

CANTRIP WIZARD SPELLS

Telekinesis

While you concentrate, you create an invisible hand which manipulates objects in your field of sight. It has a +1 modifier to STR and AGI, and can only carry Load 3. It can pass through solid matter, but if it leaves your sight or if you take any damage, the hand winks out of existence, dropping anything it was carrying.

Light

(Ongoing)
An item you touch glows with arcane light, about as bright as a torch. It gives off no heat or sound and requires no fuel, but it is otherwise like a mundane torch. You have complete control of the color of the flame. The spell lasts as long as it is in your presence.

Detect Magic

One of your senses becomes attuned to magic. While you concentrate, you may add the following to the list of questions you may ask when you Discern Realities:

- "What or who here is currently affected by magic?"
- "Who here can cast magic?"
- "What is the strongest source of magic in the vicinity?"

Prestidigitation

You perform minor tricks of true magic. If you touch an item as part of the casting you can make cosmetic changes to it: clean it, soil it, cool it, warm it, flavor it, or change its color. If you cast the spell without touching an item you can instead create minor illusions no bigger than yourself. Prestidigitation illusions are crude and clearly illusions—they won't fool anyone, but they might entertain them.

LEVEL 1 WIZARD SPELLS

Mark

(Ongoing)
Walk a wide circle as you cast this spell. Until you leave the area, your magic will alert you if a creature crosses that circle. Even if you are asleep, the spell will shake you from your slumber. While you are inside, you have +1 Ongoing to cast a spell.

Invisibility

Touch an ally: nobody can see them. They're invisible! The spell persists until the target attacks or you dismiss the Effect. While the spell is ongoing you can't Cast a Spell.

Clairvoyance

(Ongoing)
Create a phantom bird which serves as your eyes and ears. The spell persists as long as you concentrate, during which time you can see through the bird's senses. If scrutinized, it reveals itself to be magical. It is destroyed by any amount of hostile force.

Jaunt

Teleport anywhere nearby within your sight for a moment, then snap back. This can be done to avoid danger, aid an ally, or for any other purpose.

Magic Missile

Projectiles of pure magic spring from your fingers. Deal 2d4 damage to one target you can see, ignoring armor.

Reversal

(Ongoing)
The next spell cast at you bounces off, towards another random target. The effect ends when you cast another spell.

Disguise

Permanently change one minor aspect of your appearance: height, hair color, skin tone, etc.

Contact Spirits

Name the spirit you wish to contact (or leave it to the GM). You pull that creature through the planes, just close enough to speak to you. It is bound to answer any one question you ask to the best of its ability.

Charm Person

The person (not beast or monster) you touch while casting this spell considers you their friend for about an hour, or until they take Damage or you prove otherwise.

Blitz

Zig-zag through the air, striking up to D3 different Near targets with whatever weapon (or item) you hold. The spell deposits you next to the last target you struck.

Ignite

(Ongoing)
Your body bursts into multicolored flames. While this spell is Ongoing, you have immunity to this (and all other) fire, and anyone attempting to touch or strike you takes d6 fire damage, ignoring armor. When you cast another spell, the effect ends (though you should probably put yourself out first)

Telepathy

You form a telepathic bond with a single person you touch, enabling you to converse with that person through your thoughts. You can only have one telepathic bond at a time.

Dust Devil

(Ongoing)
Conjure a pillar of wind which immobilizes a single enemy, no bigger than a human, and, while you concentrate, can carry and deposit them anywhere you desire.

LEVEL 3 WIZARD SPELLS

Haste

(Ongoing)
Your body begins vibrating and twitching with energy. Gain D4 charges of Haste. You may use a charge when the DM indicates you don't have time to use a move. You do have time. You cannot use a charge immediately after using a charge, however. Unused charges are lost after a few minutes.

Mirror Image

(Ongoing)
Create D6 illusory copies of yourself, which you can command at will. They cannot make noise or physically interact with anything, but they can appear to do anything you can. There is a 50% chance enemies will choose to target one of your images instead of you, if forced to choose.

Sleep

D4 Enemies you can see of the GM's choice fall asleep. Only creatures capable of sleeping are affected. They awake as normal: loud noises, jolts, and pain.

Transform

(Ongoing)
Twist your body into that of a monstrous creature. You lose the use of your hands, and cannot speak, but gain D4 of the following:

- Natural Flight
- Great speed
- Set any stat's modifier to +2
- 3 natural armor
- Increase your damage to d8

Fireball

You evoke a mighty ball of flame that envelops your target and everyone Near them, inflicting 2d6 damage which ignores armor.

Astral Project

(Ongoing)
While you concentrate, you step out of your body, creating a ghostly copy of yourself. The copy has 1HP, a STR modifier equal to your INT, and an AGI modifier equal to your WIS. While you channel the spell, your body lies unresponsive. The spell ends if you take any damage.

Mimic

(Ongoing)
You take the form of a person you touch while casting this spell. Your physical characteristics match theirs exactly but your personality and mental faculties remain unchanged. This change persists until you take damage or choose to return to your own form. While this spell is ongoing you lose access to all your wizard moves.

Recall

Instantly warp to the last place you slept or the last place you cast Mark on (your choice). Any Nearby creatures can choose to warp with you, but they will be overcome with teleportation sickness for a moment upon arrival.

Dispel Magic

Choose a spell or magic Effect in your presence: this spell rips it apart. Lesser Spells are ended, powerful magic is just reduced or dampened so long as you are nearby.

Swap

Faster than the eye can blink, you swap places with a willing Nearby ally. This spell can be cast instantly.

Magic Circle

(Ongoing)
Create a line of runes, straight or curved, which your enemies struggle to cross. Only those who possess extraordinary willpower may cross, and they take d6 mental damage (ignoring armor) when doing so. The line persists as long as you concentrate.

Visions Though Time

Cast this spell and gaze into a reflective surface to see into the depths of time. The GM will reveal the details of a grim portent to you—a bleak event that will come to pass without your intervention. They'll tell you something useful about how you can interfere with the grim portent's dark outcomes. Rare is the portent that claims "You'll live happily ever after." Sorry.

LEVEL 5 WIZARD SPELLS

Summon Monster

(Ongoing)

A monster appears and aids you as best it can. Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats, 1 HP, and uses your Damage dice. The monster also gets your choice of 1d6 of these traits:

- It has +2 instead of +1 to one stat
- It's not reckless
- It does 1d8 Damage
- It has 3 armor
- Its bond to your plane is strong: +2 HP for each level you have
- It has some useful adaptation

The GM will tell you the type of monster you get based on the traits you select. The creature remains on this plane until it dies or you dismiss it. While the spell is ongoing you take -1 to Cast a Spell.

Thunderstrike

A bolt of lightning strikes you, causing you to disappear. A split second later you descend in another bolt. Teleport anywhere in sight, as long as there is open sky above the start and end points. Everything within Reach of the end point takes d4 shock damage. If they are wearing or made of metal armor, they instead take d8 shock damage, ignoring armor.

Nightmare

You project waves of horrific visions. D4 enemies of your choice take d6 mental damage and are momentarily paralyzed with horror if they are weak willed.

Contact Other Plane

(Ongoing)

You send a request to another plane. Specify who or what you'd like to contact by location, type of creature, name, or title. You open a two-way communication with that creature. Your communication can be cut off at any time by you or the creature you contacted.

Cage

(Ongoing)

The target is held in a cage of magical force. Nothing can get in or out of the cage. The cage remains until you cast another spell or dismiss it. While the spell is ongoing, the caged creature can hear your thoughts and you cannot leave sight of the cage.

Puppeteer

(Ongoing)

You assume direct control of a Nearby enemy's body. While you concentrate, you have control over D4 of their limbs.

Looped Object

(Ongoing)

Touch an object and preserve a ghostly copy of it, frozen in place. When you release the spell, the object will return to its copy, in the position and state it was in when you cast the spell. Effect is lost unless used in the same day.

Fly

(Ongoing)

You gain magical flight. You may move at your normal speed, and with your normal agility, but in any direction.

LEVEL 7 WIZARD SPELLS

Astral Cloud

A cloud of fog drifts into this realm from the Astral Plane, filling the immediate area. This spell persists so long as you can see the affected area, or until you dismiss it. Choose a type of cloud:

Toxic: Whenever a creature in the area takes damage it takes an additional, separate 1d6 Damage which ignores armor.

Mist: All nonmagical flames are snuffed out, and all creatures inside are blinded.

Glitter: Everyone inside the cloud is outlined in gold dust. Invisible creatures are visible and attacks automatically hit. Avoiding enemy attacks is impossible.

Immunity

(Ongoing)

Pick a source of damage (fire, edged weapons, acid, etc). You are immune to it. You may only have one immunity at a time.

Contingency

Choose a 5th level or lower spell you know. Describe a trigger condition using a number of words equal to your level. The chosen spell is held until you choose to unleash it or the trigger condition is met, whichever happens first. You don't have to roll for the held spell, it just takes Effect. You may only have a single contingent spell held at a time; if you cast Contingency while you have a held spell, the new held spell replaces the old one.

Deep Freeze

With a touch, you freeze your target into a thick, solid block of ice. This protects them from most danger, but also totally immobilizes them. The ice melts enough for them to break free after a few hours, at room temperature.

Polymorph

Your touch reshapes a creature entirely, they stay in the form you craft until you Cast a Spell. Describe the new shape you craft, including any stat changes, significant adaptations, or major weaknesses. The GM will then tell you one or more of these:

- The form will be unstable and temporary
- The creature's mind will be altered as well
- The form has an unintended benefit or weakness

Shadow Walk

The shadows you target with this spell become a portal for you and your allies. Name a location, describing it with a number of words up to your level. Stepping through the portal deposits you and any allies present when you cast the spell at the location you described. The portal may only be used once by each ally.

Dominate

(Ongoing)

Your touch pushes your mind into someone else's. You gain 1d4 hold. Spend one hold to make the target take one of these actions:

- Speak a few words of your choice
 - Give you something they hold
 - Make a concerted attack on a target of your choice
 - Truthfully answer one question
- When the target takes damage, lose 1 hold. The effect ends if you cast a spell or run out of hold.

Premonition

Meditate for an hour to gain D4 visions of the future. For the next 24 hours, you may use a vision to grant yourself +1 to a single roll. Unused visions are lost if you cast the spell again.

True Sight

You see all things as they truly are. This effect persists until you tell a lie or dismiss the spell. While this spell is ongoing you take -1 to Cast a Spell.

LEVEL 9 WIZARD SPELLS

Stop Time

(Ongoing)

The flow of time halts for everything and everyone except you. Every time you make a move, the DM will roll a D6. On a 1 or 2, the flow of time resumes.

Mindgames

(Ongoing)

Gain D4 charges of Deception. Use a charge after any action or roll (yours or another's) to say that it was all an illusion. The event is undone but anyone directly affected by it (other than yourself) takes d4 mental damage, ignoring armor, trying to comprehend what happened. Unused charges are lost after a few minutes.

Antipathy

(Ongoing)

Choose a target and describe a type of creature or an alignment. Creatures of the specified type or alignment cannot come within sight of the target. If a creature of the specified type does find itself within sight of the target, it immediately flees. This Effect continues until you leave the target's presence or you dismiss the spell. While the spell is ongoing you take -1 to Cast a Spell.

Gate

Create a portal leading to any place on any plane of existence. The gate lasts 24 hours and works both ways. Other curious, careless, or intelligent creatures may decide to use it.

Perfect Summons

You teleport a creature to your presence. Name a creature or give a short description of a type of creature.

If you named a creature, that creature appears before you. If you described a type of creature, a creature of that type appears before you.

Alert

Describe an event. The GM will tell you when that event occurs, no matter where you are or how far away the event is. If you choose, you can view the location of the event as though you were there in person. You can only have one Alert active at a time.

Shelter

(Ongoing)

You create a structure out of pure magical power. It can be as large as a castle or as small as a hut, but is impervious to all non-magical Damage. The structure endures until you leave it or you end the spell.

Soul Gem

You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through Spells, Parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed.