Coordination Test or be made Maligned. While Maligned, they must Resist with a successful Scrutinize Test at the beginning of their Turn or else lose their Turn.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: You are forced down to your knees and must pray to your dark Daemon in penitence. You are left Helpless for two minutes.



THE HELLFURNACE.



OBSIDIAN PROMISE

DISTANCE: Any one person you can touch

REAGENTS: An obsidian ring, placed upon the finger

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, the person you touch cannot be Injured or made to Bleed for the Duration of the spell. In addition, when they would suffer Damage from a melee or ranged weapon, even after failing to Dodge or Parry, they take no Damage instead. They can only avoid Damage from a melee or ranged weapon once for the Duration of the spell and it must be the Damage from the first successful attack made against them.

CRITICAL SUCCESS: As above, but they also cannot be made Prone by the actions of a foe.

CRITICAL FAILURE: The ring crumbles to dust, completely destroyed. In return, you suffer 1D10+1 mental Peril.



THE HELLFURNACE.



PRIMORDIAL DISRUPTION

DISTANCE: Any persons you can see

REAGENTS: A volcanic rod made from a live volcano, struck on the ground

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, roll a 1D6 Chaos Die. On face '1-5', a number of foes equal to your [WB]. They must Resist with a successful Coordination Test or suffer 3D10+[WB] in Damage from fire. On face '6', a number of allies equal to your [WB] must Resist with a successful Coordination Test or suffer 3D10+[WB] in Damage from fire. You must roll this 1D6 Chaos Die at the beginning of your Turn for the Duration of the spell. You can inflict Injuries with this Magick, but foes are always On Fire instead.

CRITICAL SUCCESS: As above, but the creature cannot Resist this Magick.

CRITICAL FAILURE: The volcanic rod suddenly cracks and breaks. With a rumbling of earth below, a lance of magma engulfs you. You suffer 3D10+[WB] in Damage from fire and all of your belongings are engulfed in flame and destroyed.



THE HELLFURNACE.



SALT & SULPHUR

DISTANCE: Yourself

REAGENTS: The desiccated remains of a body left to dehydrate, left in a sack

DURATION: Instantaneous

EFFECT: After successfully casting this spell, foes who look at you or make you the target of an Attack Action or Perilous Stunt must Resist with a successful Scrutinize Test or be turned to a pillar of salt, instantly Slain!. Those who Resist suffer 3D10+[WB] Damage from fire. You can inflict Injuries with this Magick, but foes are always On Fire instead.

CRITICAL SUCCESS: As above, but those who Resist are also Defenseless.

CRITICAL FAILURE: You have hell to pay to the Hellfurnace. You must succeed at a Resolve Test or else suffer from a random, but permanent Malignancy.



THE HELLFURNACE.



THE INVERTED DOOM

DISTANCE: Yourself

REAGENTS: A miniature brass bull, set on ground

DURATION: Instantaneous

EFFECT: After successfully casting this spell, foes caught in its Cone Template must Resist with a successful Athletics Tests or be thrown a number of yards equal to $2D10+[WB]$. Whether they successfully Resist the spell or not, they are left Prone.

CRITICAL SUCCESS: As above, but foes cannot Resist this spell.

CRITICAL FAILURE: The shadow falls over you... toying with you. Suddenly, you are jerked into the air like a marionette – and then, the strings are cut. You fall a number of yards equal to $2D10+[WB]$.



THE WITCH-QUEEN.



ABJURE SPIRIT

DISTANCE: Any one creature you can see

REAGENTS: The True Name of the Restless Spirit or summoner of the Ætheric Spirit, spoken aloud

DURATION: Instantaneous

EFFECT: After successfully casting this spell, the Ætheric Spirit, Restless Spirit or their summoner (if present) must Resist with a successful Resolve Test. If they fail, the Ætheric Spirit or Restless Spirit is instantaneously banished from the Material Realm. Note that this only works on creatures who are Ætheric Spirits or Restless Spirits. You can also use this Magick to banish a Lower or Higher Demon's possession of another, but it does not cause the demon to be banished from the Material Realm, only driven away from possessing others for nine days.

CRITICAL SUCCESS: As above, but the creature cannot Resist this Magick.

CRITICAL FAILURE: Despite calling out the True Name, you only cause the spirit to grow more furious. In fact, your declaration of its True Name only serves to further empower it! The abjuration fails and calls forth another creature of equal power that manifests within a few yards of you.



THE WITCH-QUEEN.



COMPEL SPIRIT

DISTANCE: Any one spirit you can touch

REAGENTS: A memento of a dead relative (expended)

DURATION: Special

EFFECT: After successfully casting this spell, you gain the ability to touch a single spirit of your choice within touching range. The spirit you touch must Resist with a successful Coordination Test. If it fails, the spirit is yours to command for exactly two minutes. Note that if you attack the spirit or cause it further harm, the spell ends immediately. This only affects creatures classified as an Ætheric Spirit or Restless Spirit.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Your words only serve to antagonize the spirit. With a haunted moan, it has a new-found passion – to swallow your soul! The spirit can add a 1D6 Fury Die to Total Damage whenever it strikes you for the next six minutes.



THE WITCH-QUEEN.



CONSULT THE SPIRITS

DISTANCE: Yourself

REAGENTS: An eyeless hood, placed over your face

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, you fall into a trance and are rendered Helpless. During this time, you may use any Fellowship-based Skill to directly communicate with Ætheric Spirits and Restless Spirits. This interaction is not always beneficial: many such spirits are skittish, ignorant, confused, cunningly deceptive or even openly aggressive. This empathy acts as an all but supernatural type of communication; the complexity of which is determined by the GM. Finally, any Restless Spirits present will not cause you any harm for the Duration of the spell.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Your mind is wracked with grief, as you momentarily absorb the anguish of the spirits who linger in this place. You immediately suffer from Stress. suffer 9 Corruption.



THE WITCH-QUEEN.



FROCK OF ICE

DISTANCE: Yourself

REAGENTS: An expensive white frock, worn

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, all melee weapons that are not Magickal in nature cannot apply Fury Dice to their Total Damage when harming you. In addition, foes must Maneuver in order to Engage with you. If they are already Engaged with you when you first cast this spell, they are immediately pushed 1 yard away.

CRITICAL SUCCESS: As above, but foes cannot Engage with you.

CRITICAL FAILURE: Let it go, let it go! With a terrible tearing sound, the white frock takes to the air, ripping from your neck. A gust of chilly wind catches it and it flies off, never to be found again.



THE WITCH-QUEEN.



FROSTKISS

DISTANCE: Yourself

REAGENTS: A handful of snow, consumed (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, any foes caught in its Cone Template suffer $2D10+[WB]$ physical Peril. If they move one step down the Peril Condition Track negatively, they are Defenseless for one minute. If they move two steps down the Peril Condition Track negatively, they are Defenseless and also Stunned for one minute. If they move three or more steps down the Peril Condition Track negatively, they are Defenseless, Stunned and unable to use Movement Actions for one minute. Should they be Incapacitated! from *Frostkiss*, they also suffer from Frostbite. Your foes can Resist with a successful Coordination Test.

CRITICAL SUCCESS: As above, but foes cannot Resist this Magick.

CRITICAL FAILURE: Your throat tightens from the cold air, as your lungs begin to seize. You immediately begin to suffer from Sufocation.



THE WITCH-QUEEN.



HELLFROST TRANSFORMATION

DISTANCE: Yourself

REAGENTS: A wand made from the humerus of a Fomori Crone, held aloft

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, both you and all the trappings upon yourself take the shape of an avatar of the Witch-Queen. Temporarily replace your Character sheet with the creature profile of a Fomori Crone, gaining its benefits and drawbacks. If you suffer an Injury during this time, the Magick spell immediately ends.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Your half-frozen form temporarily explodes into a bizarre amalgam of fleshy whips and monster: your head turns to the shape of a gaping maw, your teats turn into child-like hands and your legs into prehensile, purple tails. Those who behold your countenance must succeed at a Resolve Test or else they suffer from Terror. In addition, you must succeed at a Toughness Test or else be immediately Slain! (unless you have a Fate Point to expend). If you succeed, you return to your normal self, but are left Prone and Incapacitated!.



THE WITCH-QUEEN.



MALEFICIUM

DISTANCE: An inanimate object belonging to a person you wish to curse

REAGENTS: An inanimate object belonging to a person you wish to curse

DURATION: Forever

EFFECT: After successfully casting this spell, the object you touch is cursed. Whenever another carries this object, they suffer a gruesome curse. As a consequence, the cursed must flip the results to fail all Skill Tests. In addition, they permanently move down an Age Group (growing older) at each new moon, until eventually they die of premature old age. They inspire intense hatred whenever confronting creatures classified as Animals. A foe cannot be made subject to the Effects of more than one curse at a time, which last until the cursed object remains in their possession.

CRITICAL SUCCESS: As above, but the cursed also temporarily reduces every Primary Attribute Bonus by -1 at each new moon.

CRITICAL FAILURE: Your Magick backfires in the worst way imaginable! An object on your person is cursed instead, as you suffer the Effects so long as you possess the object. Unfortunately, you do not know which object has been bewitched without use of further Magick!



THE WITCH-QUEEN.



PURIFICATION

DISTANCE: Any one person you can touch

REAGENTS: The guts of a frozen fish, consumed (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, the person you touch can attempt a Toughness Test. If successful, they are cured of any Intoxication and Poison Effects they are suffering from. The spell also cures their Frostbite. If they fail, they suffer 1D10+1 physical Peril and are left Helpless for an hour. A Character may only gain the benefit of this Magick once per day.

CRITICAL SUCCESS: As above, but they are also cured of one Disease they are suffering from.

CRITICAL FAILURE: Your touch brings great sadness, as the person you touch suffers from Frostbite on their fingers.



THE WITCH-QUEEN.



TEMPESTARI

DISTANCE: Any one place you can see

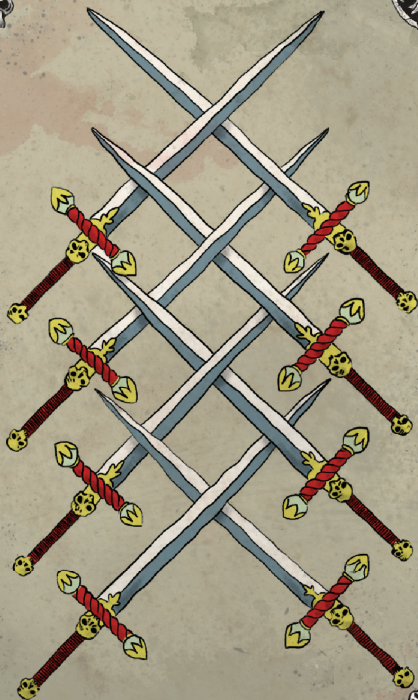
REAGENTS: A staff made from a branch of a tree struck by lightning

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, choose to either repress bad weather or conjure forth an ice storm. If you repress bad weather, it temporarily stops for the Duration of the spell. If you conjure forth an ice storm, all those caught within an Explosion Template must immediately succeed at a Toughness Test or suffer 2D10+[WB] Damage for each Turn they remain within the Explosion Template. You can inflict Injuries with this Magick, but foes always suffer from Frostbite instead. This Magick only affects creatures classified as Humanoid or Mutant (including player races).

CRITICAL SUCCESS: As above, but foes automatically fail to Resist this Magick.

CRITICAL FAILURE: As you raise your staff, it is immediately struck by a blue thunderbolt. You are frozen in place, left Helpless and paralyzed for the Duration.



GENERALIST
PETTY MAGICK.



ÆGIS

DISTANCE: Yourself

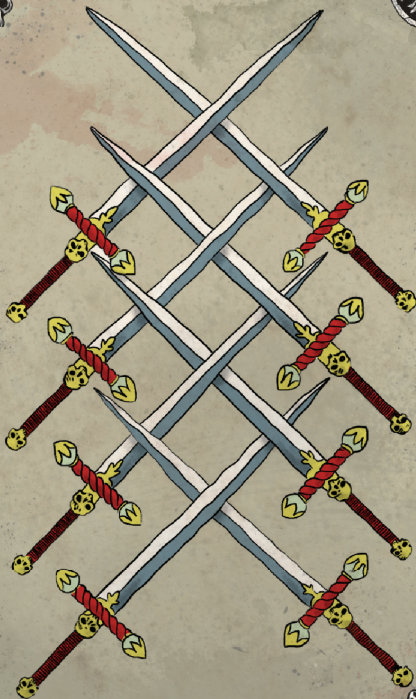
REAGENTS: A splinter of a wooden shield kept in your pocket

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, add 3 to your Damage Threshold and you cannot Bleed. If you are currently Bleeding, you are Bleeding no more.

CRITICAL SUCCESS: As above and you are immune to Damage inflicted by ranged weapons.

CRITICAL FAILURE: Your Magick goes terribly awry, as the wind is knocked out of you. You immediately suffer 1D10+1 physical Peril and are left Defenseless for the spell's Duration of the spell.



GENERALIST
PETTY MAGICK.



ANNOINT WEAPON

DISTANCE: Any one weapon you can touch

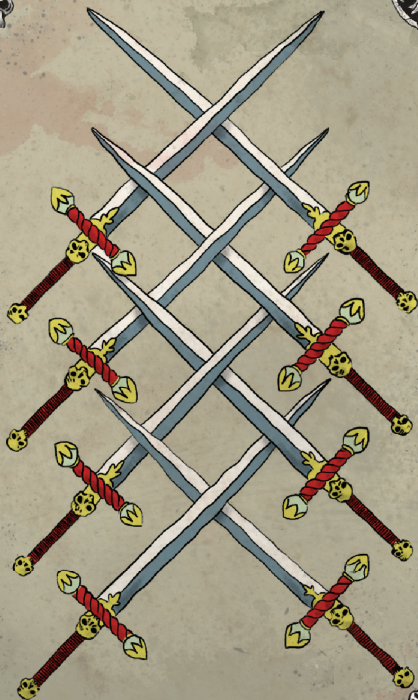
REAGENTS: Three drops of holy water dabbed upon the weapon (expended)

DURATION: 3+[WB] in hours

EFFECT: After successfully casting this spell, a weapon you touch gains the ability to strike enemies that may be normally unharmed by non-Magickal weapons.

CRITICAL SUCCESS: As above, but you can anoint up to three weapons instead.

CRITICAL FAILURE: Your call to bless a weapon has angered gods unknown, as you now suffer from a terrible curse. For the next 24 hours, you must add an additional 1D6 Chaos Die to all Magicks you cast.



GENERALIST
PETTY MAGICK.



BEWITCHED

DISTANCE: Any one object you can touch

REAGENTS: An inanimate object you wish to curse, which must be small enough to carry in the hand

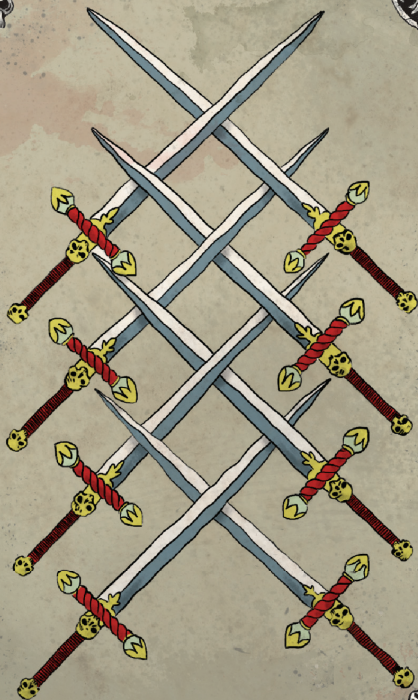
DURATION: Forever

EFFECT: After successfully casting this spell, the object you touch is bewitched. Whenever another carries this object, they suffer an irritating curse – such as flatulence, hiccups, pimples, warts or an otherwise innocuous but annoying

EFFECT: As a consequence, the cursed suffers a -10 Base Chance to all Fellowship-based Skill Tests while the object remains in their possession. A foe cannot be made subject to the Effects of more than one curse at a time.

CRITICAL SUCCESS: As above, but the cursed instead suffers a -20 Base Chance to all Fellowship-based Skill Tests.

CRITICAL FAILURE: Your Magick backfires in the worst way imaginable! An object on your person is cursed instead, as you suffer a -20 Base Chance to all Fellowship-based Skill Tests so as long as you possess the object. Unfortunately, you do not know which object has been bewitched without use of further Magick!



GENERALIST
PETTY MAGICK.



CACK-HANDED GRASP

DISTANCE: Any one person you can see

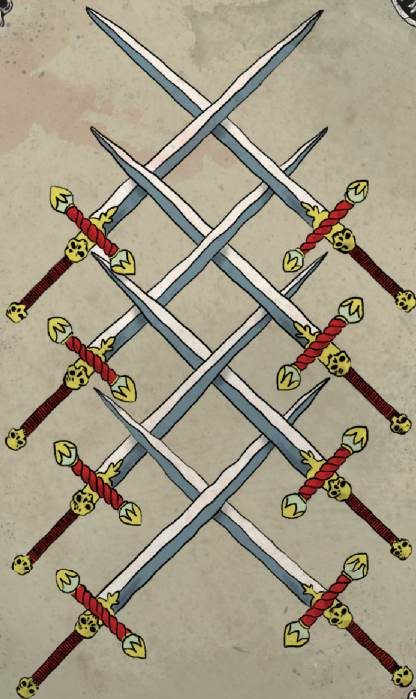
REAGENTS: A dab of animal fat, rubbed between two fingers (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, one foe instantly drops whatever is in their hands onto the ground just outside of easy reach.

CRITICAL SUCCESS: As above and your foe is knocked Prone.

CRITICAL FAILURE: Butter weaps from your hands. You are rendered maladroit for 24 hours. You cannot hold anything in your hands without it slipping out of grasp.



GENERALIST
PETTY MAGICK.



CANDLELIGHT

DISTANCE: Any one object you can see

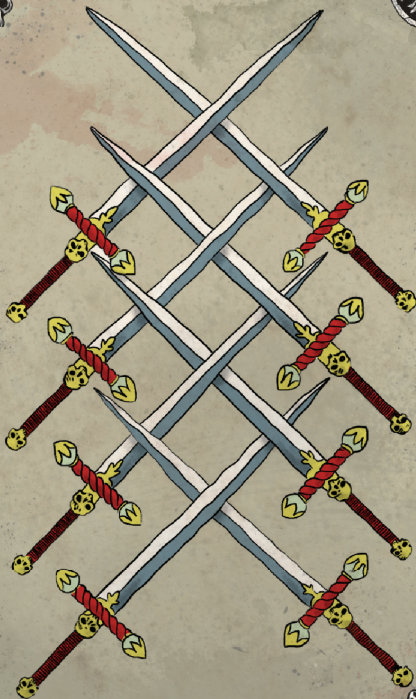
REAGENTS: A drop of lantern oil rubbed between your fingers (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, you can ignite a candle, torch or other tiny object you can see. It provides an insignificant amount of heat and light, equivalent to a candle. Its flames are considered to be Mildly Dangerous. Optionally, you can hold this burning light in your palm without risk of harm, until you must use your hand again.

CRITICAL SUCCESS: As above, but you can ignite up to three objects instead.

CRITICAL FAILURE: Fire suddenly engulfs your arm. You immediately suffer 1D10+1 Damage from fire. If you suffer Injuries from this Damage, you are On Fire instead.



GENERALIST
PETTY MAGICK.



DISPEL MAGICK

DISTANCE: Any one object or person you can see

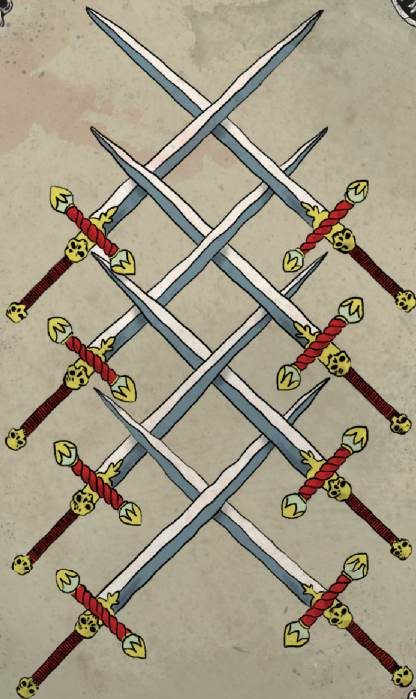
REAGENTS: A silver tuning fork, struck against the ground

DURATION: Instantaneous

EFFECT: After successfully casting this spell, you immediately cause one Magickal spell's Effect to end permanently. This can be used to dismiss Magickal Effects, such as Ægis or other Magick spells which may protect another. This has no Effect on summoned creatures or Rituals. You must have this Magick in order to Counterspell. Finally, you can never use Dispel Magick to dismiss the Effects of other Magick spells whose Duration is listed as Instantaneous.

CRITICAL SUCCESS: As above and the person who was affected by the Dispel Magick suffers 1D10+1 physical Peril.

CRITICAL FAILURE: As the tuning fork strikes the ground, your ears begin to bleed as you are deafened and concussed. You immediately suffer 1D10+1 physical Peril and cannot hear for 24 hours.



GENERALIST
PETTY MAGICK.



GUST OF WIND

DISTANCE: Any one object you can see

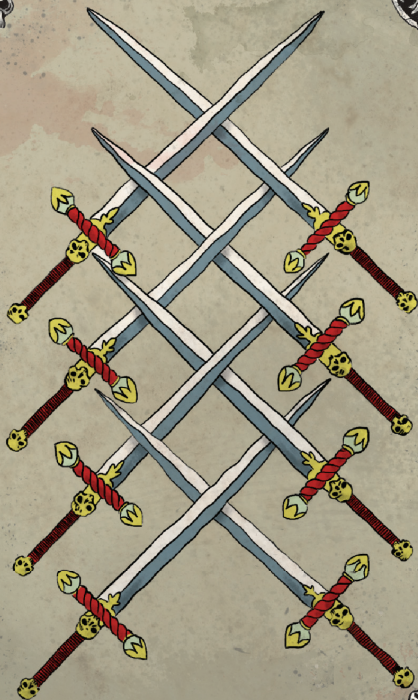
REAGENTS: The breath of a chaste woman, contained in a jar (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, you can conjure a gust of wind which instantly extinguishes candles, blows papers about and tosses blankets around.

CRITICAL SUCCESS: As above, but instead the wind can be directed to open an unlocked door or move a heavy object no larger than a carriage.

CRITICAL FAILURE: A sudden gale of wind blows you over, as you are knocked Prone.



GENERALIST
PETTY MAGICK.



HAT-TRICK

DISTANCE: Yourself

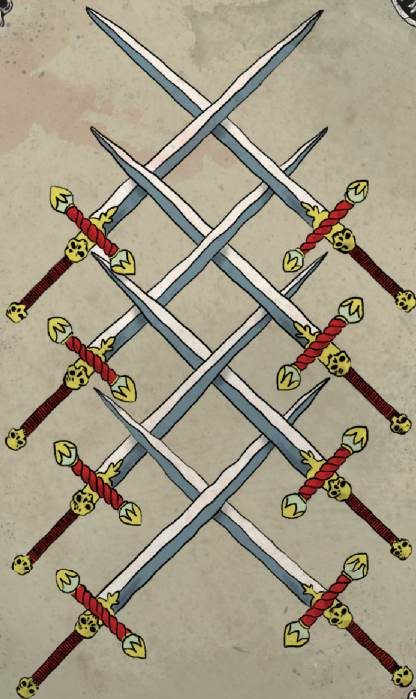
REAGENTS: A bag, hat or pocket from where an animal can be withdrawn

DURATION: Instantaneous

EFFECT: After successfully casting this spell, you produce a small living animal of your choice, such as a dove, fish, mouse or rabbit. This creature has an odd mutation about them, such as mismatched eyes, hidden boils beneath their fur or even two tails.

CRITICAL SUCCESS: As above, but you instead draw three creatures forth instead.

CRITICAL FAILURE: You draw nothing from your hat, save bloodied fingers! You begin to Bleed and are unable to use your primary hand for 24 hours.



GENERALIST
PETTY MAGICK.



HAUNTING

DISTANCE: Any one place you can see

REAGENTS: The death shroud of someone murdered

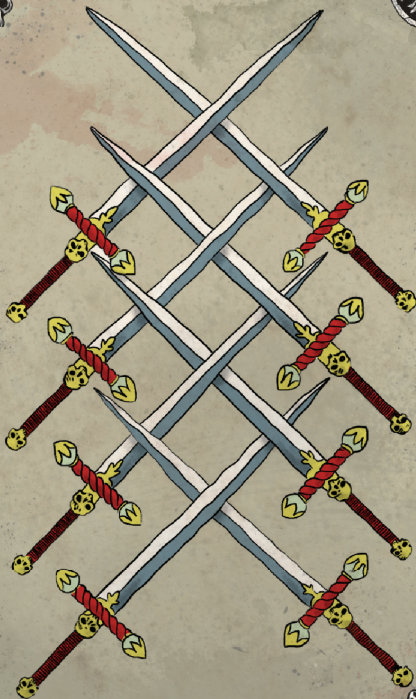
DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, you can conjure ghostly sounds or voices, which manifest as a low whisper or a dull roar. They can only mimic natural sounds or voices

that your Character would know (the GM may require you as the player to sound them out at the game table).

CRITICAL SUCCESS: As above, but instead those who witness the Haunting suffer from Stress (as mentioned in **Chapter 11: Game Mastery**).

CRITICAL FAILURE: You are contacted by the Abyssal Princes, babbling in ancient languages within your mind. A terrible secret of your past is revealed to you. You immediately suffer 3 Corruption.



GENERALIST
PETTY MAGICK.



HASTEN SPEED

DISTANCE: Any one person you can touch

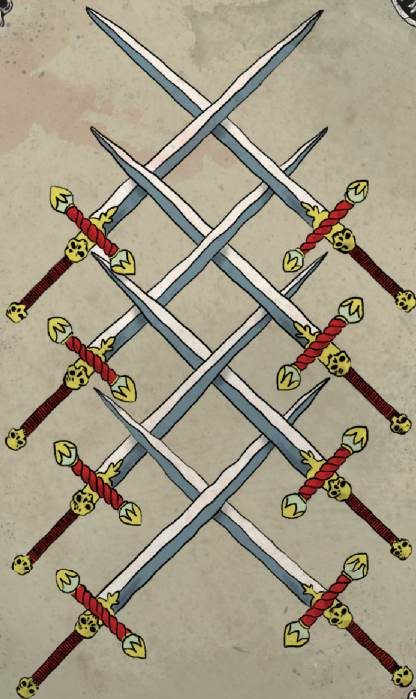
REAGENTS: The boot of a weary traveler, worn on your feet

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, the person you touch increases their Combat Movement and Initiative by 3.

CRITICAL SUCCESS: As above, but they also gain 1 additional AP per Turn in combat.

CRITICAL FAILURE: Time begins to ebb strangely around you. The person you intended to hasten immediately ages three years.



GENERALIST
PETTY MAGICK.



HUSH

DISTANCE: Any one person you can see

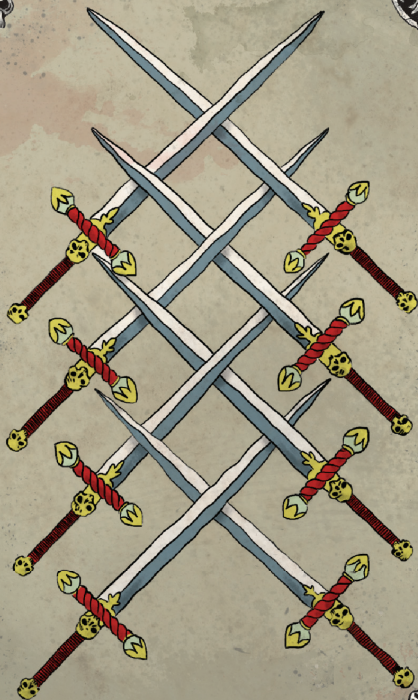
REAGENTS: A silver thimble placed upon your finger, raised to your lips

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, you immediately silence one foe and render them unable to verbally communicate whatsoever. Your foe can successfully Resist with an Awareness Test.

CRITICAL SUCCESS: As above, but your foe is unable to Resist this Magick.

CRITICAL FAILURE: An invisible, demonic cat steals your tongue and will not return it for 24 hours. During this time, you cannot speak.



GENERALIST
PETTY MAGICK.



INDOMITABLE SPIRIT

DISTANCE: Any one person you can touch

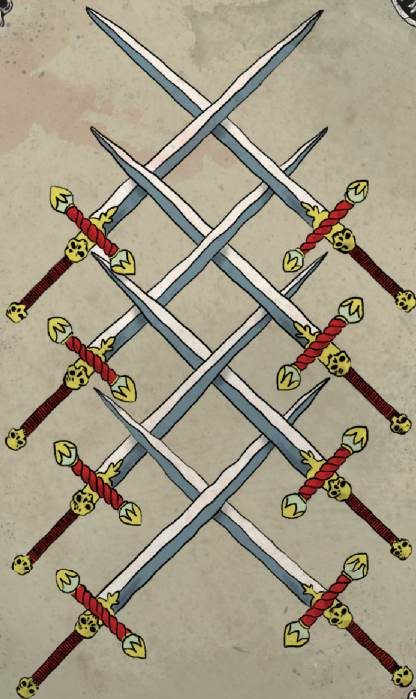
REAGENTS: A shell of a tortoise (expended)

DURATION: 3+[WB] in hours

EFFECT: After successfully casting this spell, the person you touch increases their Peril Threshold by 3.

CRITICAL SUCCESS: As above and they immediately move one step up the Peril Condition Track positively.

CRITICAL FAILURE: With but a touch, the strength withers away from the intended beneficiary of this Magick. They suffer a -3 to Peril Threshold for the spell's Duration.



GENERALIST
PETTY MAGICK.



INVOKE FURY

DISTANCE: Any one person you can touch

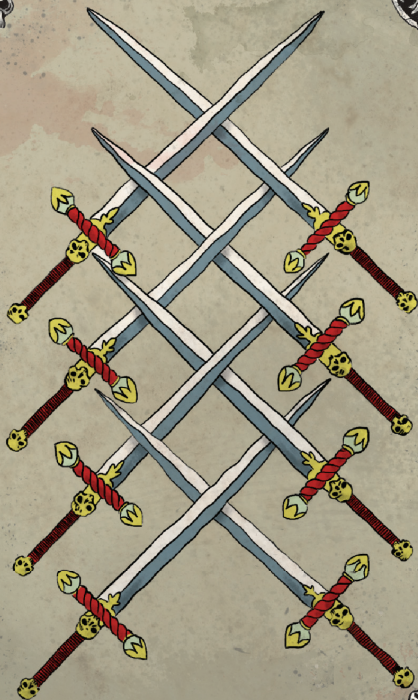
REAGENTS: Ink or dye, which is painted on the person's hands or face (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, the person you touch is given the gift of retribution. They may add a 1D6 Fury Die to their next Total Damage roll with a melee or ranged weapon.

CRITICAL SUCCESS: As above and the person may add the Punishing Quality to their weapon.

CRITICAL FAILURE: Your invocation has angered the god of war. As a result, the next attack successfully made upon you with a melee or ranged weapon inflicts an additional 1D6 Fury Die to the Total Damage roll and adds the Punishing Quality.



GENERALIST
PETTY MAGICK.



MAGICK MISSILE

DISTANCE: Any one person you can see

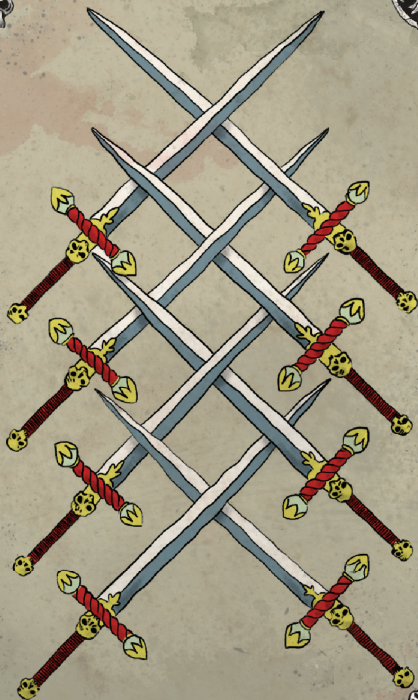
REAGENTS: A silver dart, held in-hand
(expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell,
one foe suffers $1D10+[WB]$ in Damage.

CRITICAL SUCCESS: As above and the foe
drops whatever is in their hands just outside
of easy reach.

CRITICAL FAILURE: The bolt flickers
outwards before turning and striking you!
You suffer $1D10+[WB]$ in Damage and drop
whatever is in your hands just outside of easy
reach.



GENERALIST
PETTY MAGICK.



PINPRICK

DISTANCE: Any one person you can touch

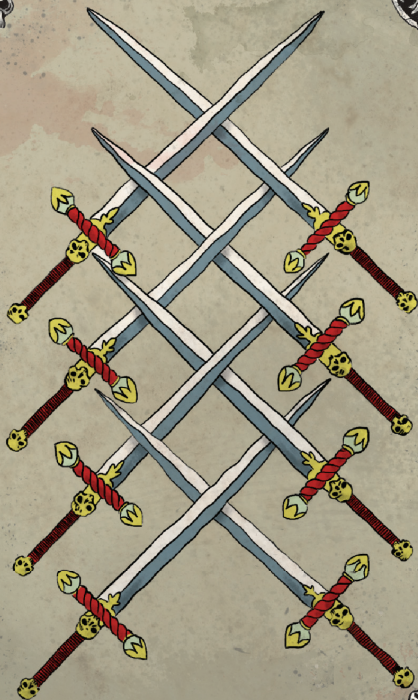
REAGENTS: A small needle, held in-hand
(expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, one foe suffers 1D10+[WB] in physical Peril.

CRITICAL SUCCESS: As above and the foe is unable to Counterspell, Dodge or Parry on their next Turn.

CRITICAL FAILURE: Your body is wracked with pain, lightning lancing through your bones. You suffer 1D10+[WB] in physical Peril.



GENERALIST
PETTY MAGICK.



RAINSHADE

DISTANCE: Yourself

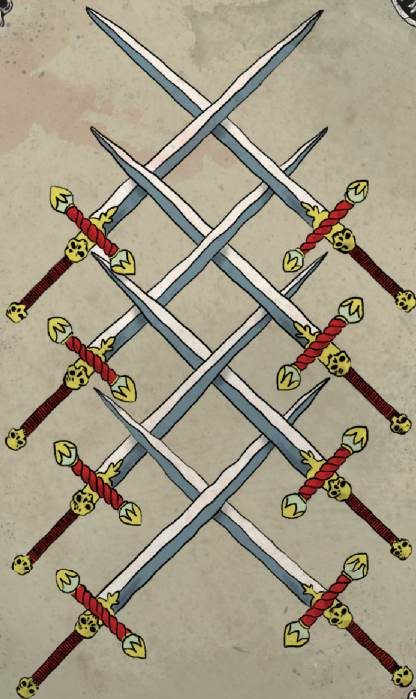
REAGENTS: A leafy branch held above your head (expended)

DURATION: 3+[WB] in hours

EFFECT: After successfully casting this spell, you can travel in the rain or snow without getting wet. This does not ward against other Effects related to rain or snow that may inflict Peril or other penalties related to weather. However, it will keep your clothes dry, your torch lit and your grimoires safe!

CRITICAL SUCCESS: As above, but you also clear the area of bad weather within a Burst Template around you, so that others may take advantage of this Magick.

CRITICAL FAILURE: The weather around you grows worse, as you're drenched to the bone. You suffer 1D10+1 physical Peril.



GENERALIST
PETTY MAGICK.



ROBBER'S MISERY

DISTANCE: Any one key you can touch

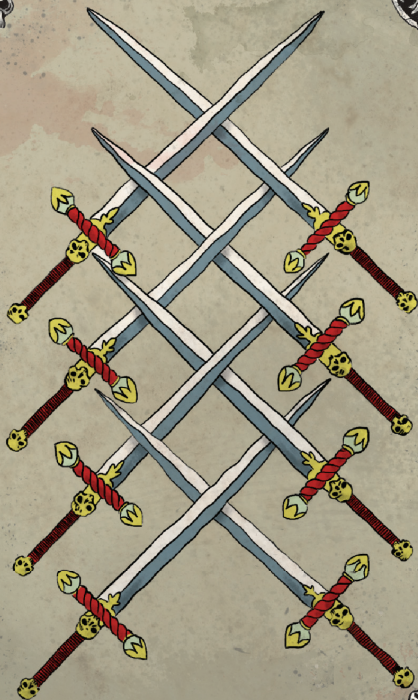
REAGENTS: A skeleton key

DURATION: Forever

EFFECT: After successfully casting this spell, a key you touch can be used to permanently lock one portal or lock. That lock can never be picked or the door opened without use of this key. However, it doesn't prevent it from being busted open.

CRITICAL SUCCESS: As above, but this key can be used on three portals.

CRITICAL FAILURE: Doubtlessly, you will be made victim to theft in the next 24 hours. Likely, it will be at the hands of a treacherous little Guttersnipe. Only the GM knows the truth of what is to occur.



GENERALIST
PETTY MAGICK.



SANCTUARY

DISTANCE: Yourself

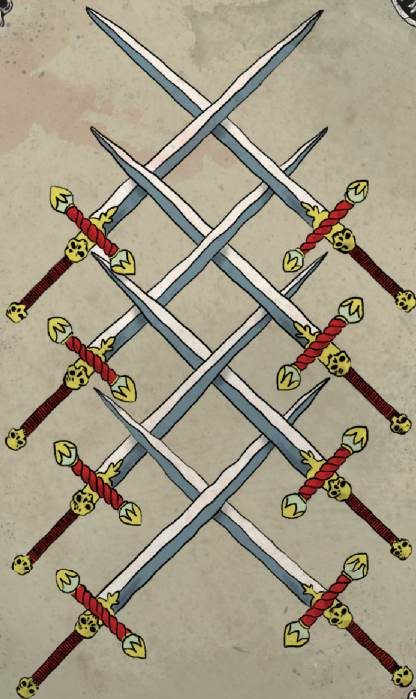
REAGENTS: The bone of a saint or revered priest

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, foes who are classified as Humanoids who attempt to attack you must immediately succeed at a Resolve Test or choose to ignore you for the spell's Duration. This Magick is broken if you attempt to bring harm upon any whom have been made victim to this Magick.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Suddenly, you provoke all foes to immediately target you. They make you the object of their ire for the spell's Duration, attempting to end your life!



GENERALIST
PETTY MAGICK.



SUBDUE

DISTANCE: Any one person you can touch

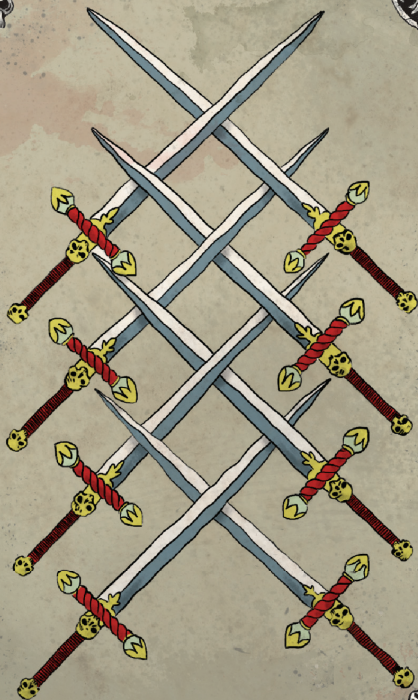
REAGENTS: A handful of sand poured onto the ground (expended)

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, you immediately render one foe Helpless as they are knocked Prone. Your foe can successfully Resist with an Awareness Test.

CRITICAL SUCCESS: As above, but your foe cannot Resist this Magick.

CRITICAL FAILURE: You cannot seem to rest, despite what you do. You suffer from Sleep Deprivation for 24 hours.



GENERALIST
PETTY MAGICK.



TRACKLESS STEP

DISTANCE: Yourself

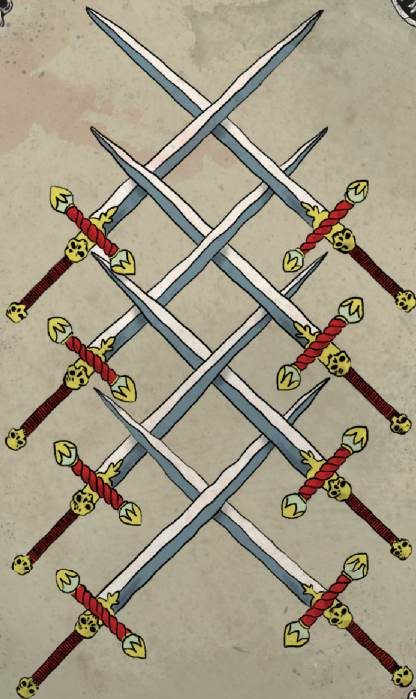
REAGENTS: A jar of epsom salt, sprinkled in your wake (expended)

DURATION: 3+[WB] in hours

EFFECT: After successfully casting this spell, you and a number of allies equal to your [WB] are able to pass over surfaces such as snow, mud and vegetation without leaving a trace behind. You must be on foot and can run as well as walk while still benefiting from this spell. Your progress cannot be tracked for the Duration of the spell. It does not work while riding beasts or aboard a wagon or coach.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Your feet give out from underneath of you, as you grow tired and weak. You and your allies suffer from 1D10+1 physical Peril for every hour of travel or the Duration of the spell.



GENERALIST
PETTY MAGICK.



VOW OF FEALTY

DISTANCE: Any one person you can touch

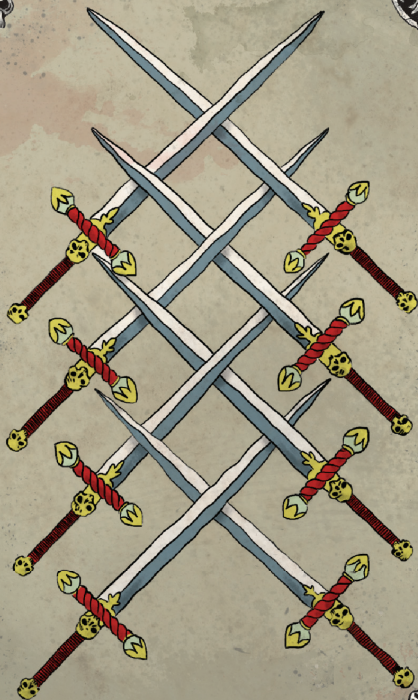
REAGENTS: A willing participant, whose name you announce

DURATION: Forever

EFFECT: After successfully casting this spell, the person you touch vows to carry out or swear against an action you set. Breaking this vow temporarily drops their Brawn by -10%, until the oath-breaker appeals to you to lift the Magick or completes the task they were charged to do. Once the vow is upheld and comes to fruition, the Magick fades.

CRITICAL SUCCESS: As above, but they instead suffer -20% to Brawn.

CRITICAL FAILURE: Although you word the pledge right, it doesn't seem to take Effect. You are held to a vow yourself, given at the behest of the Abyssal Princes. You will suffer a -20% to Brawn if you break this vow and must see it through to its completion.



GENERALIST
PETTY MAGICK.



WARDING

DISTANCE: Any one object or portal you can touch

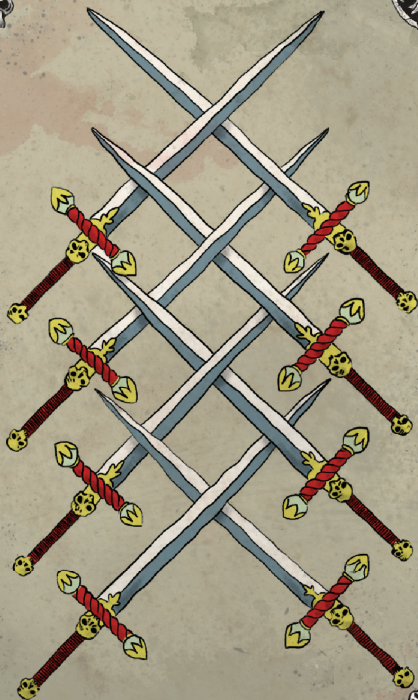
REAGENTS: A tiny bell rung three times

DURATION: Special

EFFECT: After successfully casting this spell, the object or portal you touch can make you mentally aware if it has been trespassed against or stolen – even if you are asleep or hundreds of leagues away. Once triggered, the Magick fades.

CRITICAL SUCCESS: As above, but the Warding never fades. It can be dispelled though.

CRITICAL FAILURE: Tracing your fingers to produce the wards causes terrible intestinal discomfort. You suffer 1D10+1 physical Peril.



GENERALIST
PETTY MAGICK.



WILL O' THE WISP

DISTANCE: Yourself

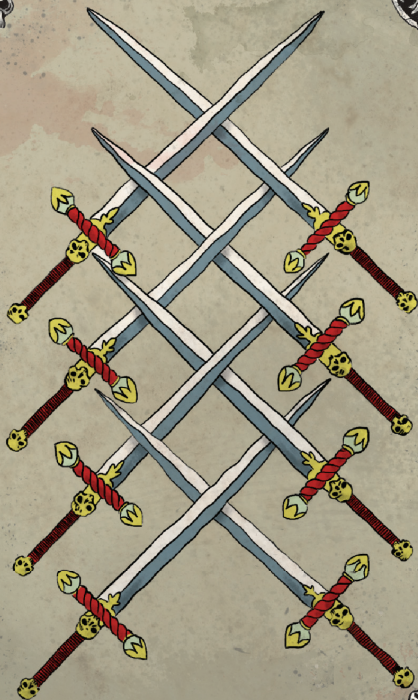
REAGENTS: A firefly crushed in-hand
(expended)

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, you conjure nine green wisps of light, gently floating above the ground. They can be mentally controlled to move slowly out into the distance, but must remain within sight or else wink out of existence. They cast a poor light, no greater than that of a candle.

CRITICAL SUCCESS: One wisp can be trapped in a container, to forever conjure poor light as a candle.

CRITICAL FAILURE: Green fireflies dart back and forth, stinging you with tiny electrical zaps, but then disappear to hide in the nearest tree or building. You suffer from Sleep Deprivation for 24 hours.



GENERALIST
PETTY MAGICK.



WYCHSIGHT

DISTANCE: Yourself

REAGENTS: A blindfold placed over your eyes

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, you can visually determine if an object or person is imbued or under the influence of Magick. Naturally, since dark Magick flows within the unliving, you can also detect creatures that are classified as Supernatural.

CRITICAL SUCCESS: As above, but you can also detect what sort of Magick spell has affected the object or person, if any.

CRITICAL FAILURE: You behold a terrible vision of nightmare beings beyond the mortal realm. Your eyesight is stricken from you, as you're temporarily blinded for 24 hours. During this time, you automatically fail any Skill Test which requires you to see.