



SCIMITAR

Roleplaying
System

4.1 Magic Edition

Complete Rules for Magic Using
Character, templates, spheres and
spells.



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About this Scimitar^{4.1}
Magic Edition

During the COVID pandemic I made a decision to focus on the Thayathorn game world. After numerous sourecebooks I realised that I really needed to update the Scimitar rules. I stripped out the game world, making them a standalone product that can sit side by side with Thayathorn, or by itself in its own right.

I furthermore made the decision to seperate the Core Rules from the Magic System. The core rules give you everything you need to create and play characters in Scimitar. Magic was an extension to the rules and therefore it got in the way, when you didn’t have magical characters.

Now I have focused solely on the Magic System, giving it the due attention it requires. The various paths have been streamlined and standardised making one magic system - not many.

Scimitar 4.1 Magic Edition is not designed to be an independent book, it works side by side with Scimitar 4.

It also works side by side with the Thayathorn game world.

Or not.

Your choice.

Welcome to the Magic Show



This book is an extension, not a replacement. Everything in the Scimitar 4th Edition core rules — attributes, skill clusters, dice pools, combat, healing — stays exactly as written. Nothing here contradicts it. What this Companion adds is a fourth kind of character growth alongside Lore, Faith, and raw skill: the capacity to work magic.

If you’ve read the core book, you already know most of what you need. Casting a spell uses the same Skill Roll mechanics as swinging a sword or talking your way past a guard. The differences are new resources to spend, new terms to learn, and a handful of principles that only apply once magic enters the picture. This book is not a standalone book, you need the core rules to accompany it.

New Mechanics, At a Glance

A short glossary before we go further — you’ll see these terms throughout the rest of this book.

Cadence.

Where the core book might talk about a skill’s “level,” magic uses Cadence instead — 1st through 6th. Higher Cadence means a more powerful version of a spell-line’s effect, not a different spell entirely.

Ley.

An innate, regenerating pool every character has, whether they can cast or not. Ley powers the base cost of every spell. It refills naturally over time.

Mana.

Unlike Ley, Mana is external — collected through play and stored in receptacles rather than drawn from within. It doesn’t fund a spell’s base cast; it enhances one already underway (making an effect permanent, extending its reach, and so on). Mana is rarer, and handling it carries real risk.

The Three Paths.

Every trained caster follows one of three broad approaches to magic — Hermetic, Devotional, or Summoning. A character can train in more than one, but each demands its own dedication.

Path	Source of Power	Feel
Hermetic	Learned	Precise, studied, built from formula and discipline.
Devotional	Faith, channelled	Reverent, communal, drawn through conviction rather than study.
Summoning	Astral, experienced	Negotiated, bargained, borrowed from spirits and beyond.

Unawakened Magic.

Not all magic requires a Path. Talents, Occultism, and Ceremony sit outside formal training entirely — the first innate, the second a group effort, the third a matter of following the right instructions closely enough. These live in the Esoteric cluster, open to any character, magical or not.

Spheres.

Nine broad flavours of effect — Alchemy, Channeling, Divination, Geomancy, Invocation, Liturgy, Necromancy, Summoning, and Enchanting — that shape what a spell actually does. There are others, but they are not covered in this book and are reserved for specific purposes. Spheres aren’t permission walls; they’re closer to character flavour, the same way a Template suggests a background without locking you into it.

Meet Corin, Elara & Rennick

Just as the core book leans on Kellan and Lira to show the rules in motion, this Companion introduces three new faces — one for each Path. We'll return to them throughout the book.

Corin Ashworth...

is an apprentice sorcerer, three years into a Hermetic education he's not nearly as far along in as he'd like people to believe. He knows his Invocations by the book — sometimes too literally — and has a habit of reaching for a Cadence just past what he can comfortably afford. His tutor has stopped being surprised when he shows up singed.

Sister Elara Vance...

is a journeying priest of a minor river-cult, several years past her ordination and still walking the roads between shrines rather than settling into one. Her Devotions are unhurried and exact — she'd rather spend an extra round casting carefully than rush and waste Faith she's spent months earning back. She has strong opinions about people who treat Beseech like a vending machine.

Old Rennick Thorne...

has been a shaman longer than Corin has been alive, and bargains with spirits the way other people haggle at market — patiently, shamelessly, and always with a fallback position. He prefers Entreat to Summon whenever he can help it; in his experience, a favour owed is worth more than a spirit that resents you.

Between the three of them, you'll see a spell cast carefully and a spell cast in a hurry, a caster who bargains and one who commands, and — sooner or later — at least one example of exactly what happens when Corin overcasts something he really shouldn't have.



Unawakened Magic

Not every character who touches magic has trained for it. Long before anyone builds a Path, learns a Sphere, or buys a casting skill, ordinary people stumble into three kinds of working that need no formal teaching at all: Talents, Occultism, and Ceremony. All three sit in the Esoteric cluster, open to any character — magical or not.

Talents

A Talent is a small, innate quirk of magic that a character is simply born with — no training, no Cadence, no Ley cost. It’s a permanent, minor truth about how the world bends slightly around them, present since birth and rarely questioned until someone else points it out.

Corin has one, though he’d never thought of it as magic until Sister Elara mentioned it over a campfire. In anything short of a real downpour, he stays dry. Not dramatically — no visible shimmer, no shrugging droplets — he simply doesn’t get wet. Rain settles everywhere but him. It only works, he’s slowly realised, when he’s paying attention to it. Distracted, arguing, running for cover — and by the time he notices, his sleeves are already soaked through.

“So why doesn’t everyone have one?” Corin asked, mostly to himself, staring at his own dry hands while Elara’s robes dripped beside him. He didn’t have an answer. As it turns out, there is one.

Who Has a Talent?

A character gains one Talent, chosen or generated using the guidance below, under any of the following circumstances:

- **An Aura of +2 or higher.**

A character this magically attuned rarely goes through life without the world showing some small sign of it.

- **Magical awareness.**

A character who has trained under any Path, joined a coven, or otherwise learned firsthand and beyond doubt that magic is real — rather than folklore — qualifies, whether or not they went on to become a caster themselves.

- **A significant magical encounter.**

At the GM’s discretion, a character whose background includes a brush with real magic — surviving a curse, being present at a working that went wrong, growing up in the shadow of something uncanny — may be granted a Talent to reflect it.

Using a Talent

A Talent needs no roll to activate. It simply works — provided the character is actively focused on it. This is the one real limitation every Talent shares: the moment a character’s attention is elsewhere, the effect lapses. Corin’s dry sleeves and forgotten conversation are the standard shape of it. A startled character, an unconscious one, or one simply thinking about something else entirely does not benefit from their Talent until they remember it’s there.

Creating a Talent

Rather than an exhaustive list, six broad categories exist to give a Talent its shape — pick or roll one, then work out the specific, personal version that belongs to your character. This keeps invention bounded: a player chooses a Talent within Resistance, not simply “whatever they like.”

Roll (d6)	Category	What It Covers
1	Sense	A minor enhancement to one specific sense — seeing in dim light, hearing a heartbeat, smelling a lie.
2	Resistance	A minor immunity or reduction to one specific discomfort or environmental effect — cold, wet, hunger, minor pain.
3	Precision	Unshakeable skill at one narrow, specific physical task, regardless of pressure or distraction.
4	Affinity	A quiet rapport with one category of thing — plants, animals, weather, fire, still water.
5	Awareness	A minor, passive intuition — noticing when someone lies, sensing a change in mood before it shows, an inexplicable sense of direction.
6	Presence	A small, ambient effect on those nearby — a calming aura, a faint unease others can’t quite place, an urge to trust or distrust the character on sight.

Corin’s dry sleeves fall under Resistance. Whatever category you land on, hold the result against the three limits below before finalising it.

1. Narrow scope.

It should affect one specific, well-defined thing — a sense, a resistance, a minor knack — never a broad category of action.

2. No resource cost.

A Talent doesn’t draw on Ley or Mana. If it needs a cost to stay balanced, it’s no longer a Talent — it belongs in Occultism, Ceremony, or a proper Sphere.

3. Flavour over function.

A Talent should make a character feel a little different to play, not measurably stronger. If it’s tempting to build a combat strategy around it, it’s too strong. Talents are a birthmark, not a destiny.

Example Talents

Five fully-realised examples, one per category (Presence excepted, left for you to invent):

Talent	Category	Effect
Night Sight	Sense	See clearly in dim light — moonlight, embers, deep shadow — as though it were dull daylight. Does not function in total darkness, and lapses the instant the character stops consciously using it.
Fair Weather	Resistance	Stay dry through anything short of a real downpour, so long as the character is actively thinking about it. Corin’s Talent, exactly as described above.
Steady Hands	Precision	Never suffer a penalty for fine, delicate work performed under pressure — threading a needle mid-earthquake, picking a lock with someone shouting in your ear — provided full attention is on the task.
Green Fingers	Affinity	Plants within arm’s reach of the character seem to thrive — faster growth, better yield — for as long as the character is deliberately tending or attending to them.
Foretold	Awareness	Once per session, when a die is about to be rolled against the character, the GM must tell them the difficulty before it’s rolled — provided the character is paying attention to the danger at all. Nothing more: no reroll, no bonus. Just the truth, a moment early.

Occultism

“It’s devil worship, is what it is.” Sister Elara has said some version of that sentence more times than she can count, usually while kicking down a cellar door. Her order takes a dim view of covens, and hunting them out is, officially, part of her calling. Unofficially, she’s seen enough of them up close to know it isn’t that simple. She’s broken up covens that were feeding on terrified captives, and she’s quietly walked away from one that was just a dozen grieving widows pooling what little Ley they had to keep a well from running dry. Life is rarely as tidy as a sermon.

What makes her job hard isn’t finding evidence of wrongdoing — it’s finding the coven at all. Strip away the master, and a coven is just a room full of ordinary people. No arcane signature, no Ley Line to trace, nothing a Scry or Augur would ever catch. They’re not hiding by magic. They’re hiding the way anyone hides a secret: by looking like everyone else.

Occultism the Skill

Occultism is the skill that makes cooperative group casting possible, and every single participant in a working needs it — not just the master leading the ritual. Holding Occultism doesn’t teach a member any spell of their own; it teaches them how to open themselves up during the working, how to let their Ley loose into the pool without flinching or fighting it. A villager dragged into a circle against their will, or a curious bystander with no training, contributes nothing — they don’t know how, and fear alone won’t teach them in the moment.

The coven master is the one exception, and even then, only partially. Their Occultism skill is bought and levelled exactly like Invocation, Devotions, or Summoning — chosen against one Sphere, granting known spell-lines and Cadences the same way. A master’s Occultism entry is what determines which spells the coven can even attempt. Some masters are also trained casters in their own right, holding a genuine Hermetic, Devotional, or Summoning skill alongside their Occultism — a sorcerer or priest running a coven as a side interest. Just as many are nothing of the sort: deeply read, self-taught, dangerous in what they know rather than what they can personally cast, leading entirely through Occultism alone.

The Master

More often than not, a coven master is a charismatic figure first and a knowledgeable one second — the kind of person who collects followers the way others collect debts, and calls it devotion. Control is common: fear, favour, secrecy, and dependency all keep a coven bound together as tightly as any working it produces. Not every coven fits this shape — Elara’s widows answered to no one — but enough of them do that the shape has earned its reputation honestly.

Emotional Fuel

Trained casters draw on Ley that’s already loose and ready to hand. Unawakened people are not so simple — their Ley sits dormant, and it takes real emotional intensity to shake it free. This is not flavour; it’s the mechanism. A coven cannot pool Ley in a flat, calm room. Fear, ecstasy, danger, grief, excess, shared risk — something has to be genuinely at stake, or genuinely felt, before the Ley moves at all. A GM should treat a working attempted without real emotional charge behind it as unable to gather its required pool, regardless of headcount.

This is the honest root of every dark rumour about covens, and also the reason so many of them stay hidden. A master chasing power has every incentive to manufacture that intensity by whatever means are cheapest — cruelty, excess, orchestrated danger — while a master who cares about their people has to find gentler ways to reach the same pitch of feeling. Both kinds of coven exist. Only one kind tends to get caught.

A Cutthroat Business

Because a working is only ever as strong as its weakest contributor, every coven lives under the same quiet pressure: get stronger, or stay small. Masters push members through harder training, risk them in dangerous rites meant to toughen their nerve, and recruit aggressively for raw talent or hard-won experience — sometimes poaching from rival covens outright. In the more ambitious circles, this shades into something genuinely cutthroat: sabotage, forced initiation, and members who understand all too well that being the weakest link in the room is not a safe place to stand.

Casting as a Coven

Occultism casts from the same master spell list as every trained Path — a coven can attempt any spell-line at any Cadence the master’s Occultism entry grants, provided they can gather the numbers and the Ley for it.

Coven Size

Every Cadence has a minimum headcount below which the working simply cannot be attempted, regardless of how much Ley is on hand. A coven of three brilliant casters cannot brute-force a 6th-Cadence rite meant for twenty-six.

Equal Contribution

Once the coven meets the minimum size, every participant contributes the same fixed amount of Ley — chosen by the coven master, but capped at whatever the weakest member present can actually afford. A coven is only ever as powerful as its weakest link: recruiting more bodies helps only if every one of them can pay their share.

Total Ley required = the spell’s normal Cadence cost, multiplied by the coven scaling factor below. The coven master needs enough participants, each contributing the same amount, for the pooled total to meet or exceed this figure.

Cadence	Min. Participants	Ley Multiplier	Total Ley Required*
1st	3+	×1	1
2nd	5+	×2	4
3rd	7+ (Half Coven)	×4	12
4th	9+	×8	32
5th	13+ (Full Coven)	×16	80
6th	26+ (Double Coven)	×32	192

**Total Ley Required assumes the spell’s base Cadence cost (1st = 1, 2nd = 2, and so on) multiplied by the coven scaling factor. A coven attempting a 3rd-Cadence spell needs 7 or more participants contributing equally, totalling at least 12 Ley between them.*

Ceremony

Old Rennick Thorne can read. It’s not something his tribe ever had much use for, and not something he’d have predicted for himself as a boy — but three toms and two spellbooks now sit wrapped in oilcloth at the bottom of his pack, and every one of them cost their previous owner rather more than the coin it would have taken to buy outright. Rennick doesn’t volunteer how he came by them. Nobody’s foolish enough to keep asking twice.

Ceremony isn’t a natural fit for a Summoning shaman — it’s a literate, bookish practice, and Rennick’s tradition is neither. That’s rather the point of him having it anyway: a man who shouldn’t have this knowledge, has it, and knows exactly how much trouble that represents.

A Spell Written Down

A spell, cast the ordinary way, is skilled practice — a trained caster shaping the working themselves, drawing on real understanding of their Sphere. A Ceremony is the same magic with the understanding stripped out and replaced by instructions. Follow the instructions exactly, and the working succeeds, whether or not you have the faintest idea why.

These instructions are never short. A Ceremony lives in a Tome or a Rite — a dense, exacting manuscript that can run from a handful of pages to several hundred — and technically, anyone patient enough to study one long enough could eventually perform it cold, understanding nothing, purely by rote. What the Ceremony skill actually buys is the removal of that study: a trained practitioner already has the grounding to pick up an unfamiliar Rite and perform it correctly without months of preparation first. Without the skill, an attempt is still possible, but the GM should treat it as a task requiring real study time before any roll is attempted at all, and should still raise its difficulty by at least one step even once that study is done.

Two Kinds of Ceremony

Common Ceremonies.
Most ordinary spells — anything from the master spell list, at any Cadence — have a written Ceremony equivalent. These produce exactly the effect they’re written to produce: the same spell-line, the same Cadence, the same table entry, just reached by page instead of by training. A caster holding the right Tome doesn’t need Invocation, Devotions, or Summoning at all — only Ceremony, and the book. They are used to teach casters, but many end up in the hands of those who can’t.

Named Ceremonies.
Some workings are too vast, too strange, or too dangerous to be shorthanded into a Cadence at all. These are the Named Ceremonies — unique, one-of-a-kind rites, each authored by a single (usually long-dead) practitioner and named for them. They don’t appear on the master spell list because nothing else does what they do. They’re the domain of the requirement guideline further down this section, not the standard spell table.

Casting a Ceremony

Common Ceremonies use the standard casting roll and the standard Ley cost for their Cadence, exactly as if cast normally — the Ceremony skill and the Tome simply stand in for Invocation, Devotions, or Summoning. Named Ceremonies follow their own individually stated casting time, requirements, and cost, as described on their page. Either way, a Ceremony’s specific requirements must be satisfied before any roll is attempted at all.

Acquiring Ceremonies

A Common Ceremony’s availability depends entirely on how much power it hands over. 1st- to 3rd-Cadence Tomes and Rites are mundane enough to be sold openly by specialist booksellers and hedge-scholars, priced steeply but honestly. 4th- to 6th-Cadence Ceremonies are a different matter entirely — rarely sold at any price, they circulate between colleagues, sit locked in the libraries of colleges and magical schools, or pass down as inheritance within a tradition. Finding one to buy is, in most settings, the wrong question; finding someone willing to lend, trade, or teach from theirs is the right one.

Named Ceremonies sit entirely outside this market. A given Rite typically survives in no more than a dozen copies, often fewer, hand-transcribed at enormous cost because no sane custodian allows a working of that magnitude to be casually reproduced. People kill for these books. People die protecting them. A Named Ceremony is not a purchase — it’s a plot.

Worked Example: A Named Ceremony

Leoclavius, (First Ritual of)

Tome: 92 Pages (Language : Sharic) • Known Copies: 4 • Casting Time: 5 Days

Requirements: A Full Coven, an Altar, a Blood Sacrifice, Two Moons, and a Matrix Lock.

This ceremony installs life into a golem — a construct of stitched flesh, drawn from the bodies of several people or even several races, animated into a single crude, faintly-thinking whole. A golem raised this way is nearly unkillable while its Matrix Lock survives; destroy the Lock, and the golem falls still forever. The Lock itself can never be moved more than a league from its golem without the binding failing.

Notice what this Ceremony is not: it isn’t a 6th-Cadence version of Animate. It doesn’t appear on the master spell list at all, because nothing on that list produces a permanent, near-unkillable construct through a five-day rite requiring a full coven and a blood sacrifice. This is exactly the shape a Named Ceremony should take — built with the same Requirement Weight guideline used for any bespoke Ceremony, but scaled past what the ordinary Cadence system was ever meant to hold.

Writing a New Ceremony

Whether authoring a fresh Common Ceremony’s flavour or an entirely new Named one, the table below is a loose guideline for scaling requirements — not a formula to follow mechanically.

Ca- dence	Suggested Requirement Weight
1st	One simple requirement — a common component, a single willing participant, an ordinary hour.
2nd	Two simple requirements, or one requirement tied to a specific (but not rare) time or place.
3rd	One moderate requirement (an uncommon component, a specific phase or season) plus one simple one, or a small group of participants (3+).
4th	Two moderate requirements, or one genuinely rare component or location.
5th	One severe requirement — a rare celestial or seasonal alignment, a significant component consumed in the working, or a moderate group (5+).
6th	Multiple severe requirements combined — rare timing, rare components, and a larger group (7+), all at once.

A requirement’s “weight” is a matter of story logic, not a fixed number — a component is simple if it’s sitting in most kitchens, moderate if it takes a trip to acquire, and severe if it’s consumed, irreplaceable, or tied to an event that only happens once a year. The same scale applies to timing, location, and participant count. A well-built Ceremony usually leans on one or two of these axes rather than piling on all of them at once — a rite that demands a rare component, a rare hour, and a rare location all at once isn’t more magical, just more tedious. Named Ceremonies are the exception: they’re allowed, even expected, to stack several severe requirements at once. That’s precisely what makes them a five-day ritual instead of a five-minute one.



Templates & Skill Clusters

Magic in Scimitar doesn’t get its own character class — it gets its own skill clusters, exactly like blacksmithing or swordplay, bought and ranked the same way. This chapter defines the four clusters that hold every magical skill in this book, then offers four starting Templates built from them. As with everything else in Scimitar, these are a way in, not a cage.

The Four Clusters

Every magical skill in this book lives in one of four clusters — three tied to the trained Paths, and one, Esoteric, open to any character regardless of training. As with any cluster in the core rules, roughly 8 skills is the target, and a character need not buy every skill in a cluster just because they’ve bought into it — the cluster simply defines what’s available at that Rank.

Hermetic Cluster

For sorcerers, alchemists, and anyone who learned their magic from a book rather than a birthright.

Skill	Default	Attribute
Alchemy	—	Intellect
Ceremony	Language	Willpower
Focusing	—	Willpower
Invocations	Language	Aura
Language	—	Intellect
Projection	—	Aura
Spellcraft	Language	Intellect
Talents	—	Varies

Devotional Cluster

For priests, clerics, and anyone whose magic answers to faith rather than formula.

Skill	Default	Attribute
Astrology	—	Intellect
Ceremony	Language	Willpower
Demonology	—	Intellect
Devotions	Prayer	Aura
Language	—	Intellect
Prayer	—	Aura
Religion	—	Intellect
Talents	—	Varies

Summoning Cluster

For shamans and summoners who bargain with what lies beyond, rather than command it outright.

Skill	Default	Attribute
Astrology	—	Intellect
Binding	—	Willpower
Demonology	—	Intellect
Focusing	—	Willpower
Occultism	Spellcraft	Aura
Projection	—	Aura
Summoning	Demonology	Aura
Talents	—	Varies

Esoteric Cluster

For coven members, ritualists, and anyone touching magic without ever training in a Path.

Skill	Default	Attribute
Astrology	—	Intellect
Binding	—	Willpower
Ceremony	Language	Willpower
Language	—	Intellect
Occultism	Spellcraft	Aura
Religion	—	Intellect
Spellcraft	Language	Intellect
Talents	—	Varies

“Talents” appears in every cluster as a reminder rather than a purchase — Talents are never bought with Skill Points; see Unawakened Magic for how a character actually gains one.

Skill Point costs for buying these at character creation, and Lore costs for raising them afterward, work exactly as in the core rulebook — see Buying Skills (pages 16–17) and The Lore Pool (pages 24–25).

Character Templates

A Template is three clusters, ranked by how central each is to a character’s life — Rank 1 cheapest and most central, Rank 3 priciest and most peripheral, exactly as described in the core rules. Order in the list below reflects rank. Each of the four builds around one magical cluster, paired with two ordinary ones from the core rulebook.

Template	Clusters
Cleric	Devotional • Philosophy • Wilderness
Magus	Hermetic • Academic • Industry
Summoner	Summoning • Wilderness • Combat
Coven Master	Esoteric • Academic • Philosophy

This is a starter set, same as the core rulebook’s own — a quick way into play, not a wall around it. A Cleric built for a river-cult looks nothing like one built for a war god, even sharing the same three cluster names: swap Wilderness for Combat, or Commerce for a trade god’s clergy, and the Template becomes a different person entirely. Build your own with your GM any time none of these four fit.

For a full roster of non-magical Templates — Mercenary, Thief, Scholar, Merchant, and more — see Character Templates in the core rulebook, pages 22–23.

Corin, Elara & Rennick, Templated

Here’s how the three characters who’ve been running through this book so far map onto (and depart from) the defaults above.

Corin Ashworth — Commerce (1) / Hermetic (2) / Academic (3)

Corin isn’t a Magus. He’s a merchant’s son for whom Hermetic training is a serious hobby rather than an identity — which is exactly why, three years in, he’s still not as far along as he’d like people to believe. Trade comes first; study happens in the gaps. His Invocation draws on the Alchemy Sphere, which suits him better than he probably realises: Analyse and Enchant are, at heart, tricks for appraising and improving goods. A merchant who can tell real silver from cursed silver at a glance has a genuine trade advantage, whether or not he ever admits that’s why he started studying in the first place.

Sister Elara Vance — Devotional (1) / Combat (2) / Philosophy (3)

Elara serves a martial river god — patron of a warrior culture built around a great river, invoked before crossings and before battles alike, which is precisely why nothing about her original patience and precision needs to change just because a blade sits at her hip now. Her Template reflects both halves: Combat sits at Rank 2 rather than Wilderness, because clergy of a war god are expected to fight, not merely bless those who do. Her Devotions draw on the Liturgy Sphere — Beseech, Bless, Sacrament, Sanctify, and Exorcism all sit naturally in a river-and-war god’s portfolio, rallying troops, blessing crossings, and driving out whatever doesn’t belong on either bank. For the moments Liturgy isn’t enough, her Devotional cluster also reaches Smite, sitting in Channeling: a kinetic strike shaped by faith, called down on those who don’t share it. Beseech asks for help. Smite doesn’t ask.

Old Rennick Thorne — Summoning (1) / Hermetic (2) / Wilderness (3)

Rennick is the odd one out among the defaults — a shaman with a Hermetic cluster he has no business owning, and a literacy his tribe never had cause to teach him. His actual working core is the Summoning Sphere itself — Entreat, Gate, Lure, Summon, and Trance are the tools of a man who spends his life dealing with spirits directly, bargaining as often as commanding. The Hermetic cluster is best read as literacy and Ceremony knowledge rather than a second casting Sphere — enough to read the tomes he’s acquired, not enough to call him a trained sorcerer. Where, exactly, a tribal shaman picked up that education is a question with an answer. It’s the same answer as where the tomes came from.

Creating Your Own

Exactly as the core rules encourage building new clusters for a trade, culture, or way of life the starting list doesn’t cover, the same applies here — especially for settings with large, distinctive magical orders. A college, a cult, a royal academy, or a secretive cabal often deserves its own bespoke cluster rather than forcing every member into a generic Magus or Cleric mould.

In Thayathorn, this book’s companion setting, two such orders are large and old enough to warrant exactly that treatment: the Pesh Cabal and the Royal Society of Adepts each have their own dedicated skill cluster in that setting, reflecting training, culture, and priorities no generic Template could capture. Nothing about those clusters belongs in a systemless rulebook — but the principle behind them does. If your world has an order like that, give it the same treatment.

Spheres



The nine Spheres describe what a spell actually does — not who’s allowed to cast it. Each has a Primary Path it belongs to most naturally, and some have a Secondary Path that can reach it too, but none of this is a locked door. A Sphere is closer to a dialect than a permit.

Rather than describe all nine in one detached voice, we asked Corin, Elara, and Rennick to each take the three Spheres native to their own Path and explain them the way they’d explain it to a friend, not a student.

The Hermetic Spheres — Corin’s Perspective

Alchemy

Primary: Hermetic • Secondary: Devotional

No.	Spell-Line
1	Analyse
2	Enchant
3	Illuminate
4	Purify
5	Scry
6	Shift

“Alchemy is the one they don’t warn you about in the stories. No lightning, no visions — just paying very close attention to things until they tell you what they actually are. My tutor calls it ‘the discipline of small honesty.’ You can’t Enchant a lie, and you can’t Purify something you haven’t first admitted is dirty.

I took to it faster than Invocation, if I’m honest, which annoyed him no end. Turns out haggling over silk all summer teaches you to look at things properly.”

— Corin Ashworth

Invocation

Primary: Hermetic only

No.	Spell-Line
1	Beguile
2	Glamour
3	Project
4	Respite
5	Tap
6	Ward

“Invocation is what people actually picture when they hear ‘sorcerer’ — the words, the shape you hold in your head, the moment it either answers or it doesn’t. It’s also the one that made me cry with frustration for six weeks straight before it finally opened up, so forgive me if I don’t romanticise it the way the ballads do.

It’s less magic and more memorising a very specific, very stubborn kind of prayer that isn’t allowed to call itself one.”

— Corin Ashworth

Enchanting

Primary: Hermetic • Secondary: Summoning

No.	Spell-Line
1	Analyse
2	Attune
3	Enchant
4	Forge
5	Tap
6	Ward

“Enchanting is where the merchant in me and the sorcerer in me finally stopped arguing. Making something hold a working instead of casting it fresh every time — that’s just good inventory management, if you squint.

My tutor thinks I only take it seriously because it’s profitable. My tutor is not wrong.”

— Corin Ashworth

The Devotional Spheres — Elara’s Perspective

Channeling

Primary: Devotional • Secondary: Summoning

No.	Spell-Line
1	Aid
2	Conceal
3	Heal
4	Radiate
5	Rapture
6	Smite

“Channeling has nothing to do with belief and everything to do with what a person needs in the moment — comfort, courage, sometimes just the plain will to stand up again. It unsettles some of the older priests, because it works whether or not the person receiving it prays to anyone at all.

I’ve stopped apologising for that. If it eases suffering, I don’t ask it to justify itself to doctrine first.”

— Sister Elara Vance

Liturgy

Primary: Devotional only

No.	Spell-Line
1	Absolve
2	Beseech
3	Bless
4	Exorcism
5	Sacrament
6	Sanctify

“Liturgy is faith made into a lever — you put your own conviction against the weight of the thing you’re asking, and see which one moves first. Beseech has taught me more humility than any sermon ever did, because it only works when you actually mean it.

You cannot fake your way through a Liturgy. The god, or the working, or whatever you want to call the thing on the other end of it, always knows.”

— Sister Elara Vance

Necromacy

Primary: Devotional • Secondary: Hermetic

No.	Spell-Line
1	Animate
2	Bind
3	Heal
4	Lure
5	Possess
6	Seance

“Officially, Necromacy sits with us because the dead are, in the end, a matter of faith — what happens to them, what we owe them, what they’re owed back. Unofficially, half my order would rather pretend this Sphere doesn’t exist.

I don’t have that luxury. I’ve stood over too many bodies that needed tending, in every sense of the word, to pretend the line between devotion and death is as clean as the sermons make it sound.”

— Sister Elara Vance

The Summoning Spheres — Rennick’s Perspective

Divination

Primary: Summoning • Secondary: Devotional

No.	Spell-Line
1	Absolve
2	Augur
3	Charm
4	Guide
5	Scry
6	Trance

“Divination is listening, mostly. Not to voices — to shape. The way a fire leans before the wind changes, the way a man’s hands move before he lies.

Most ‘seers’ I’ve met are just very good at watching closely and calling it magic afterward. I’m no different. I just admit it.”

— Old Rennick Thorne

Geomancy

Primary: Summoning • Secondary: Hermetic

No.	Spell-Line
1	Aeon
2	Conjure
3	Form
4	Gate
5	Tap
6	Ward

“Geomancy is the oldest working I know, older than any Path that claims to own it. My grandmother worked stone and root long before anyone put the word ‘Sphere’ on what she did.

It answers to patience more than skill — ask the land nicely enough, for long enough, and it tends to answer eventually. Shout at it, and it answers too. Just not the way you wanted.”

— Old Rennick Thorne

Summoning

Primary: Summoning only

No.	Spell-Line
1	Entreat
2	Gate
3	Glamour
4	Lure
5	Summon
6	Trance

“Summoning is the one people fear most and understand least. It isn’t commanding — not really, whatever the young sorcerers think the first time they learn Summon. It’s an introduction, usually an unwelcome one, to something that was doing just fine without you.

Handle it like a negotiation from the very first word, or don’t do it at all.”

— Old Rennick Thorne

Corin — Tapping a Stranger’s Mana

An example of Play

Corin has found something in the ruins he shouldn’t have — a small, ugly idol, radiating Mana the way a hot coal radiates heat. His own Ley is all but spent from the day’s travel, and something is coming up the stairwell behind him that he badly needs a Ward against.

Build: Corin’s Invocation (Invocation Sphere) sits at 3rd Cadence: Ward known at 3rd, Tap known at 2nd (Syphon), Respite known at 1st.

First, the Tap. Corin needs Syphon — 2nd Cadence — to draw Mana rather than Ley. Cast at normal speed (Average difficulty, 2 Ley), he succeeds, drawing 2 Mana out of the idol and into his own travelling gemstone, uncut and honest, losing nothing to the Devil’s Share on the way.

Roll: Tap (Syphon), Average difficulty (12). Corin rolls 2D6 + skill, succeeds cleanly. Cost: 2 Ley. Result: 2 Mana now sitting in his receptacle.

The footsteps are close now. Corin has 3 Ley left, nowhere near enough for the Ward he needs — and no time to retreat. He decides to Gross Overcast: reaching two Cadences past his known 3rd, straight to 5th — Bastion, a barrier that swallows the whole landing rather than just the doorway.

Cost: Gross Overcast, 5th Cadence attempted: Ley cost = $\times 3 \times 5 = 15$. Mana cost = 1 (flat). Difficulty: Challenging (18). Casting speed: Slow, mandatory.

He doesn’t have 15 Ley. He has 3 — and 2 Mana. One Mana pays the flat Overcast fee. The second he burns entirely as Ley: 12 Ley, spent that instant or lost, no half measures. 12 plus his own 3 makes exactly 15. Every drop of power he has in the world goes into this one casting.

Roll: Invocation, Challenging (18). Corin rolls double sixes — 12 on the dice alone, comfortably clearing the target even before his skill is added. No natural double-1, no Mana Fumble. Bastion holds.

He’s standing in the dark afterwards with an empty Ley Pool, an empty receptacle, and a barrier the size of a small building between himself and whatever was climbing those stairs. He has absolutely nothing left if it gets through anyway. That’s the price of Gross Overcasting — not the roll, but what’s left of you after you’ve made it.



Ley & Mana

Every caster draws on two very different kinds of power, and confusing them is the fastest way to get hurt. Ley is yours — innate, renewing, always there in some quantity. Mana is not yours at all; it’s borrowed, hoarded, and never quite as safe to hold as it looks.

The Ley Pool

Ley is innate and regenerating — every character has some, whether or not they can cast a single spell. A character’s Ley Pool is equal to their Aura modifier plus their Observation modifier (minimum 1). It refills through natural regeneration, dedicated study, and simply living — the exact rate depends on one thing: whether the mind drawing on it has been Awakened.

Awakened & Unawakened

Every character has a Ley Pool from the moment they’re born, whether they ever cast a spell or not — but having Ley and being Awakened to it are two different things.

An unawakened mind’s Ley sits quiet. It’s there, it recovers, it can fuel a Talent or feed an Occultism working, but the mind itself has never truly opened to it — the way a river runs under a field whether or not anyone’s ever dug a well.

Training in a Path — Hermetic, Devotional, or Summoning — is what changes this permanently. Somewhere during that training, before the first spell is ever successfully cast, the Awakening happens: a single, usually unforgettable threshold where the mind stops being merely aware that magic exists and becomes genuinely sensitive to Ley itself. It isn’t a skill or a roll — it’s a consequence of the training itself, as inevitable as a body toughening after months of labour. Once awakened, always awakened; it cannot be taught, undone, or granted without walking the actual road of training.

This is why Occultism doesn’t awaken its members. A coven asks its participants to open up and let their Ley flow for a single night’s working — not to fundamentally change what they are. Even a coven master leading rituals for decades, if they’ve never personally trained in a Path, remains unawakened, however much they know.

“Six weeks. Six weeks of holding the shape of the Invocation in my head exactly the way my tutor taught it, reciting it until I could say it in my sleep — and nothing. Not a flicker. My tutor kept saying ‘you’re not reaching for it right,’ which is a useless thing to say to someone who doesn’t know what reaching for it is even supposed to feel like.

Then, on the seventh week, I said the words for what must have been the four-hundredth time — and something in the back of my skull just... opened. That’s the only way I’ve ever been able to describe it. Like a window I didn’t know was painted shut finally giving way. Suddenly the Ley wasn’t a rumour my tutor kept insisting was real. It was just there, obvious, the way your own heartbeat is obvious once someone points out you can feel it in your wrist.

Nobody tells you it’s like that. They just say ‘keep trying’ as if that’s an answer, and then one day it isn’t rumour anymore. It’s just true.”

— Corin Ashworth

Regeneration

An unawakened Ley Pool refills at 2 points per day, 1 each at sunrise and sunset, plus 1 additional point for every roleplaying session attended. An awakened mind is more receptive — hungrier, almost — and regenerates at double that rate: 1 point at each of sunrise, noon, sunset, and midnight, for 4 points per day, still plus the same 1 point per session. Either way, a character can also recover Ley through dedicated study: 3 uninterrupted hours of magical practice restores 1 point, up to the character’s maximum.

Casting Cost

Every spell’s base Ley cost is equal to its Cadence: a 1st-Cadence spell costs 1 Ley, a 4th costs 4, and so on. This is also, by default, how many rounds the casting takes — a 4th-Cadence spell normally takes 4 rounds to cast. A caster may instead cast slowly or in a rush, trading time for cost in either direction.

Casting Speed	Difficulty	Ley Cost
Slow (minutes)	Routine	Half the Cadence, rounded up
Normal (rounds equal to Cadence)	Average	Equal to the Cadence
Quick (1 round)	Challenging	Double the Cadence

Corin, casting a 4th-Cadence Invocation, can take his time (Routine difficulty, 2 Ley), cast it at the normal pace (Average difficulty, 4 Ley), or force it out in a single round (Challenging difficulty, 8 Ley). He almost always chooses the third option. His tutor has opinions about this.

The Veil

Every mind carries a natural, unconscious defence against magic worked on it without its knowledge — a passive barrier this book calls the Veil. It has nothing to do with training or skill, and everything to do with how much Ley is currently sitting untouched in the character’s own pool.

Whenever passive magic settles on, over, or around a character without their awareness — an ambient curse, a Scry drifting past, a Radiate effect washing through a crowd — that character may roll their Aura skill and try to roll under their current Ley Pool to resist. Nothing needs to be spent; nothing needs to be declared. It simply happens, or it doesn’t.

This produces a genuinely unusual result: the more magically aware a character is, the less the Veil protects them. An ordinary, unawakened person who never spends a point of Ley in their life sits permanently near their maximum, and is correspondingly hard to affect. A working spellcaster spends Ley constantly, and so spends much of their life with a depleted pool and a Veil worth very little — the better they get at magic, the more exposed they become to it. Active magic — anything a spell aims deliberately at an aware target — bypasses the Veil entirely and uses whatever resistance roll that spell’s own description calls for, usually an Opposed Will Roll.

Natural Barriers

Magic isn’t only resisted by minds. Certain materials interfere with Ley on contact, entirely independent of anyone’s training, Aura, or Veil. Three are common enough to matter at most tables: salt, flowing water, and iron.

Salt (Absorber).

A line of salt between a caster and their target doubles the Ley cost of any spell attempting to cross it. If the caster won’t or can’t pay that doubled cost, the spell simply fades and fails at the line. This only affects a spell in the act of crossing — an effect already placed on a target before they cross a salt line remains in effect afterward.

Flowing Water (Disruptor).

Moving water — a stream, a river, never a still pond — throws Ley into disarray. A spell’s maximum range across flowing water is equal to the caster’s skill level minus the spell’s Cadence, in yards. A Hermetic skill of 4 casting a 1st-Cadence spell can reach across a stream up to 3 yards wide; beyond that, the working simply cannot complete the crossing.

Iron (Resistor).

Solid iron doesn’t drink Ley the way salt does — it reflects it. Treat iron like armour: the GM assigns a value, added to a spell’s Ley cost if the caster wants to force their way through it.

Iron Filings (Hard Barrier).

A scattered line of iron filings behaves differently from solid iron — the countless tiny faces scramble a working completely, and no amount of extra Ley overcomes it. Exactly like a salt line, the only way past is stepping beyond it or finding a gap.

Spirits and Barriers.

All three barriers stop spirits outright — no Ley cost, no override, simply impassable — with one exception: a water-based spirit crossing flowing water treats it as home ground, not obstacle.

“First thing any shaman learns, long before anyone teaches you a working proper — salt keeps things out. Doesn’t matter if it’s a spirit or a spell, doesn’t matter if you understand why. My grandmother laid a line of it across the tent flap every night of my childhood and never once explained herself. Only years later, chasing a vengeful thing halfway across three provinces, did I finally see why: threw down a handful of rock salt behind me mid-flight, and the thing just... stopped. Screamed like I’d slammed a door in its face. Which, I suppose, I had.

Iron’s different. Salt drinks the Ley right out of a working, leaves it starved and gasping until it just gives up. Iron doesn’t drink anything — it throws the working straight back at whoever cast it, same as a shield throws back a blade. I’ve worn an iron ring on a working hand more nights than I can count, not because I distrust my own magic, but because I very much distrust everyone else’s.

And water — real water, moving water, not some stagnant pond — that’s the wildest of the three. Ley doesn’t like to be told which way to flow, and neither does a river. Try to throw a working across one and you’re fighting the current as much as the working itself. I’ve seen a fully-trained sorcerer’s fire spell gutter out three yards short of a riverbank, fizzling like a wet match, while the man stood there looking utterly betrayed by physics.

Spirits know all three barriers better than any living caster does, and fear them worse. A spirit will go a mile out of its way rather than cross a salt line, and further still for iron. Water it simply cannot cross at all — unless, of course, it happens to be a spirit of the water itself, in which case the river is home, not obstacle.”

— Old Rennick Thorne

The Mana Pool

Ley is safe because it’s yours — grown from the inside, sized to what a mind can hold. Mana is none of these things. It’s a raw, external force that no living body can safely absorb, and every casting that touches it carries a genuine chance of going wrong. Nobody in this world has words like “radiation,” but that’s the honest shape of it: an invisible force that heals nothing and burns everything, given enough exposure. Burnout is what that exposure looks like on a person who keeps reaching for it anyway.

Receptacles

Because Mana cannot be held safely in flesh, it has to be held in something else — a receptacle. The finest are natural, uncut gemstones: raw crystal straight from the ground stores Mana with perfect fidelity, losing nothing at all between what goes in and what comes out. The moment a stone is cut or faceted, it stops behaving this way — shaping it seems to break whatever natural property made it lossless, the same way any material loses something of its raw nature once worked by hand.

Cut gemstones and man-made vessels — locketts, crystal lanterns, warded orbs, sealed vials — all leak a little in transfer. The rule of thumb is one unit lost for every four transferred, whether spent all at once or drawn down gradually. This loss has a name almost as old as the practice itself: the Devil’s Share. It’s the reason serious practitioners hoard uncut stones and treat cut ones as a last resort.

None of this Mana moves anywhere without the Tap spell-line. There is no other way to transfer it between receptacles, spend it, or harvest it from a source in the first place — Tap is the only door. Most spellcasters never learn it, and never need to; a caster who never touches Mana in their career has lost nothing essential, only a set of tools they were never going to reach for.

Thuntali Bone

Bone behaves like no other material touched by Mana. Where a gemstone holds Mana and releases it again, bone absorbs it completely and permanently — the Mana is gone, unrecoverable, spent forever the instant it enters. What’s left behind is bone changed at some fundamental level: semi-magical, and strange in a very specific way. This is Thuntali work, named for the plane most of it originally came from, though nothing stops a patient enough craftsperson from making it fresh in the material world using the same principle.

Thuntali bone is fragile — it chips, it cracks, it was never going to replace good steel — but it carries one property nothing else does: it functions identically on every plane at once. A blade carved from it doesn’t care whether its target is flesh, spirit, or something wearing both at the same time.

“You want to know why I carry a bone knife instead of a second steel one,” Rennick said, not looking up from the whetstone. “Fine. Say something’s riding a man — really riding him, deep down in the meat of him. You put steel in that man, you’ve stabbed the man. Just the man. The thing inside laughs at you from somewhere warm and dry while his body bleeds out around it.”

“And the bone doesn’t,” Corin said.

“The bone doesn’t care what plane you’re standing on. Stab the man, you stab what’s inside him too, same thrust, same moment. It’s the only blade I’ve ever owned that hits both worlds at once. Every hunter of the dead worth their salt carries one. The steel’s for the living trouble. The bone’s for everything else.”

— Old Rennick Thorne, to Corin Ashworth

What Mana Can Do

Set against the danger, Mana’s uses are deliberately narrow.

Overcasting.

Reaching past a known Cadence always costs 1 Mana, as described earlier in this chapter.

A Substitute for Ley.

Mana can fund a spell’s base cost directly, at a punishing exchange rate of 12 Ley to 1 Mana. This is never efficient — it exists purely as a last resort for a caster whose own pool has run dry mid-crisis. It cannot be drawn in small divisions: converting 1 Mana produces 12 Ley that must be spent then and there, in that casting, or lost outright. There is no banking a fraction of it for later.

True Permanence.

This is Mana’s quiet advantage. Anything built with Ley alone is only ever borrowed — an Enchanted item, a Ward, a standing effect, all of it eventually fades, and all of it stops working the instant its creator dies, wherever they are in the world. Mana doesn’t come from a living mind, so it doesn’t answer to one. An item made or Anchored with Mana persists on its own terms, outliving its maker exactly as any ordinary object would.

The Cost of Using It

Every single action that touches Mana requires a roll. There is no automatic success, no free pass, no exception — spend Mana, and the dice have to answer for it. Whatever the normal odds of that roll, a natural double-1 is always a fumble, regardless of what the total would otherwise have been, exactly as if the attempt had failed outright. A character may spend a Faith point to force a reroll of either die and escape this, using the standard Faith Pool rule — everyone else pays the price described in the Mana Fumble table below.

The Enhancement Menu

The following seven enhancements are universal — available to any spell, from any Sphere or Path, regardless of who cast it. Each costs 1 Mana per use unless a GM decides a particular effect warrants scaling by Cadence.

Enhance-ment	Effect
Anchor	Make the spell’s effect permanent, where it would otherwise fade or expire.
Empower	Double the spell’s key numeric effect (damage, duration, range — GM picks whichever parameter fits).
Sustain	The spell no longer requires active Holding to maintain.
Reach	Double the spell’s range.
Surge	Cast instantly, ignoring the normal casting time, once for this casting only.
Ward Off	Grant the spell a one-time bonus to resist being countered or dispelled.
Free Cast	Convert Mana directly into an equivalent amount of Ley, usable only for this casting.

Overcasting

A caster may reach past what they currently know, attempting a spell-line at a Cadence higher than they’ve trained for — or higher than the spell-line’s own maximum. This always requires casting slowly, and always costs 1 Mana, regardless of how far the reach.

Overcast Type	Speed	Difficul-ty	Ley Cost	Mana Cost	Failure Dam-age
Overcast (+1 Ca-dence)	Slow only	Average	×2 attempted Cadence	1 Mana	1D6
Gross Overcast (+2 Ca-dence)	Slow only	Chal-lenging	×3 attempted Cadence	1 Mana	2D6

A spell already at 6th Cadence cannot be Overcast or Gross Overcast further — the ceiling is absolute. Failure still spends the Mana, and still applies its damage; see the Mana Fumble table below, which an Overcast failure always triggers at Minor or Major severity depending on which type was attempted.

Mana Fumble

Mana punishes failure in a way Ley never does. Any casting roll that fails while Mana is in play — whether spent on an Overcast, one of the enhancements above, or a natural double-1 regardless of the total — risks real harm to the caster, scaled to how badly the roll missed.

Severity	Effect	Burnout
Minor (fail by 1–5)	Backlash: 1D6 damage to the caster, ignoring armour.	+1
Major (fail by 6–11)	Backlash: 2D6 damage, ignoring ar-mour. The caster’s Ley Pool drops to 0 until it next naturally regenerates.	+1
Severe (fail by 12+)	Explosion: 3D6 damage to the caster and anyone within touch range, ignoring armour. All Mana currently held in the caster’s receptacle is lost.	+2

Burnout

Every Mana Fumble leaves a mark. Burnout accumulates and never clears on its own: each point is a cumulative –1 to every casting roll the character attempts, magical fatigue that lingers well after the damage has healed. A full day of rest without casting or handling Mana clears 1 point of Burnout; dedicated magical treatment (a healer, a fellow caster, a rite built for the purpose) may clear more, at the GM’s discretion. A character who lets Burnout climb past 5 should expect their magic to start failing them in ways beyond the dice — flickering effects, spells that come out wrong, Mana that won’t hold still in its receptacle. The exact shape of that is a story beat, not a fixed penalty.

Corin found out about Minor Backlash the hard way: a rushed Overcast on a 3rd-Cadence Invocation, failed by four, cost him 1D6 to the ribs and his first point of Burnout. He has not yet found out what a Severe result feels like. Elara suspects it’s only a matter of time.

Scarcity

Mana is not manufactured, grown, or taught into existence — it is found, and what exists is, as far as anyone knows, all that will ever exist. It occurs naturally in virgin gemstones pulled straight from the ground, in old magical items, in spirits, and in places where the boundary between this world and others has worn thin. Every point spent by every caster in history has come from this same finite well.

A sufficiently large reserve of Mana — a hoard, an ancient item, a spirit long-settled in one place — can give off a faint ambient aura of its own, and that aura can be drawn on without touching, or depleting, the reserve underneath. This practice has a name too: the Saint’s Share, and it’s the quiet, sanctioned twin of the Devil’s Share’s loss. Temples are the most common place to find it in practice — an altar serving as the receptacle, its accumulated Mana never spent, only brushed against, producing whatever the local faith calls its holy water. The substance changes from religion to religion. The principle never does.

Elara — A Smite Beyond Arm’s Reach

An example of play.

The ambush was clean — too clean. Elara’s party is pinned, outnumbered, and the cultist leader directing it all is standing well back from the fighting, safe behind his own people. Elara can’t reach him with a blade. She doesn’t need one.

Build: Elara’s Channeling sits at 2nd Cadence: Smite known at 2nd, Strike known at 1st. She carries a chip of her temple’s altar-stone — a single point of Mana, blessed and gifted to her by her order for exactly this kind of moment.

Beside her, Acolyte Doss — young, terrified, and steady anyway — spends a moment he doesn’t really have to cast Bless at 1st Cadence: Inspire. He sacrifices 1 Faith of his own, opening a shared pool of 2 Faith between himself and Elara for the working’s purpose.

Cost: Bless (Inspire), 1st Cadence. 1 Faith spent by Doss. Shared pool: 2 Faith, available to Elara for this working.

Elara needs more reach than her 2nd Cadence allows. She Overcasts — one Cadence past her known maximum, to 3rd: Judge, a strike that catches more than a single man. Slow casting, mandatory, and the fighting won’t wait long.

Cost: Overcast, 3rd Cadence attempted: Ley cost = $\times 2 \times 3 = 6$. Mana cost = 1 (the altar-stone chip, now spent). Difficulty: Average (12).

Smite’s damage is 1D6 per Faith point spent. Elara pours in her own remaining Faith — 3 points — and adds Doss’s shared 2, for 5 points in total. Five dice, called down on a man who never expected the fight to reach him at all.

Roll: Channeling, Average (12). Elara rolls well clear of the target. Success. Damage: 5D6, ignoring the leader’s faith entirely — Smite never touches those who share the caster’s own.

Doss doesn’t see the leader go down — he’s already moving to the next wounded soldier, because that’s his job too, and Elara never once stopped believing he’d do it.

Spell Reference



The following 41 spell-lines are shared across all Spheres — cross-reference the Spheres chapter to see which Path and Sphere grants access to each. All entries use the standard Ley, casting-time, and Overcasting rules described in Ley & Mana unless a specific exception is noted.

Absolve — Divination / Liturgy

Every curse and geas leaves a mark on the Ley around its target — a knot of intent a trained caster can unpick, or just as easily tie themselves. The same working, read two ways.

Mechanic: Opposed Will Roll — against the target’s Will for Curse; against the original caster’s Will (if known) or a Difficult (24) static target if not, for Absolve. Standard Ley/casting-time rules apply. Range is touch unless stated.

Cad.	Effect
1st	Absolve: remove a minor curse or geas (a simple, single penalty — e.g. a skill penalty, or bad luck on one task type).
2nd	Curse: inflict a minor curse of the same kind, touch range.
3rd	Unravel: remove a moderate curse (multiple penalties, or one affecting several areas of life). Range: eye-sight.
4th	Brand: inflict a moderate curse as above, eye-sight range.
5th	Dispel: remove any curse regardless of severity/source, even unknown caster. Range: known or arcanelly-connected target anywhere.
6th	Omen: inflict a severe, lasting curse (GM sets exact effect) on a known/arcanelly-connected target anywhere.

Aeon — Geomancy

By looking into a raw element — a stone, a length of timber, a shard of glass — the caster can see visually into its history, from the perspective of the material itself. That history ends wherever the object last changed state.

Mechanic: Standard casting roll only; no resistance roll, the subject is an inanimate object.

Cad.	Effect
1st	Glimpse: a single, vague vision of the most recent notable moment since the object took its current form.
2nd	Recollect: several key moments, still vague, from within the object’s current state.
3rd	Witness: one relevant moment viewed in full clarity, chosen from anywhere in the object’s current history.
4th	Retrace: piece together a rough timeline of the major events in the object’s current state.
5th	Chronicle: witness, in full clarity, any moment across the object’s entire current-state history.
6th	Ageon: as Chronicle, plus a glimpse of the object’s final moments in its previous form, just before it changed state.

Aid — Channeling

A future action, named and fixed in the mind before it’s attempted, becomes easier to shape — or, turned the other way, easier to spoil.

Mechanic: Standard casting roll only. The affected task must be specifically declared before the spell is cast.

Cad.	Effect
1st	Aid: reduce the difficulty of one declared task by one step (e.g. Challenging to Average).
2nd	Hamper: increase the difficulty of one declared task, for one target, by one step.
3rd	Fortify: reduce difficulty by two steps, or extend the effect to a second participant of the same task.
4th	Hinder: increase difficulty by two steps, or extend to a second target.
5th	Boon: reduce difficulty by three steps, or extend to a small group (Will bonus in number).
6th	Hobble: increase difficulty by three steps, or extend to a small group of targets.

Analyse — Alchemy / Enchanting

Ley and Mana leave a signature on anything they touch — a caster trained in this working can read that signature, and with practice, reach into it.

Mechanic: Standard casting roll only; an Opposed Will Roll is only needed to remotely activate another caster’s Held spell without their consent.

Cad.	Effect
1st	Appraise: Identify whether Ley or Mana is present in an object or area, and its rough quantity.
2nd	Assess: Determine the general purpose of a held or stored spell (Ward, Enchant, etc.) without triggering it.
3rd	Examine: Remotely activate one of the caster’s own previously Held spells.
4th	Analyse: Remotely activate another caster’s Held spell, with their consent.
5th	Discern: Fully decipher a held spell’s exact effect and Cadence, even one not the caster’s own.
6th	Comprehend: Remotely activate or deactivate any held spell or Ward within sight, consenting or not.

Animate — Necromacy

Dead flesh need not decay the moment life leaves it. This working keeps tissue from rotting, and at its highest reach, gives dead matter the illusion of purpose — never true life, and never a returning soul.

Mechanic: Standard casting roll only. Animated flesh has no intelligence or sentience; the person remains dead throughout.

Cad.	Effect
1st	Sustain: Halt decay in a small area of dead tissue (a wound, a severed limb) for hours equal to the caster’s skill.
2nd	Enliven: Halt decay in an entire corpse indefinitely, so long as the spell is actively Held.
3rd	Rouse: Cause small involuntary movement in dead tissue (a twitch, a blink) — unsettling, but without function.
4th	Reanimate: Animate a full corpse to shamble and repeat one simple physical action (walk, carry, dig).
5th	Animate: Animate a corpse to follow moderately complex instructions as a mindless servant, until the task is complete.
6th	Awaken: With the right components, animate a fully mobile mindless construct that persists until destroyed or unmade.

Attune — Enchanting

To attune is to place your own hand over another’s on the same working — claiming a spell, Ward, item, or construct as your own to command.

Mechanic: Opposed Will Roll only where the item, spell, Ward, or construct has an unwilling prior owner.

Cad.	Effect
1st	Imprint: Attune to a simple, unclaimed magical item, gaining basic use.
2nd	Harmonise: Attune to an item with a previous, non-resisting owner.
3rd	Attune: Attune to a Ward, gaining the ability to raise or lower it at will.
4th	Assume: Attune to a Construct (such as an Animate creation), taking control from another caster.
5th	Inherit: Attune to a spell currently Held by another caster, assuming its maintenance.
6th	Claim: Attune to any of the above despite active resistance (Opposed Will Roll at Formidable difficulty).

Augur — Divination

The future casts a faint shadow backwards, and this working lets the caster feel its shape before it arrives.

Mechanic: Standard casting roll only.

Cad.	Effect
1st	Foresee: Gain a vague positive or negative feeling about the outcome of one immediate task, before attempting it.
2nd	Foretell: As above, plus a Yes/No answer to one simple question about your own near future (within a day).
3rd	Presage: Predict the exact dice result of one task before it is attempted.
4th	Premonition: As above, extended to one other willing participant’s task.
5th	Reveal: Gain a detailed vision of one likely path of the near future (days) relating to a stated question.
6th	Augur: Gain a detailed vision of the long-term future (months or years) relating to a stated question, clarity at GM’s discretion.

Beguile — Invocation

A momentary bend of another’s will, offered gently enough that they mistake it for their own idea.

Mechanic: Opposed Will Roll against the target. Failure never permits an action that would directly harm the target.

Cad.	Effect
1st	Coax: Beguile one target in eye-sight; on failure, they become compliant to one simple, harmless suggestion.
2nd	Allure: As above, but compliance lasts several minutes, enough for a short exchange or series of requests.
3rd	Charm: Implant a single suggestion that lingers, resurfacing in the target’s mind for the rest of the day.
4th	Compel: Beguile up to Will bonus targets simultaneously in eye-sight.
5th	Dominate: Compliance may extend to mildly self-risking (never self-harming) actions.
6th	Subjugate: Beguile a small crowd at once, each resolved with its own Opposed Will Roll.

Beseech — Liturgy

A caster reaches out through faith itself and asks for help — the shape the help takes is never entirely theirs to choose.

Mechanic: Standard casting roll only. Faith points are sacrificed to fund the request; the amount spent sets the Cadence.

Cad.	Effect
1st	Pray: Sacrifice 1 Faith for minor, mundane aid (a lucky break, a small omen) as the GM adjudicates.
2nd	Appeal: Sacrifice up to 2 Faith for noticeable aid (a helpful stranger, a needed tool close at hand).
3rd	Implore: Sacrifice up to 3 Faith for significant aid (an obstacle unexpectedly removed).
4th	Entreat: Sacrifice up to 4 Faith for major aid (a small miracle within the religion’s domain).
5th	Beseech: Sacrifice up to 5 Faith for a clear, unmistakable sign or intervention.
6th	Supplicate: Sacrifice up to 6 Faith for a dramatic, story-altering act of divine will, entirely at GM’s discretion.

Bind — Necromacy

A spirit trapped is a spirit obligated — this working holds a being fast inside an object, the strength of the binding matching the strength of the caster’s will.

Mechanic: Opposed Will Roll against the being. The margin of success sets the degree of control gained.

Cad.	Effect
1st	Tether: Bind a minor spirit into a small object, gaining basic command over a single action.
2nd	Yoke: Bind a moderate spirit, gaining nuanced command over multi-step simple tasks.
3rd	Bind: Bind a powerful spirit, gaining nuanced command and use of its powers.
4th	Compel: Bind a named spirit, gaining full command within the limits of its nature.
5th	Subdue: Bind a spirit permanently, until the object is destroyed or the spirit is deliberately released.
6th	Enslave: Bind any spirit regardless of power, in an unbreakable compact the caster alone may end.

Bless — Liturgy

A blessing spreads faith like warmth through a room, filling a shared well that anyone of the same conviction can draw from.

Mechanic: Standard casting roll only. Faith spent equals the Cadence and sets the size of the shared pool and area.

Cad.	Effect
1st	Inspire: 1 Faith spent: a small area (a room) of participants share a temporary pool of 2 Faith for the blessing’s purpose.
2nd	Fortify: 2 Faith spent: shared pool of 4, area extends to a full building.
3rd	Favour: 3 Faith spent: shared pool of 6, area extends to a small settlement or campsite.
4th	Bless: 4 Faith spent: shared pool of 8, area extends to a town or battlefield.
5th	Anoint: 5 Faith spent: shared pool of 10, area extends to a district or region.
6th	Succour: 6 Faith spent: shared pool of 12, area extends as far as the caster can see, or one symbolically whole location.

Charm — Divination

A small working folded into an object and left waiting — a single favour, stored for exactly the moment it’s needed.

Mechanic: Standard casting roll only.

Cad.	Effect
1st	Imbue: Create one Charm: single-use, +1 bonus to one related task.
2nd	Invest: Create two Charms at once, same or different purposes.
3rd	Endow: A single Charm now grants +2 to its related task.
4th	Charm: Create up to Will bonus Charms at once.
5th	Favour: A Charm may be kept indefinitely without expiring, still granting +2.
6th	Token: Create a Charm usable by anyone, not only the one who commissioned it, granting +3.

Conceal — Channeling

Light, sound, and scent can all be gently turned aside from an object or person — or, cast the other way, forced back into plain sight.

Mechanic: Standard casting roll only. Any attempt to notice a Concealed subject suffers the stated difficulty increase.

Cad.	Effect
1st	Obscure: reduce noticeability of a small object or person (Observation task increases one step to notice).
2nd	Unshroud: negate an existing Conceal effect of equal or lower Cadence on a target in eye-sight.
3rd	Conceal: as above, two steps, area extends to a small room’s worth of space.
4th	Reveal: negate Conceal effects of any Cadence, or briefly reveal invisible/ethereal presences.
5th	Cloak: render a target effectively unnoticeable (three steps) for the scene’s duration.
6th	Expose: strip all concealment, magical or mundane, from everything within eye-sight instantly.

Conjure — Geomancy

The four base elements answer a caster’s call — easily when there’s already something to draw from, and with far more effort when summoned from nothing at all.

Mechanic: Standard casting roll only; difficulty is higher when conjuring from nothing rather than expanding an existing source (GM’s discretion).

Cad.	Effect
1st	Evoke: Conjure a small quantity of an element from an exist-ing nearby source (double a handful of water, a small flame from an ember).
2nd	Create: Conjure a moderate quantity from nothing (a bucket of water, a torch’s flame from bare air).
3rd	Manifest: Conjure a substantial quantity from an existing source (a barrel’s worth).
4th	Conjure: Conjure a substantial quantity from nothing.
5th	Kindle: Conjure a large quantity from an existing source (enough to fill a small pond or pit).
6th	Weave: Conjure a large quantity from nothing at all.

Enchant — Alchemy / Enchanting

An object can be taught to hold its breath — carrying a spell inside it, unreleased, until its owner calls it forward.

Mechanic: Standard casting roll only.

Cad.	Effect
1st	Charge: Enchant a small object to hold one 1st-Cadence spell for later activation.
2nd	Imbue: As above, up to a 2nd-Cadence spell.
3rd	Infuse: Up to a 3rd-Cadence spell; the enchantment persists indefinitely until used or dispelled.
4th	Endow: Up to a 4th-Cadence spell.
5th	Enchant: Up to a 5th-Cadence spell; the object may be activated by anyone, not only the caster.
6th	Engrave: Up to a 6th-Cadence spell; the object may hold multiple spells at once, one per Cadence tier.

Entreat — Summoning

Not every spirit needs to be commanded — some can simply be talked to, given the right connection and enough patience to bargain. Preferable to a binding as if something goes wrong, there is no backlash from those entreated. A spirit needs to be contacted first.

Mechanic: Standard casting roll only; Opposed Will Roll will determine if a deal can be reached.

Cad.	Effect
1st	Parley: A single action is agreed.
2nd	Appeal: A single complex action is agreed.
3rd	Implore: A series of actions and reactions are agreed with a specific set simple goal.
4th	Accord: A series of actions and reactions are agreed towards a complex goal.
5th	Compact: As above, contract to include underlings.
6th	Contract: An extended series of actions and reactions are agreed towards a generic purpose.

Exorcism — Liturgy

Faith turned outward becomes a door that will not stay shut for whatever doesn’t belong on this side of it.

Mechanic: Opposed Will Roll against the being; each point of Faith spent adds a die to the roll.

Cad.	Effect
1st	Dismiss: Banish a minor being from the immediate area.
2nd	Banish: Banish a moderate being.
3rd	Cleanse: Banish a being possessing a person or object, freeing the host.
4th	Purge: Banish a powerful being.
5th	Unbind: Banish a being permanently from the area — it cannot return without being summoned anew.
6th	Exorcism: Banish any being regardless of power, permanent-ly, with no resistance roll if Faith spent exceeds the being’s rank.

Forge — Enchanting

Where Enchant lends a temporary breath, Forge builds a permanent home for a spell inside a crafted item.

Mechanic: Standard casting roll only; requires suitable crafting time and materials at the GM’s discretion.

Cad.	Effect
1st	Temper: Forge an item permanently imbued with a 1st-Ca-dence passive effect.
2nd	Shape: As above, a 2nd-Cadence effect.
3rd	Craft: A 3rd-Cadence effect.
4th	Forge: A 4th-Cadence effect.
5th	Perfect: A 5th-Cadence effect.
6th	Master: A 6th-Cadence effect, or two lower-Cadence effects instead of one high one.

Form — Geomancy

The elements are not fixed shapes, only habits — a caster can coax water, stone, fire, or air into something new.

Mechanic: Standard casting roll only.

Cad.	Effect
1st	Mould: Reshape a small quantity of an element into a sim-ple new shape (water into a sphere, stone into a block).
2nd	Shape: Reshape a moderate quantity, or briefly redirect its flow (turn a stream).
3rd	Form: Reshape into a complex, functional shape (a simple tool, a section of wall).
4th	Sculpt: Reshape a substantial quantity, sustaining the new form indefinitely without upkeep.
5th	Fashion: Reshape and actively control the element’s move-ment for the spell’s duration (a wall of water that follows the caster).
6th	Transfigure: Reshape a large quantity into a complex, load-bearing, or weaponised form.

Gate — Geomancy / Summoning

Ley flows like a hidden river beneath the world, and a trained caster can open a door onto its current.

Mechanic: Standard casting roll only; difficulty increases sharply without an existing Ley Circle to work from.

Cad.	Effect
1st	Sense: Sense the direction and flow of the nearest Ley Line.
2nd	Open: Open a gate at an existing Ley Circle, allowing travel or sending along the flow.
3rd	Traverse: Open a gate at any point on a Ley Line, even with-out a circle, at increased difficulty.
4th	Gate: Open a gate allowing travel against the flow of the Ley Line.
5th	Bridge: Bridge two Ley Lines that don’t directly connect, briefly joining them.
6th	Passage: Open a gate anywhere, independent of Ley Lines, to any known destination.

Glamour — *Invocation / Summoning*

A convincing lie told to the senses — real enough at a glance or a distance, but never quite able to survive close inspection.

Mechanic: Standard casting roll only; an Opposed Observation Roll applies only if a viewer actively investigates the illusion.

Cad.	Effect
1st	Glimmer: Illusion affecting one sense (usually sight), small scale, obviously false on close inspection.
2nd	Vale: Illusion affecting two senses, small scale.
3rd	Glamour: Illusion affecting all senses, small scale (a person-sized illusion).
4th	Masquerade: Illusion affecting all senses, larger scale (a room-sized scene).
5th	Mirage: Illusion durable enough to withstand brief physical interaction without breaking.
6th	Phantasm: Large-scale illusion (a building, a crowd), durable enough to convince under moderate scrutiny.

Guide — *Divination*

A soft wisp of light, patient and untiring, that will lead its charge wherever they need to go.

Mechanic: Standard casting roll only.

Cad.	Effect
1st	Lead: The orb leads the caster alone, at walking pace, to a known destination in the local area.
2nd	Direct: The orb can lead one additional person besides the caster.
3rd	Guide: The destination may be anywhere the caster has previously visited, regardless of distance.
4th	Shepherd: The orb leads at the caster’s full Movement rate.
5th	Escort: The orb can lead a small group (Will bonus in number).
6th	Pilgrimage: The destination may be somewhere the caster has never been, known only by name or description.

Heal — *Channeling / Necromacy*

The line between mending and breaking a body is thinner than most would like to believe — this working can walk it in either direction.

Mechanic: Standard casting roll for Heal; a target may attempt a resistance roll against Afflict. Touch range unless stated.

Cad.	Effect
1st	Heal: cure one common illness or simple disease.
2nd	Sicken: inflict one common illness or simple disease on a touched target.
3rd	Restore: cure one serious illness or disease, or heal one Wound Level.
4th	Afflict: inflict a serious illness or disease, or worsen an existing Wound Level.
5th	Renew: cure any illness or disease regardless of severity, or heal multiple Wound Levels at once.
6th	Ruin: inflict any illness or disease at will, or worsen multiple Wound Levels.

Illuminate — *Alchemy*

Light given or light taken away — the same working, simply pointed in opposite directions.

Mechanic: Standard casting roll only.

Cad.	Effect
1st	Light: a small object glows with dim, candle-equivalent light.
2nd	Obscure: dim or extinguish an existing light source of equal or lower Cadence.
3rd	Illuminate: bright, torch-equivalent light from a larger object.
4th	Obfuscate: extinguish any mundane light source outright, or dim a magical one.
5th	Radiate: brilliant, bonfire-equivalent light over a wide area.
6th	Shroud: snuff out all light, mundane and magical, in a wide area instantly.

Lure — *Necromacy / Summoning*

A trap baited not with meat or coin, but with whatever a spirit or elemental cannot resist.

Mechanic: Standard casting roll only; a captured being must still be Bound or Entreated separately once drawn in.

Cad.	Effect
1st	Bait: Set a trap that may attract a minor being over several hours.
2nd	Beckon: The trap attracts a moderate being.
3rd	Lure: The trap attracts a being within the hour.
4th	Draw: The trap attracts a powerful being.
5th	Call: The trap attracts a being of the caster’s choosing, if one of appropriate power is nearby.
6th	Summons: The trap attracts any being regardless of power, almost immediately.

Possess — *Necromacy*

To possess is to step fully into another’s skin, leaving your own behind, undefended, for as long as you stay.

Mechanic: An unwilling target makes a resistance roll, then an Opposed Will Roll if that fails. The caster must actively maintain possession at all times, and controls only the body, not the mind.

Cad.	Effect
1st	Haunt: Possess a willing or unconscious target only.
2nd	Inhabit: Possess an unwilling target that fails both rolls.
3rd	Possess: Possession no longer requires the caster’s original body to be hidden or guarded.
4th	Usurp: Gain a bonus to the Opposed Will Roll against moderately resistant targets.
5th	Consume: The same bonus applies against a target of any resistance level.
6th	Profane: While in control, also sense the target’s surface thoughts (never their deeper mind).

Project — *Invocation*

A part of the caster steps out ahead of the rest of them — seeing, speaking, but never quite touching the world it visits.

Mechanic: Standard casting roll only.

Cad.	Effect
1st	Echo: Project to a place or person the caster has personally visited or met, within the same general region.
2nd	Reach: Project via an arcane connection to an unfamiliar location.
3rd	Project: The projection is faintly visible to onlookers at the destination, as a translucent figure.
4th	Manifest: The projection is fully visible and audible at the destination.
5th	Extend: The projection can be maintained for hours without recasting.
6th	Transcend: The projection may reach anywhere in the world, known or connected.

Purify — *Alchemy*

Every substance can be made cleaner, or fouler — the same principle, aimed at opposite ends of the scale.

Mechanic: Standard casting roll for Purify; a target may attempt a resistance roll against Contaminate.

Cad.	Effect
1st	Cleanse: cleanse a small quantity (a cup, a breath) of a substance.
2nd	Soil: taint a small quantity of a substance touched, with a minor, non-lethal effect.
3rd	Purify: cleanse a moderate quantity (a barrel, a room’s air).
4th	Contaminate: taint a moderate quantity, effects may be genuinely harmful.
5th	Sanctify: cleanse a large quantity (a well, a building’s air supply).
6th	Corrupt: taint a large quantity, effects can be dangerous or lethal.

Radiate — *Channeling*

An emotion carried outward from the caster like warmth from a fire, catching in everyone nearby who can see them.

Mechanic: Standard casting roll only; targets may attempt an Opposed Will Roll to resist at higher Cadences.

Cad.	Effect
1st	Murmur: Radiate a mild positive emotion (calm, cheer) to those within a small room’s line of sight.
2nd	Stir: Extend range to a large hall or courtyard.
3rd	Radiate: The emotion is noticeably stronger, mildly affecting behaviour.
4th	Suffuse: Extend range to an open outdoor area (a market-place, a battlefield’s edge).
5th	Permeate: Strong enough to affect hardened or resistant individuals (Opposed Will Roll to resist).
6th	Flood: Range extends as far as the caster can be seen; the emotion is strong and difficult to resist.

Rapture — *Channeling*

Where Radiate spreads a feeling, Rapture strikes something deeper — awe, dread, reverence — simply through the caster’s presence.

Mechanic: Standard casting roll only; targets may attempt an Opposed Will Roll to resist at higher Cadences.

Cad.	Effect
1st	Inspire: Invoke a mild, significant emotion (awe, reverence, unease) in those in close proximity.
2nd	Move: Extend to a small room’s worth of audience.
3rd	Rapture: Strong enough to move people to minor action (kneeling, applause).
4th	Enrapture: Extend to a large hall’s worth of audience.
5th	Overwhelm: Strong enough to move people to significant action (Opposed Will Roll to resist).
6th	Transfigure: Extend to an audience as large as can perceive the caster; the emotion is overwhelming.

Respite — *Invocation*

A touch that borrows hours of sleep the body never had, and hands them over all at once.

Mechanic: Standard casting roll only; touch range.

Cad.	Effect
1st	Ease: Restore one hour’s worth of rest (Fatigue only).
2nd	Comfort: Restore two hours’ worth (Fatigue and minor Health).
3rd	Respite: Restore four hours’ worth (Fatigue, Health, and partial Dice Pool recovery).
4th	Refresh: Restore a full night’s rest, in full.
5th	Restore: As above, and remove one level of Exhaustion.
6th	Renew: As above, affecting up to Will bonus additional touched targets at once.

Sacrament — *Liturgy*

Faith renews fastest when shared — a congregation gathered together draws more from the act than any one of them could alone.

Mechanic: Standard casting roll only; requires a congregation and a place of worship (see Cadence 5+ for exceptions).

Cad.	Effect
1st	Gather: A small congregation recovers 1 Faith point each, up to their maximum.
2nd	Minister: Recover 2 Faith points each.
3rd	Sacrament: A larger congregation recovers 3 Faith points each.
4th	Officiate: Recover 4 Faith points each.
5th	Consecrate: Recover 5 Faith points each; the ceremony may be held on any consecrated ground, without a dedicated building.
6th	Communion: Recover a full Faith Pool for all participants, anywhere the caster deems suitable.

Sanctify — *Liturgy*

An item set aside for a single sacred purpose carries a little of that purpose’s strength for as long as the sanctification holds.

Mechanic: Standard casting roll only; the item’s purpose must be stated precisely, and the bonus scales with Faith spent.

Cad.	Effect
1st	Bless: Grant a +1 bonus (per Faith point spent, up to 1) to tasks matching the item’s stated purpose.
2nd	Consecrate: Up to +2.
3rd	Sanctify: Up to +3; the sanctification no longer needs to be actively Held.
4th	Hallow: Up to +4.
5th	Anoint: Up to +5.
6th	Exalt: Up to +6, and the item may be used by anyone of the same faith, not only the caster.

Scry — *Alchemy / Divination*

A still, reflective surface can become a window, if the caster knows the place, person, or object on the other side of it.

Mechanic: Standard casting roll only; requires a reflective medium (water, glass, polished metal, ink).

Cad.	Effect
1st	Probe: Scry a location the caster has personally visited, viewing its immediate area only.
2nd	Discern: Scry an arcanelly-connected object or person, viewing their immediate surroundings.
3rd	Reveal: The scrying lasts several minutes without needing to maintain concentration each round.
4th	Scry: Scry a location or person known only by description, never personally visited or connected.
5th	Fathom: The scrying carries limited sound as well as sight.
6th	Attest: Scry any known location, person, or object anywhere, with full sight and sound.

Seance — *Necromacy*

The dead don’t speak easily, but an arcane connection can hold the door open just long enough for a few honest words.

Mechanic: Standard casting roll only; the arcane connection is consumed after use unless stated otherwise.

Cad.	Effect
1st	Whisper: Commune with a spirit dead less than a day, for a short time.
2nd	Commune: Commune for longer — minutes equal to the Cadence.
3rd	Converse: Commune with a spirit dead for up to a year.
4th	Seance: Commune with a spirit dead for any length of time.
5th	Recall: The arcane connection is not consumed, permitting future Seances with the same spirit.
6th	Convocation: Commune with multiple spirits connected to the same object or place at once.

Shift — *Alchemy*

Matter holds its properties loosely — colour, temperature, texture, even state — and a careful caster can nudge them sideways into something related but new.

Mechanic: Standard casting roll only.

Cad.	Effect
1st	Alter: Shift one minor property of a small quantity of material (colour, mild temperature change, texture).
2nd	Shift: Shift a moderate property, within reason (water to ice, not water to stone).
3rd	Transform: Shift a property of a moderate quantity of material.
4th	Reforge: Shift a more dramatic property (density, hardness).
5th	Transmute: Shift a property of a large quantity of material.
6th	Metamorphose: Shift multiple properties of a large quantity at once.

Smite — *Channeling*

A kinetic strike shaped by the caster’s faith — lightning, falling stone, a sudden wave — called down on those who don’t share it.

Mechanic: Standard casting roll only; the strike does 1D6 damage per Faith point spent, and never affects those who share the caster’s faith.

Cad.	Effect
1st	Strike: A small strike against one target of a different faith.
2nd	Smite: A moderate strike, more damage.
3rd	Judge: The strike affects a small area (two adjacent targets).
4th	Condemn: A strong strike, significant damage.
5th	Wrath: The strike affects a wider area (several targets).
6th	Might: A powerful, dramatic strike (a lightning bolt, a small avalanche) with heavy damage across a wide area.

Summon — *Summoning*

Unlike Entreat or Lure, this working reaches out and simply pulls — the caster names the being, and the being answers, willing or not.

Mechanic: Opposed Will Roll; a being that resists and loses is automatically Bound or Entreated as the caster wishes, and will attack if Bound against its will. Uniquely among summoning workings, the caster may choose the exact being sought.

Cad.	Effect
1st	Call: Summon a minor named or known being.
2nd	Beckon: Summon a moderate being.
3rd	Summon: Summon a being without needing to know its exact name, only its general type.
4th	Invoke: Summon a powerful being.
5th	Muster: Summon two beings simultaneously.
6th	Command: Summon any being regardless of power, with an advantage on the Opposed Will Roll.

Tap — *Geomancy / Invocation / Enchanting*

Ley and Mana can be drawn from one vessel and poured into another — a person, an object, even a spell already cast — though never twice from the same well.

Mechanic: Standard casting roll only. A source tapped from a spell or Ward directly cannot be tapped again.

Cad.	Effect
1st	Draw: Transfer a small amount of Ley (1–2 points) between the caster and a touched target or object.
2nd	Syphon: Transfer a small amount of Mana in the same way.
3rd	Tap: Transfer a moderate amount of Ley or Mana.
4th	Channel: Transfer to or from a spell or Ward directly, as a one-time top-up or drain.
5th	Transfer: Transfer a large amount of Ley or Mana.
6th	Torrent: Perform any of the above at range (eye-sight), rather than touch.

Trance — *Divination / Summoning*

The caster’s awareness can step free of the body entirely, drifting through the astral in a way no living eye can follow.

Mechanic: Standard casting roll only. While projected, the caster can see but not hear, touch, or manipulate, unless stated otherwise.

Cad.	Effect
1st	Drift: A brief astral projection (a few minutes), seeing only the immediate surroundings.
2nd	Dream: Extend the duration to tens of minutes.
3rd	Trance: Travel beyond line of sight of the caster’s own body.
4th	Wander: Gain hearing as well as sight while projected.
5th	Journey: Extend the duration to hours.
6th	Ascend: Become faintly perceptible — seen or heard — by those sensitive to the astral, such as mediums or spirits.

Ward — *Geomancy / Invocation / Enchanting*

A line drawn with the right materials becomes a boundary that magic and spirits cannot cross unchallenged — or, at its simplest, one that simply tells the caster when it’s been crossed.

Mechanic: Opposed Will Roll for anything attempting to cross once the Ward has blocking power (Cadence 2 and above).

Cad.	Effect
1st	Mark: A small Ward (a doorway, a single object) that warns the caster if crossed or breached; no blocking power.
2nd	Seal: The Ward gains blocking power against minor spirits and magic.
3rd	Ward: The Ward extends to a room-sized circle.
4th	Guard: The Ward blocks moderate spirits and magic.
5th	Bastion: The Ward extends to a building or campsite-sized area.
6th	Aegis: The Ward blocks powerful spirits and magic, and covers a wide area (a small settlement).

Rennick — When Something Else Answers

An example of play.

Rennick wanted a minor spirit — an old acquaintance from the hill country, someone who owed him a favour and knew the ground better than any living guide. He got something else entirely.

Build: Rennick’s Summoning sits at 2nd Cadence: Beckon known at 2nd (a moderate being). He’s set up properly first: a full salt circle, a scattering of iron filings outside it, and his old iron ring on his working hand.

The Opposed Will Roll goes badly wrong — not a narrow miss, but a genuine rout. Whatever crosses over in answer isn’t the moderate, familiar spirit Rennick called for. It’s something older, colder, and considerably less inclined to owe anyone a favour. Old shamans have a saying for exactly this: the door doesn’t always let through what you knocked for.

Result: Summon roll failed badly. GM’s call: the being that answers is well beyond what Beckon should have reached — a common enough risk when Summoning outside what a caster can comfortably back up.

This is exactly what the salt and iron were for. The thing snarls at the edge of the circle, tests the line, and finds it holds — salt doesn’t care how old or how strong what’s pushing against it is, only that it’s still a spirit trying to cross. The iron filings behind it back the point up twice over.

Rule in Play: Natural barriers stop spirits outright, with no Ley cost and no override. The circle holds regardless of how badly the Summon roll failed.

Rennick doesn’t try to Bind something this far out of his depth — that fight was never worth having. Instead he opens with Entreat, calm as he can manage with his heart going like a drum, and offers the one thing every old shaman knows how to offer a stranger on the other side of a line: a conversation, and an honest way back out of it.

Rule in Play: Entreat requires no touch and no binding — only a working Opposed Will Roll to see whether a deal can be reached. Even a botched Summon can end in a negotiation instead of a fight, provided the caster’s precautions hold long enough to try.

Whether the conversation goes anywhere is a question for the table, not the rulebook. But Rennick is still standing on his side of the salt line, which is more than could be said if he’d skipped the precautions to save himself the trouble of laying them.

Credits & Thanks

Game Design & Writing: Ewan Murray

First Edition: Scimitar, 1989

Second Revised Edition: Scimitar Roleplaying, 1992

Third Definitive Edition: Scimitar3, 1998

Fourth Lite Edition: Scimitar4, 2026 and
(This) Fourth Magic Edition: Scimitar4.1, 2026

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Closing Line

The magic ends here. Your story doesn’t.

Pick up the dice. Take a breath. Step into the world.

Welcome to Scimitar.

Scimitar^{4.1} Character Record

Character name			Players name	
Occupation	Position / Rank	Wages / Month		
Gender	Height	Weight		
Race / Ethnicity	Place of Origin	Social Class		
		Titles & Holdings		
		Date of Birth (Age)		
		Religion		



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Characteristics					
Primary & Secondary Attributes		Tertiary Attributes			
STRENGTH	%	Shock Bonus		Death Bonus	
Endurance		Initial Bonus		Surprise Bonus	
Stamina		Fatigue Score			
AGILITY	%	Dice Pools			
Reaction		Lore	Faith	Ley	Mana
Dexterity					
INTELLECT	%				
Willpower					
Observation					
PRESENCE	%				
Appearance					
Aura					
Significant Wounds		Total Hits			
Location		Severity Penalty			

Scimitar⁴ Character Sheet - © Widder Press 2026 - Permission to copy for Personal Use

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Additional Resources

Check out our website for additional resources, many of which are free to download



World of Thayathorn

Scimitar was created for the Thayathorn World Setting. Visit our website for more information.



Scimitar and Thayathorn were created by

A stylized, handwritten signature in white ink that reads 'Iwan Murray'. The signature is fluid and cursive, with a long horizontal line extending from the end.



Scimitar 4th Edition gave you everything you need to build and play a character. This is where the magic comes in.

The Magic Companion sits alongside the core rules, not on top of them — nothing here contradicts what's already locked in. What it adds is a fourth path of growth: the capacity to work magic, built from the same Skill Roll mechanics as swinging a sword or talking your way past a guard.

Three trained Paths — Hermetic, Devotional, and Summoning — each with their own feel, their own resources, their own risks. Cast from Ley, your own innate and ever-renewing well of power, or reach for Mana, borrowed and dangerous, held in receptacles and never quite safe to hold. Nine Spheres shape what your magic actually does. Forty-one spell-lines carry you from a first flicker of power to a working that can reshape a battlefield.

Not every caster trains for it, either. Talents, Occultism, and Ceremony open magic to characters who never picked up a Path at all — coven members, hedge-scholars, the merely lucky.

Follow Corin, Elara, and Rennick as they overcast, bargain, and occasionally get it badly wrong.

The magic ends here. Your story doesn't.

