

A Catalogue of Spells

Gaining Spells

You might choose to begin play with spells. The spells available to you from character creation are marked with * below.

After you've begun play, to gain a spell, you must spend experience to **use your wealth**. Someone must be present who can give you the spell you desire, and you must have sufficient experience to spend to gain it from them. Recall that your wealth includes your reputation, your fame, and others' goodwill toward you, not just coins to spend.

While your tutor does their work, you should **unbind the unseen**. You're not casting a spell, so simply take that action accordingly.

When they've finished their work — unless something's gone so wrong that their work has failed — you've gained the new spell. Add it to your character.

Keeping Spells

To give you the spell, your tutor must tattoo the spell onto your skin or hide it in or on your body, as follows. They choose which, and where, or they can allow the choice to you.

Spells can't overlap. They're permanent and inflexible. The kind of spell determines where you must keep it, and no other spell can occupy the same space. Your body is a limit on the spells you can keep: as you gain spells, you might and will run out of space for new ones. This is a fact that all wizards face.

Casting Spells

To cast a spell, **unbind the unseen**: Take a different action — for instance, **attacking someone** with a spell of violence, **defending yourself** with a spell of protection, or **reading a situation** with a spell of insight — but make a Weird roll instead of rolling for that action.

If your spell doesn't lend itself to another action, then **on any hit**, it takes effect. **On a 10+ hit**, in addition, you have the edge. When it's settled, pass the initiative to someone else. **On a miss**, ask the MC what goes wrong instead.

Casting a spell might sometimes mean taking two actions. For instance, when a spell of protection reflects violent magic back upon its source, you're both **defending yourself** and using your enemy's own spell to **attack them**.

Casting any spell on an unwilling subject counts as **attacking them**, even if it won't do them harm. If they're unable to actively resist you, their own innate willpower and weird nature can still block or reduce the spell's effect.

If you're inventive, you can make use of spells outside of their evident purposes. The spell *does what it does*, and you can make any use of it you can.

In all cases, if you've chosen a spell but aren't sure which action you should take to cast it, get with the MC and decide together.

Spells

- **A spell of fortune tattooed on my legs and feet.*
- **A spell of fortune tattooed on my arms.*
- **A spell of fortune tattooed on my torso.*
- **A spell of fortune I keep in the vein at my wrist.*
- **A spell of fortune I keep in a stone I wear.*
- **A spell of insight tattooed on my scalp and brow.*
- **A spell of insight tattooed on my solar plexus.*
- **A spell of insight I keep in the cavern of my ear.*
- **A spell of protection tattooed on my shoulders and back.*
- *A spell of protection I keep in the spaces between my ribs.*
- *A spell of transformation tattooed on my belly.*
- *A spell of transformation tattooed on my cheeks and chin.*
- *A spell of transformation I keep inside my fingernails.*
- **A spell of violence tattooed on my hands and arms.*
- **A spell of violence I keep in the hollow of my jaw.*
- *A spell of violence I wear as rings around my waist.*

Spells of Fortune

- *A spell that bodily transports you, abruptly, and leaving all your company and accouterments behind, to a certain place. The place is permanently determined by your tutor when they give you the spell.*
- *A spell that gives you an otherwise undetectable aura or miasm of invisible light and inaudible sound, which is hateful, repellent, and fearsome to kertwk.*
- *A spell that heals others' injuries, stopping their bleeding, restoring their flesh and organs, resetting their broken bones.*
- *A spell that lets you move unnoticed past someone, even someone watching vigilantly for you.*
- *A spell that prevents you from getting lost, allowing you to always confidently retrace your steps to where you've been before, even in darkness or against other deterrence.*
- *A spell that protects you from disease, infection, and plague.*
- **A spell that protects you from the curses of the dead.*
- **A spell that tips any bolt, tumbler, or latch, unlocking any door or cabinet you lay your hand on.*
- **A spell that warns you in a soft voice when malice is directed at you, naming your enemy and whispering their intentions.*

Spells of Insight

- **A spell that allows you, when you press your face to a wall or barrier, to see past it as though it were not there.*
- *A spell that opens a window from where you stand into the Charnel Fields, allowing you to look through, and perhaps step through; and if you're careless, allowing the creatures there to look through or step through as well.*
- *A spell that lets you see and hear five minutes, ten minutes, or even further into the past. Ask the MC what you see and hear there.*
- **A spell that reads words aloud to you. Cast it on any text that you have in your possession, and it speaks the text to you in a soft voice. You can interrupt it and have it repeat itself, skip ahead, or remember its place and resume later.*
- **A spell that transforms a person's image, in your eyes, and in any mirror that catches them, into an unflinchingly true symbolic representation of their self and nature. Ask the MC or the other player what you see.*

Spells of Protection

- *A spell that reflects violent magics back upon their source.*
- *A spell that heals you from injuries even as you suffer them, instantly reknitting flesh, rejoining bone, and dulling pain.*
- **A spell that turns aside attacks that mean you harm.*

Spells of Transformation

- *A spell that allows you to give a spell to another person. It must be a spell that you have yourself; now they have it too. This spell mirrors the rules for gaining spells above:*
 - *You must tattoo the spell onto their skin or hide it in their body. You choose where, according to the type of spell, as above.*
 - *You're **unbinding the unseen**, of course, to cast this spell. Treat it as **getting to work**, but roll your weird. When it comes to how much you can accomplish on a 10+ hit vs a 7–9 hit, the MC might answer in terms of how long it takes, how exhausting it is, whether your work's beautiful or unsightly, whether it uses up any of your resources, etc.*
 - *If you roll a miss, ask the MC what goes wrong. The MC shouldn't immediately decide that your efforts fail, but should choose something else to go wrong, if their judgment allows.*
 - *If you're giving the spell to another players' character, they must spend experience to use their wealth. You decide how much they must spend, within the range of 3–5 or so.*
 - *They must also **unbind the unseen** and, again, if they roll a miss, the MC shouldn't immediately decide that your efforts fail.*
- *A spell that changes the effect, in some particular, of another spell. This is a momentary change, affecting the other spell only now, not a permanent change. Choose 1:*
 - *This spell adds a new, additional effect to the other spell.*
 - *This spell limits, diminishes, or pares down the effect of the other spell.*
 - *This spell prolongs or increases the power or effect of the other spell.*
 - *This spell transforms the nature of the spell's effect — from hot to cold, from harming to healing, from revealing to concealing.*

Whichever you choose, tell the MC specifically how you're changing the other spell, and ask them if it's within your power to do so. If it's not, work with the MC to find a suitable change that is within your power, or, failing that, decline to cast the spell after all and take some other action instead.
- *A spell that gives you, for a few moments, great strength. You're able to lift, pull, move, and carry as much as a bull could, and in a fight your blows land like bulls' kicks.*
- *A spell that grows powerful wings on your back. Tell the MC whether you fly more like an eagle, a falcon, a swift, a gull, a sparrow, or an owl.*
- *A spell that transforms its subject into a swarm of butterflies of many species, who then, finding themselves in such proximity, scatter, or stay to defend their territory and go to war on one another.*
- *A spell that transforms you into smoke. You keep your awareness, senses, and self-determination. You can't move quickly, only hover and drift, but you can seep through cracks or reach otherwise impossible places. You return to yourself again when you choose.*

Spells of Violence

- **A spell that summons a buzzing swarm of needles, each as long as a finger and as sharp as glass. They must move and attack as you direct them until the tides of the unseen world reclaim them.*
- **A spell that summons a javelin of piercing frost, which flies from your hand and strikes where you direct it, there inflicting the damage or torment of incalculable cold.*
- **A spell that lifts, throws, crushes, and smashes aside the enemy you cast it upon.*
- **A spell that summons a choking smoke, caustic and suffocating. It moves and attacks as you direct it until the tides of the unseen world reclaim it.*
- *A spell that summons a concussive fireball, smaller than your fist, heavy as stone, which you must throw or drop. When it strikes, it explodes, with a force and a raging flame belied by its small size.*
- *A spell that summons a triangular blade of hard steel, as big as the palm of your hand, which circles at great speed and flies as you direct, returning to your hand at your command.*
- *A spell that turns your enemy's own weapon upon them, seizing it and wielding it with (choose 1):*
 - *Deadly intent.*
 - *Inhuman strength.*
 - *Precise, impersonal efficiency.*
 - *Wild abandon.*