

Starting moves

Cast A Spell

When you cast a prepared spell, roll+INT. On 10+, it works. On 7–9, it works but pick 1:

- Reality twists around you (describe it). Take a cumulative –1 penalty to future Cast A Spell rolls, until you Prepare Spells again
- Lose the spell after casting it, until you Prepare Spells again
- Draw unwanted attention or put yourself in a spot (the GM will say how)

Prepare Spells

At the start of the game, or when you spend an hour quietly studying your spellbook, prepare any 5 spells from the list (after losing any you previously prepared):

- Light:** Conjure a small magical light. It follows you around until you dismiss it or cast another spell.
- Charm Person:** Look into someone's eyes. They treat you as a friend until either they take damage or you prove yourself unfriendly.
- Contact Spirits:** One of the spirits from your surroundings manifests before you and truthfully answers one question.
- Invisibility:** Touch someone: they and their possessions become invisible until they attack, you dismiss the effect or you cast another spell.
- Magic Missile:** Deal 2d4 damage to one target you can see.
- Mimic:** Touch someone to take on their exact appearance. You lose all Wizard moves until you dismiss the spell.
- Telepathy:** Touch someone to share their feelings and speak mind-to-mind. Take –1 to Cast A Spell until you dismiss it.

Ritual

When you weave magic, say what you want to achieve and how you plan to do it. The GM will tell you one or more requirements (e.g. it will take days/weeks, you'll need to sacrifice __, you'll risk danger from __, you'll need help from __, you must draw on a place of power like __). If you accept the requirements, the magic takes effect.

Choose one background:

Classically Trained

When you Cast A Spell and roll 7–9, add this option to the list:

- Spend 1 supplies

When you convert Undefined gear to something specific, you can produce arcane raw chemicals and reagents.

When you Spout Lore about other spellcasters, you have advantage.

Warlock's Pact

You learned magic from a dangerous entity. You start with a small token of your patron's favour. When you break the token, your patron will manifest and entertain your request. It will replace the token only when it is happy with the results.

When you Make Camp, you can spend 1 supplies to cast Contact Spirits as if you rolled 10+.

Touched By The Beyond

When you convert Undefined gear to something specific, you can produce wondrous, impossible, poetic things, like a bottle that contains a song, a child's last memory of his mother, a living hummingbird, etc.

You can always ask the GM "What is hidden by magic or illusion here?" and get an honest answer.

Steeped In Lore

When you first inspect a work of magic or artifice, you may ask the GM two of the following:

- Who made this and how long ago?
- What does it do?
- How can I activate or repair it?
- What about this isn't what it seems?

You can spend 1 supplies to produce a map, book, scroll or similar containing relevant knowledge. Treat it as if you rolled 10+ to Spout Lore.

Advances

Spend 5 experience at any time to choose one.

Improved Stat

Increase any stat by 1 (max +2).

Superior Stat

Increase any stat by 1 (max +3). (Requires Improved Stat and at least 1 other advance.)

Arcane Ward

As long as you have at least two spells prepared, you have 2 Armour.

Detect Magic

When you Discern Realities, you can ask "What here is magical?" for free, even on 6 or less.

Elementary, My Dear

When you Discern Realities via observation and deduction, roll+INT instead of +WIS.

New Spells

You must have at least one other advance before you take this.

Each time you take this advance, choose a new spell to add to your Prepare Spells list:

- Dispel Magic:** Choose a spell or magical effect nearby. It is dispelled, or if it is too potent, it is suppressed while in your presence.
- Fireball:** Deal 2d6 damage, ignoring armour, to one target and everything close to it.
- Sleep:** Speak a word. Among all those who hear it, 1d8+INT hit points' worth of enemies fall asleep (GM's choice who).

Stats

Assign +2, +1, +1, +0, +0, –1.

Hint: Wizards do well with high INT.

Strength

Weakened

disadvantage to STR and DEX

Dexterity

Intelligence

Dazed

disadvantage to INT and WIS

Wisdom

Constitution

Miserable

disadvantage to CON and CHA

Charisma