

Basics of Spellcasting

First, **choose a spell** from among those you know. You want to change the world through magic: how? Be clear about the desired effect.

Determine magical tools. An apprentice-level spell will require two tools, a journeyman three, and a master four. You may include more, but they provide no effect or risk. Each tool can provide only one effect, but multiple tool can provide the same effect.

Determine outcomes. The Host will put at least the outcome “Magical Corruption” on the table, possibly more at their discretion.

Draw one card per outcome, one card per tool, and one more because you are a magician. Assign the cards to the outcomes and tool as you describe casting the spell.

Outcomes will describe their effects on their card. For tools, a Face means you get all of the rewards with none of the risks. An Ace to 5 means that you get a risk only; the spell will still work, but

the reward you hoped for with that tool does not factor in to the spellcasting. A 6 to 10 means you get both the reward and a risk.

The Host will interpret the risks that have come to pass and describe their effects.

Once you have cast the spell, take all cards you assigned (this should be one fewer than you drew) and remove them from the deck for the remainder of the session.

To learn a new spell, you must accumulate *secrets*. Once you have five secrets, you may erase them all and choose a new spell. You must learn the apprentice-level spell before the journeyman, and journeyman before master.

Certain activities may **draw a fairy closer to you**. If the fairy ever has five *strands* on you, you are at their mercy. They may abscond with you to their fairy kingdom. All that keeps you from being utterly lost are your memories, hopes, and loves. Hold on to them desperately.

Effects and Magical Tools

Carefully: *Bones, Books, Braids or knots, Caves, Cups or chalices, Dead or lone trees, Diamonds, Dogs, Foxes, Holly, Ivy, Masonic tools, Nudity, Rowan, Rubies, Wells*

Cleverly: *Books, Cards, Coffin nails, Crows or ravens, Dogs, Fairy rings, Foxes, Frogs or toads, Graves, Hair, Hearth, Herbs, Mirrors, Rings, Runes or sacred writing, Spindles, Wine, Wolves*

Impressively: *Assistants, Bells, Blindfolds, Boars, Circles, Coins, Cups or chalices, Fairy rings, Frogs or toads, Gallows, Holly, Nudity, Rings, Snakes, Song, Towers, Wine*

Powerfully: *Assistants, Blades, Boars, Bones, Candles, Circles, Coffin nails, Crossroads, Cups or chalices, Dead or lone trees, Forges, Gallows, Horses, Ivy, Kisses, Mirrors, Mistletoe, Oak, Rings, Rubies, Runes or sacred writing, Wolves*

Precisely: *Assistants, Bells, Blades, Books, Braids or knots, Candles, Cards, Coffin nails, Crossroads, Diamonds, Fairy rings, Forges, Hair, Hazel, Hearth, Ivy, Masonic tools, Midnight, Snakes, Song, Spindles, Wands or rods*

Safely: *Bells, Caves, Circles, Diamonds, Forges, Hazel, Hearth, Herbs, Horses, Oak, Rowan, Rubies, Towers*

Subtly: *Blindfolds, Bones, Braids or knots, Caves, Crossroads, Crows or ravens, Foxes, Frogs or toads, Graves, Hair, Kisses, Midnight, Mirrors, Nudity, Snakes, Wands or rods, Wells*

Swiftly: *Blades, Cards, Coins, Crows or ravens, Dogs, Gallows, Horses, Mistletoe, Wands or rods, Wolves*

Thoroughly: *Blindfolds, Boars, Candles, Coins, Dead or lone trees, Graves, Hazel, Herbs, Holly, Kisses, Masonic tools, Midnight, Mistletoe, Oak, Rowan, Runes or sacred writing, Song, Spindles, Towers, Wells, Wine*

Risks of Magical Tools

Assistants: disembodiment, discord, ecstasy

Bells: confusion, deafness, mystical beacon

Blades: betrayal, discord, injury

Blindfolds: blindness, delusion, paralysis

Boars: injury, mystical beacon, wrath

Bones: confusion, contaigion, paralysis

Books: entrapment, madness, paranoia

Braids or knots: discord, entrapment, lies

Candles: conflagration, lies, mystical beacon

Cards: confusion, misfortune, paranoia

Caves: confusion, darkness, loss

Circles: entrapment, misfortune, mystical beacon

Coffin nails: destruction, marks, paralysis

Coins: criticism, greed, paranoia

Crossroads: excesses, mystical beacon, sacrifice

Crows or ravens: confusion, destruction, misfortune

Cups or chalices: contaigion, ecstasy, injury

Dead or lone trees: injury, isolation, paralysis

Diamonds: confusion, greed, paranoia

Dogs: demands, filth, wrath

Fairy rings: insubstantiality, loss, mystical beacon

Forges: conflagration, greed, madness

Foxes: confusion, delusion, pursuit

Frogs or toads: horrific transformation, permeation, poison

Gallows: destruction, exposure, paralysis

Graves: darkness, destruction, entrapment

Risks, cont'd

Hair: confusion, entrapment, marks

Hazel: exposure, mystical beacon, wrath

Hearth: conflagration, sleep, sloth

Herbs: confusion, contaigion, intoxication

Holly: exposure, poison, sacrifice

Horses: injury, mania, panic

Ivy: entrapment, irritation, permeation

Kisses: betrayal, lust, sleep

Masonic tools: entrapment, exposure, instability

Midnight: isolation, marks, mystical beacon

Mirrors: excesses, isolation, mystical beacon

Mistletoe: lust, misfortune, poison

Nudity: exposure, horrific transformation, temptation

Oak: demands, lightning, lust

Rings: entrapment, excesses, greed

Rowan: exposure, haughtiness, humiliation

Rubies: haughtiness, horrific transformation, mania

Runes or sacred writing: confusion, exposure, misfortune

Snakes: betrayal, humiliation, temptation

Song: loss, lust, mystical beacon

Spindles: confusion, entrapment, injury

Towers: destruction, humiliation, misfortune

Wands or rods: addiction, enervation, excesses

Wells: contaigion, entrapment, exposure

Wine: injury, madness, sacrifice

Wolves: cold, darkness, isolation

Spells

Affray

This art aids one in battle.

Turn aside a foe's blade

The next time a foe would wound the magician, or one they touch, they instead miss by a hair and cause no wound. This applies not just to blades, but to fists and bullets as well.

Guide your blade

The next time the magician would wound someone, they strike true: take the wound and make it one degree worse.

Grant victory in battle

When the magician, or one they touch, next enters battle against a foe, be it single combat or leading soldiers on the field, they must name their objective, and they will achieve it, whatever else happens.

Clarity

This art enables one to see hidden truths.

Alert one of present danger

Until the next dawn or dusk, the magician, or one they touch, will know when danger approaches, in time to prepare.

See through magical deceptions

Until the next dawn or dusk, the magician, or one they touch, will be able to see the truths hidden under magical glammers and fairy illusions.

Foretell

The magician enters a trance and may ask the Host one question. The Host will

answer truthfully, though perhaps veiled in metaphor and symbolism. Beware foreseeing your own doom.

Cursing

This art enables one to harm an enemy.

Enfeeble an enemy

Until the next turning of the seasons, someone the magician touches is rendered infirm, weak, and prone to illness.

Wound an enemy

Someone the magician touches must mark a wound.

Strike an enemy dead

Someone the magician touches falls down dead.

Glamour

This art forms illusions out of things in near the magician.

Make an ephemeral glamour

The magician may make an illusion affecting one sense out of materials at hand, lasting until the next dawn or dusk. The sound of running water may seem to be conversation, or rain on the water may appear to be ships.

Make a substantial glamour

The magician may make an illusion affecting all the senses out of materials at hand, lasting until the next dawn or dusk. Ships of rain will creak and sway, and feel as oak to the touch.

Spells, cont'd

Make an automaton

The magician may make an illusion that performs a simple set of tasks, operating on its own, and lasting until the next dawn or dusk. A rotting log may appear to be a genteel, if dull, lady.

Mentalism

This art enables manipulation of dreams and memory.

Visit the dreams of another

Until the next dawn or dusk, the magician, or one they touch, may travel in the dreams of one they touch. They fall into a slumber while doing so.

Banish memory

Until the next turning of the seasons, the magician or one they touch cannot remember a specific event or detail, lasting no longer than a dinner.

Rewrite memory

Until the next turning of the seasons, the magician or one they touch has a specific memory replaced with one of the magician's detailing.

Meteorology

This art gives control over the weather.

Summon mists

Until the next dusk or dawn, the magician may summon or banish (or thicken or thin) mists and fog over the defined place they are currently in (a house, a field, a forest).

Call forth rain

Until the next dusk or dawn, the magician may summon or banish (or thicken or thin) precipitation over the defined place they are currently in (a house, a field, a forest).

Summon a tempest

The magician may summon a tempest with wind and rain and lightning, that lasts until it runs its course, over the defined place they are currently in (a house, a field, a forest).

Navigation

This art allows one to pass between the worlds.

Find something distant

The magician receives guidance from where they are now to where something they name is.

Open a door to Arcadia

For a few moments, the magician opens a door between this world and the world of fairies, Arcadia. While it is open, anyone on either side may pass through. They can describe where it should open in the other world only in general terms.

Find a path in Arcadia

Until the next dawn or dusk, the magician may see a path from where they are in Arcadia to where they wish to go in Arcadia.

Spells, cont'd

Necromancy

This art enables dealing with the spirits of the dead.

Speak with the dead

Until the next dawn or dusk, the magician may feel the presence of and speak and hear the spirits of the dead. These words are in one of the tongues of purgatory (as those who pass on to heaven or hell are not available to talk with), and are horrible to overhear.

Summon the dead

The magician may command the presence of a dead spirit as with Majesty's summon someone. If they are in heaven or hell, they are too far distant to summon.

Command the dead

A dead spirit the magician can see must obey their commands until the next dawn or dusk.

Subtlety

This art allows one to hide in plain sight.

Pass unnoticed

Until the next dawn or dusk, the magician or one they touch simply passes from view while standing still. Only the most observant may notice that something is afoot.

Assume the form of shadow

Until the next dawn or dusk, the magician or one they touch may pass in and out of shadow, merging with it and becoming one with it as needed.

Change one's face

Until the next dawn or dusk, the magician or one they touch may appear to be someone they are not. If this is a specific person known well to someone they interact with, they may notice something is wrong.

Supremacy

This art enables one to control someone else's movements.

Banish someone from a place

Until the next turning of the seasons, someone the magician touches cannot enter or remain in the defined place they and the magician are currently in (a house, a field, a forest).

Summon someone

As quickly as they can arrive, someone the magician names must come into their presence.

Imprison someone in a place

Until the next turning of the seasons, someone the magician touches cannot leave the confines of the defined place they are in (a house, a field, a forest, an oak tree).

Therianthropy

This art enables dealing with the spirits of beasts.

Speak with beasts

Until the next dawn or dusk, the magician or one they touch can both speak and understand the tongues of wild beasts.

Spells, cont'd

Assume the aspect of a beast

Until the next dawn or dusk, the magician or one they touch can gain an aspect of a wild beast: the sight of an eagle, the scent of a wolf, the strength of an aurochs, the durability of a boar.

Assume the shape of a beast

Until the next dawn or dusk, the magician or one they touch becomes a wild beast. They may still speak and understand the human tongues they did before the change.

Transmutation

This art allows one to transform substances.

Transmute base materials

The magician may transmute a simple and common material (such as wood, stone, or iron) they touch into another simple and common material, until the next dawn or dusk.

Transmute common materials

The magician may transmute a simple, worked or composite material (such as ceramic, glass, brick, or leather) they touch into another simple, worked or composite material, until the next dawn or dusk.

Transmute noble materials

The magician may transmute a simple, worked, rare or precious material (such as rubies, gold, or ivory) that they touch into another simple, worked, rare or precious material, until the next dawn or dusk.

Vitality

This art allows one to heal and energize.

Invigorate someone

Until the next dawn or dusk, the magician or someone they touch are healed as though by miracle: the lame may walk and the blind may see.

Close wounds

The magician or one they touch heals one wound. Disabilities can be permanently healed

Wake the dead

A dead body that the magician touches returns to life, assuming that there is a soul available to inhabit it. It does not return to a better state than it was in before, though the soul is bound to it and will not leave until it suffers significantly more harm.

Weaving

This art enables one to deflect or alter magic.

Shield the magician from magic

Until the next dawn or dusk, the magician, or one they touch, cannot be the target of a spell, and will be shielded from any harm that has its origin in magic.

Unweave a spell

End and undo a spell in front of you.

Reflect a spell upon its source

The next spell cast upon the magician, or one they touch, will bounce back on to the caster instead.