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| **Fire Bolt**  *Destruction (Cantrip)*   |  |  |  | | --- | --- | --- | | **1 AP** | **10 Spaces** | **Instant** |   You can produce 1 of the following effects:  ***Spell Attack***: You can make a Spell Check against the PD of a target within range. **Hit**: The target takes **2** Fire damage.  ***Fire Orb***: A harmless flickering flame appears in your hand and can remain there for up to 10 minutes. The flame sheds Bright Light in a 5 Space radius. The Spell ends if you dismiss it, cast it again, or make a Spell Attack with it (**1 AP**).  ***Cantrip Passive***: You deal **+1** damage against creatures that are **Burning**.  **Action Point Enhancements**  ***Damage***: (1 AP) You deal +1 Fire damage.  **Range**: (1 AP) Increase the range by +5 Spaces.  ***Burning***: (1 AP) The target makes a Physical Save. **Failure**: Target begins **Burning** until a creature (including itself) within 1 Space spends 1 AP to put it out. | **Minor Flame Blade**  *Destruction (Cantrip)*   |  |  |  | | --- | --- | --- | | **1 AP** | **Self** | **Instant** |   You imbue a Melee Weapon you are wielding with flames. Until the end of your next turn, the next successful Attack Check with this weapon deals an additional **1** Fire damage to your target or to a creature within 1 Space of the target.  **Mana Point Enhancements**  ***Flame Strike***: Spend **1 MP** to add an additional **+2** Fire damage to your Attack Check (must be done before the Attack is made) **Miss**: Deal **1** Fire damage to the target.  ***Flame Bound***: Spend **1 MP** to add **+1** Fire damage to the target and secondary target. | **Dancing Flames**  *Destruction (Cantrip)*   |  |  |  | | --- | --- | --- | | **1 AP** | **20 Spaces** | **1 min (C)** |   Make a **DC 10** Spell Check. **Success**: You create up to 3 torch sized Flames within range, they appear as torches, lanterns, or glowing orbs that hover in the air for the duration. **Success (each 5)**: +1 Flame. **Failure**: 2 Flames.  You can combine 4 lights into 1 glowing vaguely humanoid form of Medium size. Each light sheds Light in a 2 Space radius.  You can spend 1 AP to move the lights up to 10 Spaces to a new spot in range. Each light must be within 5 Spaces of another light created by this spell and be within 20 Spaces of you or it winks out of existence.  **Mana Point Enhancements**  **Detonate**: Spend **2 AP** and **1 MP** to detonate the Flames. Make a Spell Check against the PD of all targets sharing a space with a Flame. **Hit**: Each Flame deals **1** Fire damage but does not benefit from Heavy, Brutal, or Critical Hits. |
| **Burning Flames**  *Destruction*   |  |  |  | | --- | --- | --- | | **2 AP + 1 MP** | **Self (10 Spaces)** | **Instant** |   A brilliant flame manifests around you.  Choose a type of area: Line, Cone, or Sphere. You are the Spell’s Point of Origin.   * ***Line***: The Spell affects every target in a 1 Space wide and 10 Space long line. * ***Cone***: The Spell creates a 3 Space long Cone. * ***Sphere***: The Spell affects every target within a 2 Space range of you.   Make a Spell Check against every target's PD within the Spell’s area. **Hit**: The target takes **2** Fire damage.  **Mana Point Enhancements**  **Burning:** Spend **1 MP** to force all targets to Save against Burning for 1 minute.  **Range**: Spend **1 MP** to change the origin point of the Spell to 15 Spaces (instead of Self). | **Fog Cloud**  *Conjuration*   |  |  |  | | --- | --- | --- | | **2 AP + 1 MP** | **20 Spaces** | **1 hour (C)** |   Make a **DC 10** Spell Check. **Success**: You create a sphere of fog with up to a 4 Space radius, centred on a point within range. **Success (each 5)**: Radius +1 Space. **Failure**: 3 Space radius.  The sphere spreads around corners, and its area is **Fully Concealed**. Creatures within 1 Space of each other see each other normally. It lasts for the duration or until a wind of moderate or greater speed disperses it.  **Mana Point Enhancements**  ***Area of Effect:*** Spend **1 MP** to increase the radius of the spell’s effect by 3 Spaces. | **Fire Shield**  *Protection*   |  |  |  | | --- | --- | --- | | **2 AP + 1 MP** | **Self** | **1 hour** |   A protective magical force surrounds you, manifesting as spectral flames that cover you. You emit Light in a 2 Space Radius.  Make a **DC 15** Spell Check. **Success**: You gain 3 Temp HP. **Success (each 5)**: +1 Temp HP. **Failure**: 2 Temp HP. If a creature hits you with a Melee Attack while you have this Temp HP, the creature takes **1** Fire damage for each Temp HP it removes with its Attack. The Spell ends once the Temp HP is consumed.  **Mana Point Enhancements**  ***Fire Protection***:Spend **3 MP** to gain Fire Resist and add 10 more Temp HP.  ***Investiture of Fire***: Spend **5 MP** and **1 AP** to gain Fire Immunity and add 15 more Temp HP. While you have this Temp HP you can spend 2 AP to shoot out flames in a 3 Space Cone. Make a Spell Check against the PD of all creatures in the spell’s range. **Hit**: The target takes **5** Fire damage*.* |
| **Grease**  *Conjuration*   |  |  |  | | --- | --- | --- | | **2 AP + 1 MP** | **10 Spaces** | **1 min** |   Make a **DC 10** Spell Check. **Success**: Slick grease covers the ground in 4 Spaces of your choosing. **Failure**: Only 3 Spaces.  The Spaces must connect to each other and be within range of the spell. These Spaces are now Difficult Terrain for 1 min and are flammable. If Fire touches these Spaces, it ignites and deals **1** Fire damage to any creature within the Space instantly and again to any creature who ends their turn in this Space.  If a creature is standing in Grease when the spell initially appears, when they end their turn, or if they enter an area with Grease, they must succeed on an Agility Save or fall Prone.  **Mana Point Enhancements**  ***More Grease***: Spend **1 MP** to add on 4 more Spaces.  ***More Fire***: Spend **1 MP** to make the Fire damage it deals if on fire increase by 1. | **Frost Bolt**  *Destruction (Cantrip)*   |  |  |  | | --- | --- | --- | | **1 AP** | **10 Spaces** | **Instant** |   You can produce 1 of the following effects:  **Spell Attack**: You can make a Spell Check against the PD of a target within range. **Hit**: The target takes **2** Cold damage.  **Ice Orb**: A flurry of ice appears in your hand. The ice can remain there for 10 minutes and harms neither you nor your equipment, cooling the area within 5 Spaces. The Spell ends early if you dismiss it for free, if you cast it again, or spend **1 AP** to make a Spell Attack with it.  ***Cantrip Passive***: You deal **+1** damage against creatures that are **Slowed**.  **Action Point Enhancements**  ***Damage***:(1 AP) You deal +1 Cold damage.  ***Range***: (1 AP) Increase the range by 5 Spaces.  ***Slow***: (1 AP) The target makes a Physical Save. **Failure**: Target becomes Slowed until the end of your next turn. | **Minor Illusion**  *Illusion (Cantrip)*   |  |  |  | | --- | --- | --- | | **1 AP** | **5 Spaces** | **1 min** |   Create a sound or an image of an object in range that lasts for 1 min or until you dismiss it as an action or cast this spell again.  The sound can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, etc. The sound continues for 1 min, or you can make sounds at different times before the spell ends.  The image can be a chair, muddy footprints, a small chest, etc., It can’t be larger than 1 Space. It can't create sound, light, smell, or any other sense. Interacting with the image reveals it to be an illusion as things can pass through it.  ***Discerning the Illusion***: A creature can spend **1 AP** to determine if the illusion is real. They make an Investigation Check vs your Save DC. **Success**: The creature realises it’s fake, if it’s an image it becomes transparent to the creature.  **Mana Point Enhancements**  ***Sight and Sound***: Spend **1 MP** to create both. |
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| **Mage Hand**  *Conjuration (Cantrip)*   |  |  |  | | --- | --- | --- | | **1 AP** | **5 Spaces** | **1 min** |   A spectral, floating hand appears at a point you choose in range. It lasts for 1 min or until you dismiss it. The hand vanishes if it moves outside of the Spell’s range or if you cast it again.  When you cast the Spell or spend **1 AP**, you can control the hand. The hand can manipulate an object, open a door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 5 Spaces each time you use it.  The hand can't attack, activate magic items, or carry more than 5 kg.  **Mana Point Enhancements**  ***Spell Hand***: When you cast another spell, spend **1 MP** to cast it from your Mage Hand’s Space.  ***Range Hand***: Spend **1 MP** to extend the range to 20 spaces.  ***Lasting Hand***: Spend **1 MP** to increase the duration to 1 hour. | **Catapult**  *Destruction*   |  |  |  | | --- | --- | --- | | **2 AP + 1 MP** | **10 Spaces** | **Instant** |   Choose one object weighing 0-3 kg within range that isn't being worn or carried. The object flies in a straight line up to 15 Spaces in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If you attempt to strike a creature, make a Spell Check against the target's PD. **Hit**: 3 Bludgeoning damage.  **Mana Point Enhancements**  ***Damage:* 1 MP** to increase the damage by 2. | **Magic Missile**  *Destruction*   |  |  |  | | --- | --- | --- | | **2 AP + 1 MP** | **10 Spaces** | **Instant** |   You attempt to fire out glowing darts of magical force. Make a **DC 10** Spell Check. **Success**: You create 2 Missiles. **Success (each 5)**: +1 Missile. **Failure**: only 1 Missile. Each Missile automatically deals 1 True damage to its target. Each missile may have the same or different targets.  **Mana Point Enhancements**  ***Damage*:** Spend **1 MP** for 1 more Missile.  ***Range***: Spend **1 MP** to increase the range to 15 Spaces. |
| **Ice Knife**  *Destruction*   |  |  |  | | --- | --- | --- | | **2 AP + 1 MP** | **10 Spaces** | **Instant** |   You create a shard of ice and fling it at one creature within range. Make a Spell Check against the target's PD. **Hit**: The target takes **2** Cold damage and then explodes. Compare your same Spell Check to the PD of each creature within 1 space of the original target (including the target). **Hit**: Deal **1** Cold damage. **Miss**: The spell does not explode and only deals half damage to the original target.  **Mana Point Enhancements**  ***Damage*:** Spend **1 MP** to increase the damage of the hit and explosion by 1. | **Silent Image**  *Illusion*   |  |  |  | | --- | --- | --- | | **2 AP + 1 MP** | **10 Spaces** | **10 min (C)** |   Create the image of an object, a creature, or something else in a 3 Space cube. The image appears at a spot within range and lasts for the duration. The image isn't accompanied by sound, smell, or other sensory effects.  You can spend **1 AP** to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image.  ***Discerning the Illusion***: Physical interaction with the image reveals it to be an illusion. A creature can spend **1 AP** to determine if the illusion is real. The creature makes an Investigation Check against your Save DC. **Success**: The creature discerns the illusion for what it is, revealing it to be false and making the illusion transparent to the creature.  **Mana Point Enhancements**  ***Sound and Smell***: Spend **1 MP** to give the Spell the ability to make sounds and have a smell to it. | **Lightning Bolt**  *Destruction (Cantrip)*   |  |  |  | | --- | --- | --- | | **1 AP** | **10 Spaces** | **Instant** |   You can produce 1 of the following effects:  **Spell Attack**: Spell Check vs the PD of a target in range. **Hit**: The target takes 2 Lightning damage.  **Lightning Orb**: Crackling harmless lightning appears between your hands, it can last for 10 minutes. The energy sheds Bright Light in a 10 Space radius. The Spell ends if you dismiss it, cast it again, stop using both hands, or use **1 AP** to make a Spell Attack with it.  **Cantrip Passive**: You deal **+1** damage against creatures that are wearing metal armour.  **Action Point Enhancements**  ***Damage***: (1 AP) You deal +1 Lightning damage.  ***Range***: (1 AP) Increase the range by +5 Spaces.  ***Chain***: (1 AP) Choose 1 target within 2 Spaces of the original target. Compare your Spell Check to their PD. **Hit**: The extra takes 2Lightning damage andis unaffected by features that let you dealmore damage(except the Cantrip Passive). You can chainmultiple times, by picking an extra target in 2 Spaces ofthepreviously target. |
| **Lightning Blade**  *Destruction (Cantrip)*   |  |  |  | | --- | --- | --- | | **1 AP** | **Self (1 Space Radius)** | **1 Round** |   You imbue a Melee Weapon you’re wielding with crackling energy. The next Attack Check that hits with this weapon sheathes the target in booming energy. If the target leaves or is moved from the current Space they’re in, they take **2** Sonic damage and the Spell ends.  This effect can be “stacked” multiple times from the same or different sources.  **Mana Point Enhancements**  ***Damage***: Spend **1 MP** to increase the damage dealt by 2.  ***Duration***: Spend **1 MP** to change the duration to 1 minute. | **Shocking Grasp**  *Destruction (Cantrip)*   |  |  |  | | --- | --- | --- | | **1 AP** | **1 Space** | **Instant** |   Lightning springs from your hand to shock a creature within range. Make a Spell Check against the target's PD (You have ADV if they are wearing armour made of metal) while the target makes a Physical Save. **Hit**: **1** Lightning damage. **Failed Save**: Target can no longer spend AP until the start of its next turn.  **Mana Point Enhancements**  ***Lightning Lure***: Spend **1 MP** to increase the damage by 1 and change the range to 5 Spaces. Additionally, if the target fails their Save, you can pull them up to 3 spaces toward you. | **Gust**  *Destruction (Cantrip)*   |  |  |  | | --- | --- | --- | | **1 AP** | **5 Spaces** | **Instant** |   Create one of the following effects in range:   * Pick a Medium or smaller creature, do a Spell Check vs their Might Save to push them 1 Space in any direction. **Success (each 5)**: +1. * Choose an object that is not held or carried and that weighs less than 3 kg. Make a **DC 10** Spell Check. **Success**: The object is pushed up to 3 Spaces away from you. **Success (each 5)**: +1 Space. **Failure**: Only 2 Spaces. * Create a harmless sensory effect using air, e.g., leaves rustling, shutters slamming, etc.   **Mana Point Enhancements**  ***Wind Tunnel***: **1 MP** to create a 10 Space long & 2 Space wide Line that lasts 1 minute and requires Concentration. The Tunnel starts within 5 Spaces of you, you pick the direction of the line and wind. Creatures in the Tunnel are Slowed 1 against the wind but 2x Speed with the wind. A creature that starts their turn in the Tunnel must succeed a Might Save or bepushed4 Spaces in wind’s direction. **1 AP** to flip the direction of the wind. |
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| **Returning Shock**  *Destruction*   |  |  |  | | --- | --- | --- | | **1 AP + 1 MP** | **15 Spaces** | **Instant** |   You can electrocute creatures that damage you.  ***Trigger***: You are damaged by a creature within range.  ***Reaction***: Make a Spell Check against the target's PD. **Hit: 3** Lightning damage.  **Mana Point Enhancements**  ***Chain***: Spend **1 MP** to choose 1 additional target within 2 Spaces of the original target. Compare your Spell Check against the new target. **Hit**: The additional target takes **3** Lightning damage and is unaffected by features that allow you to deal more damage, including Heavy Hits and higher. You can use this Enhancement multiple times, choosing an additional target within 2 Spaces of the previously chosen target. | **Misty Step**  *Astromancy*   |  |  |  | | --- | --- | --- | | **1 AP + 1 MP** | **Self** | **Instant** |   You are briefly surrounded by a silvery mist and attempt to teleport to a new location.  Make a **DC 20** Spell Check. **Success**: You teleport up to 5 Spaces to an unoccupied space that you can see. **Success (each 5)**: +2 Spaces. **Failure**: Only 3 Spaces.  **Mana Point Enhancements**  ***Far Step***: Spend **1 MP** to increase the distance of the teleport by 4 Spaces. | **Crackling Lightning**  *Destruction*   |  |  |  | | --- | --- | --- | | **2 AP + 1 MP** | **Self (10 Spaces)** | **Instant** |   Crackling lightning forms around you.  Choose a type of area: Line, Cone, or Sphere. You are the Spell’s Point of Origin.   * ***Line***: The Spell affects every target in a 1 Space wide and 10 Space long line. * ***Cone***: The Spell creates a 3 Space long Cone. * ***Sphere***: The Spell affects every target within a 2 Space range of you.   Make a Spell Check against every target's PD within the Spell’s area. **Hit**: The target takes **2** Lightning damage.  **Mana Point Enhancements**  ***Frazzled***: Spend **1 MP** to force all targets to Save against the **Dazed** Condition for 1 minute.  ***Range***: Spend **1 MP** to change the origin point of the Spell to 15 Spaces (instead of Self). |
| **Psi Bolt**  *Destruction (Cantrip)*   |  |  |  | | --- | --- | --- | | **1 AP** | **10 Spaces** | **Instant** |   You can produce 1 of the following effects:  **Spell Attack**: You can make a Spell Check against the MD of a target within range. **Hit**: The target takes **1** Psychic damage.  **Headache**: You tear into the mind of one creature you can see within range. You can cause a mild headache in a creature for 1 minute or spend **1 AP** to make a Spell Attack.  **Cantrip Passive**: You deal **+1** damage against creatures that are **Dazed**.  **Action Point Enhancements**  ***Damage***: (1 AP) You deal +1 Psychic damage. ***Range***: (1 AP) Increase the range by +5 Spaces.  ***Dazed***: (1 AP) The target makes a Mental Save. **Failure**: Target becomes **Dazed** (DisADV on Mental Checks) on the next Mental Check it makes before the end of your next turn. | **Message**  *Divination (Cantrip)*   |  |  |  | | --- | --- | --- | | **1 AP** | **10 Spaces** | **1 Round (each way)** |   You point your finger toward a creature you can see within range and verbally whisper a message. The target hears the message in their head and can reply back with a whisper that you hear in your head.  If you are familiar with the target and know it is beyond a wall or barrier you can still cast the Spell, but the range is reduced by half.  **Mana Point Enhancements**  ***Range***: Spend 1 MP to increase the range to 30 spaces. | **Befriend**  *Enchantment (Cantrip)*   |  |  |  | | --- | --- | --- | | **1 AP** | **10 Spaces** | **1 min (C)** |   You attempt to Charm a creature within range. Choose a non-hostile creature that can see and hear you. Make a Spell Check contested by the target’s Charisma Save. **Success**: You have ADV on all Charisma Checks made against this creature. When the spell effect ends, or you fail the check the creature realizes that you used magic to influence its mood and may become hostile towards you.  **Mana Point Enhancements**  ***Hostile Charm***: Spend **1 MP** to cast this on any creature.  ***Clear Suspicion***: Spend **2 MP** and the target will no longer realize that magic has been cast on them.  ***More Friends***: Spend **2 MP** and add an additional target to the effect of this spell and increase the range by 10 Spaces. |
| **Psychic Fear**  *Enchantment*   |  |  |  | | --- | --- | --- | | **2 AP + 1 MP** | **10 Spaces** | **Instant** |   You whisper a discordant melody to one creature of your choice that you can see within range, wracking it with terrible pain.  Make a Spell Check against the target's MD while it makes an Intelligence Save. **Hit**: The target takes **2** Psychic damage. **Save Failure**: If it has any AP, the target spends **1 AP** to move as far as its Speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit.  **Mana Point Enhancements**  ***Loud Whispers***: Spend **1 MP** for the creature to lose an additional **1 AP** (if available) and move that many more spaces away. | **Bane**  *Enchantment*   |  |  |  | | --- | --- | --- | | **2 AP + 1 MP** | **5 Spaces** | **1 min (C)** |   Choose 3 creatures that you can see within range. Make a Spell Check contested by their Mental Save. **Failure**: The target must roll a d4 and subtract the number from each Attack Check or Save they make until the Spell ends.  **Mana Point Enhancements**  ***Targets***: Spend **1 MP** to increase the number of targets by 1.  **Dread**: Spend **2 MP** to change the d4 to a d6 instead. | **Command**  *Enchantment*   |  |  |  | | --- | --- | --- | | **2 AP + 1 MP** | **10 Spaces** | **1 Round** |   Speak a command to a creature that you have seen in the last minute in range that can hear you. Make a Spell Check vs the target’s Charisma Save. **Success**: The creature uses **2 AP** to follow the command given, regardless of the AP cost. The creature cannot modify the Action it takes.  ***Ignoring a Command***: The spell has no effect if the target doesn't know your language, if it's unable to follow your command, or if your command is directly harmful to itself.  ***Choosing a Command***: Choose from this list or improvise your own at the GM’s discretion.   * ***Move***: Move to a location that you choose. * ***Prone***: The target falls **Prone**. * ***Drop***: The target drops anything it’s holding. * ***Attack***: Attack a creature that you choose.   **Mana Point Enhancements**  ***Duration***: **1 MP** to increase duration by 1 Round.  ***Targets***: Spend **2 MP** to add 1 additional target. |
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| **Sleep**  *Enchantment*   |  |  |  | | --- | --- | --- | | **2 AP + 1 MP** | **15 Spaces** | **1 min** |   This spell sends creatures into a magical slumber. You attempt to force creatures within 4 Spaces of a point you choose within range to fall into a magic sleep.  Make a **DC 10** Spell Check. **Success**: This Spell can affect 10 HP worth of creatures. **Success (each 5)**: **+2** HP. **Failure**: **5** HP.  Starting with the creature with the lowest current HP, each creature affected by this Spell falls unconscious. Subtract each creature's HP from the total before moving on to the creature with the next lowest hit points. A creature's HP must be equal to or less than the remaining total for that creature to be affected. The sleep lasts until the spell ends or another creature spends 1 AP to shake or slap the sleeper awake.  Undead and creatures immune to sleep aren't affected by this spell.  **Mana Point Enhancements**  ***Slumber***: **1 MP** to increase HP effected by 10. | **Sacred Bolt**  *Destruction (Cantrip)*   |  |  |  | | --- | --- | --- | | **1 AP** | **10 Spaces** | **Instant** |   You can produce 1 of the following effects:  **Spell Attack**: You can make a Spell Check against the MD of a target within range. **Hit**: The target takes **1** Radiant damage.  Bright beam of light descends on a creature that you can see within range. You can make a creature within range glow with a subtle light for 10 minutes or make a Spell Attack.  **Cantrip Passive**: You deal **+1** Radiant damage against Undead and **Exposed** creatures  **Action Point Enhancements**  ***Damage***: (1 AP) You deal +1 Radiant damage. ***Range***: (1 AP) Increase the range by +5 Spaces.  ***Holy Bolt***: (1 AP) The target makes a Mental Save. **Failure**: Target becomes **Exposed** (Attack Checks against it have ADV) for the next Attack made against it before the end of your next turn. | **Guidance**  *Divination (Cantrip)*   |  |  |  | | --- | --- | --- | | **1 AP** | **5 Spaces** | **1 Round** |   You can grant a Help Die (d8) to an ally within range. The target can use this Help Die to add to any Check they make before the start of your next turn. Casting Guidance counts as taking the Help Action and still triggers the “Multiple Action Penalty (Help).” If you cast Guidance or take the Help Action again before the start of your next turn, the Help Die becomes a d6, then a d4, then you would not be able to use Guidance any more during that same round of Combat.  **Mana Point Enhancements**  ***Sustained***: Spend **1 MP** to increase the duration to 1 minute but it requires **Concentration**. ***Expand***: Spend **1 MP** to grant an additional Help Die (the same size as the casting of the Spell). |
| **Light**  *Conjuration (Cantrip)*   |  |  |  | | --- | --- | --- | | **1 AP** | **Touch** | **1 hour** |   You touch one object that is no larger than Medium in Size. Until the spell ends, the object sheds Light in a 5 Space radius. The light can be coloured as you like. Completely covering the object with something opaque blocks the light. The Spell ends if you cast it again or dismiss it as a Free Action.  If you target an object held or worn by a hostile creature, make an Attack Check contested by the target's Agility Save. **Success**: You cast Light on the object.  **Mana Point Enhancements**  ***Blinding Light***: Spend **1 MP** to make a Spell Check contested by a Physical Save from all targets within 2 Spaces of the Light source. **Failure**: The target is **Blinded** for 1 Round. | **Guiding Bolt**  *Destruction*   |  |  |  | | --- | --- | --- | | **2 AP + 1 MP** | **15 Spaces** | **1 Round** |   A flash of light streaks toward a creature of your choice within range, surrounding them in a holy glow. Make a Spell Check against the target's Mystical Defence. **Hit**: The target takes **3** Radiant damage, and the next Attack Check made against the target before the end of your next turn has ADV.  **Mana Point Enhancements**  ***Guiding Damage***: Spend **1 MP** to also add **3** Radiant damage to the next Attack Check. This damage does not come into effect if the Attack misses. | **Bless**  *Divination*   |  |  |  | | --- | --- | --- | | **2 AP + 1 MP** | **5 Spaces** | **1 min (C)** |   Make a **DC 10** Spell Check. **Success**: You bless up to 3 creatures of your choice within range. **Success (each 10)**: +1 additional creature. **Failure**: Only 2 creatures.  Whenever a target makes a Check or Save before the spell ends, the target can roll a d4 and add the number rolled to the total.  **Mana Point Enhancements**  ***Targets***: Spend **1 MP** to increase the number of targets by 1.  ***Grace***: Spend **2 MP** to change the d4 to a d6 instead. |
| **Heal**  *Restoration*   |  |  |  | | --- | --- | --- | | **2 AP + 1 MP** | **10 Spaces** | **Instant** |   Make a **DC 10** Spell Check. **Success**: You heal the target creature within range for **3** HP.  **Success (each 5)**: +**1** HP. **Nat 20**: **+2** HP. **Failure**: Only healed for **2** HP.  Additionally, if you are touching a creature when you cast this spell they heal for an additional **1** HP.  **Mana Point Enhancements**  ***Quick Heal***: Spend **1 MP** to reduce the AP cost of this spell by 1.  ***Bolster***: You can spend MP to increase the HP gained by 3 HP per 1 MP spent. | **Shield of Faith**  *Protection*   |  |  |  | | --- | --- | --- | | **1 AP + 1 MP** | **10 Spaces** | **10 min (C)** |   A shimmering field appears and surrounds a creature of your choice within range.  Make a **DC 10** Spell Check. **Success**: The target gains +2 PD for the duration. **Success (each 10)**: +1 PD. Failure: The target gains 1 PD instead.  **Mana Point Enhancements**  ***Targets***: You can spend **1 MP** to increase the number of creatures you can affect by 1. |  |
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