

Simpler Systems Options: Dark & Dangerous Magic for Knave



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Basic Rules

Introduction:

Arcane magic is rare and mysterious. Trained spell casters are few and far between. But all folk have heard tales of sorcery, and most accept mystic forces exist in one form or another. It is dark and inherently dangerous. Sorcery was not meant for mortals, and this fundamental mismatch taints every casting with uncertainty. From beyond the Veil, magic draws the attention of dark and inscrutable forces, some of whom find ways to impose their will upon the material world.

Magic is art, not science. Each work of magic, from casting a spell, to writing a scroll, to creating a potion, is something that must be done from scratch each time. Merely replicating what has already been done will never work.

A spell is a fairly standardized effect that has been repeatedly created by many spell casters. Mortal brains are not structurally designed to hold this information. There is no set “formula” for any particular spell. Take the spell Magic Missile, for instance. It is a very common spell, especially for traveling and adventuring Wizards, but if you looked at the spellbooks of one hundred Wizards which all contain Magic Missile, no notation of the spell would look the same. Each spell notation is a combination of reference notes, philosophical debate against the universe, and gibberish, scribbling, all of which serves one purpose: To trigger a dream state understanding within the Wizard’s mind. Nothing contained in a spellbook is a “how to” guide so much as an individual recipe for self induced hypnosis. All rules concerning Magic Users also apply to Elves unless specifically noted.

Sensing Magic: Any character may spend a few minutes attempting to sense magic in a 30 feet radius by making a Wisdom save. If successful the character senses there is magic either present or absent, perhaps as a tingling through their spine, a barely perceivable hum in the air, or some other fleeting quality that vanishes after only a moment. The sign is different for everyone, and most commoners are unaware of their own cues. If the character does not have the Sorcery skill, the check is made at disadvantage. Illusion magic cannot be detected in this way, part of its power includes fooling rudimentary detection methods of this kind.

Sorcery: All arcane spell casters learn the art of spell casting and arcane lore basics at first level. Sorcery is your knowledge of the workings and flow of magic. This skill may be improved by purchasing higher perk levels – see perk system.

Empowering Spells: Mortal brains may only empower, or fully load, a certain number of spells at a time. See the character class perks for the number and levels of spells. Divine casters pray for and empower a specific list of spells per day. Arcane casters may empower spells from their spell book. Casting a known arcane spell that is not empowered is much riskier than casting an empowered spell.

There are nine schools of arcane magic:

- Abjuration: Protective Spells
- Conjunction: Summoning/Calling/Healing/Teleportation/Create Object Spells
- Divination: Spells to Learn Knowledge, See the Future, Find Things
- Enchantment: Mental Control and Influence Spells
- Evocation: Energy Manipulation Spells
- Illusion: Spells that Influence the Senses or Minds of Others
- Necromancy: Death/Unlife/Harm Spells
- Transmutation: Spells that Change the Properties of Creatures, Things, or Conditions and
- Universal: All Other Spells

Spell casters begin with a perk level of competent at 1d6 schools. Each caster level gained grants 1d6 points to be allocated among the schools. Apply no more than 1 point per school per level. Each school's casting perk can be increased independently outside the usual level progression. Spells may only be learned to the level of your perk in that school of magic.

Spell Casting Rules:

Spell Casting Roll:

1. Spell casting roll = DC 15 + twice Spell Level on a d20. Cantrips add 1 to the DC for a 0 level spell. Your Caster Level + Caster Attribute Bonus + Sorcery Perk Level modify the roll.
2. Modifiers:
 - Bonus: Spell implements/tools, extra casting time, etc.: see referee
 - Penalties: Distractions/conditions/impediments: see referee

Empowerd Spells:

1. Spell level is less than spell slot level: Roll with advantage.
2. Spell level is equal to spell slot level: Roll normally.
3. Spell level is greater than spell slot level: Roll normally with -2 per spell level greater than spell slot level and adjust spell effects to lower casting level.

Known but not Empowerd Spell:

1. Spell level is less than spell slot level: Roll with disadvantage and +1 per spell slot level is greater than spell level.
2. Spell level is equal to spell slot level: Roll with disadvantage
3. Spell level is greater than spell slot level: Roll with disadvantage. -2 per spell level greater than spell slot level and adjust spell effects to lower casting level.

Spell cast from Device: Scroll, Ring, Wand, Staff, etc. Devices provide their own spell slots to power spells:

1. Roll with advantage if able to cast spells of that level.
2. Roll normally if unable to cast spells of that level.

Spell Casting Roll Results:

1. Special Success: If you succeed by five or more, You cast the spell in a particularly awesome fashion. Choose one of the following:
 - Increase damage by an additional $\frac{1}{2}$ (Round up).
 - Increase range by an additional $\frac{1}{2}$.
 - Increase number of targets or radius of effect by $\frac{1}{2}$.
 - Penalize savings throws against the spell by your Sorcery perk level + Arcane School level.
 - Personalize magic in your own dramatic fashion. This may not cause any of the above choices or inflict additional damage.
2. Success: You made your roll. The stars aligned or you read the local ley lines correctly. The spell operates as usual by the book.
3. Failure: You failed your roll. Reality hiccuped. You fail to complete the spell this round. This consumes all your time this round. You may continue the casting process into next round. Apply a spell casting penalty of -1 to spell casting rolls. Additional failed rolls increase the penalty by -1 each. The penalty reduces by 1 each minute of no spell casting.
4. Special Failure: If you failed your roll by ten or more or you roll a natural 1, roll again. Any success is a failure, see above. Any failure or a natural 1 is a special failure. Punishment befalls you for having starved to long into the abyss, drawing attention from beyond the veil, or having seriously misread the magical environment. Arcane casters roll on the Spell Casting Mishaps Table. Divine casters roll on the Divine Rebuke Table. You may continue the casting process into next round. Apply a spell casting penalty of -1 to spell casting rolls. Additional failed rolls increase the casting penalty for all spells by -1 each. The penalty reduces by 1 after 10 minutes of no spell casting.

After successfully casting spell, check:

Caster level check = Caster Level + Sorcery Perk Level.

Spell resistance is a special defensive ability. If your spell is being resisted by a creature with spell resistance, you must make a caster level check. Roll Caster Level + Sorcery Perk Level + d20. The result must exceed the creature's spell resistance for the spell to affect that creature. The defender's spell resistance is like an Armor Defense against magical attacks. Spell resistance applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place.

Note Sorcery checks are scattered through out the Book of Spells. Use the applicable rule from each spell as described in the spell text.

D66	Spell Casting Mishaps Table
11	You accidentally open a gate to the Elemental Spheres. An elemental (choose its type randomly) appears and attacks you. If not destroyed, the elemental will return to its sphere within 8 hours.
12	Darkness gathers; 1d8 shadows appear and attack you. If not destroyed, they will disappear after 8 hours.
13	You accidentally open a gate to beyond the veil! An invisible stalker appears and attacks you. If not destroyed, it will return to its dimension within 1 hour.
14	You accidentally summon a demon! A hellion appears and attacks you. If not destroyed, it will return to hell within 8 hours.
15	You accidentally open a portal to a dimension of oozes and draw the attention of 1d6 oozes. Throw 1d6: 1-2, grey oozes appear; 3-4, green slimes appear; 5-6, yellow molds appear. The creatures attack you immediately. If not destroyed, they will return to their dimension within 8 hours.
16	Insects gather, attracted by your magic. 1d10 giant cockroaches appear and attack you. If not destroyed, they will leave after 8 hours.
21	You mutate! Roll on the Mutation table.
22	You mutate! Roll on the Mutation table.
23	You mutate! Roll on the Mutation table.
24	You mutate! Roll on the Mutation table,
25	You mutate! Roll on the Mutation table.
26	You mutate! Roll on the Mutation table.
31	You witness unspeakable sights and lose your eyesight for 1d6 days. A restoration spell will reverse this effect immediately.
32	Your aura is ruptured. You "forget" a spell you know; you will have to relearn it.
33	You cause a major explosion! You and all characters within 15 feet must make a Constitution save for half damage or suffer 4d10 damage.
34	The fumes and vapors released by the ceremony cloud your mind. For 1d3 weeks lose 1d6 points of your Intelligence characteristic. A restoration spell will reverse this.
35	The noxious fumes released by your ceremony cause everyone within 30 feet of you to suffer nausea for the next 1d6 hours; -2 (d20) or -1 (2d6) to all actions.
36	Your connection to the mystical realms is disrupted. You may not cast spells for the next 1d3 weeks. A restoration spell allows you to regain your magical ability immediately.
41	You are corrupted by the darkest magic you have ever exposed yourself to. Gain 2d6 additional Corruption points. If this exceeds your Maximum Corruption, throw Wisdom save to avoid dying from the shock to your soul.
42	You fall into a necromantic torpor and will awaken within 1d6 years. You do not age while in torpor. A restoration spell will awaken you.

D66	Spell Casting Mishaps Table
43	Tampering with magic takes a toll. Lose 1d6 points of your Constitution characteristic. A restoration spell will reverse this.
44	You project a fearful aura for the next 1d10 months. -2 (d20) or -1 (2d6) to all Reaction rolls and other social skill throws.
45	While casting your spell, you glimpse the essence of Creation – unintended for mortals to view. You suffer from Feeblemind (per the spell). A remove curse, restoration, or wish spell will reverse this effect.
46	You are lost in space and time. A dispel magic spell can bring you back immediately. Otherwise, you will reappear within 1d6 years. You do not age while out of the space time continuum.
51	The gods or spirits curse you! Reduce three randomly chosen Characteristics by half. A remove curse spell can reverse this curse.
52	You are infected with a monstrous extraplanar disease. Constitution save with disadvantage or take 2d6 damage per day. Save once a day until three successes have been made. The disease is contagious. A lesser restoration spell will cure the disease.
53	Your nearest ally is magically infuriated with you and attacks you and anyone standing in their way. They are in a blind rage for the next 1d6 rounds. A remove curse spell reverses this effect.
54	A magical accident injures your body. Throw 1d6: 1-2, lose 1d6-1 fingers; 3-4, you lose half your teeth; 5, your leg is crippled (move at half speed); 6, you lose an eye. The cure moderate wounds spell, or regenerative magical items, can cure this damage.
55	You turn into a random small animal, such as a toad, for 1d6 hours. While you retain your mind, you may not speak or cast spells while in this form. A lesser restoration spell will revert you to your normal form immediately.
56	Your horrid magic causes all creatures, including allies, within a 30 foot radius of you to flee in terror as far as possible from you for 1d6 turns. PC's resist by making a Wisdom save with disadvantage.
61	You age quickly under the stress of sorcerous powers. Add 3d10 years to yours age.
62	Your failed spell exposes you to unspeakable truths from beyond the veil. You lose your sanity for 1d6 days. A restoration spell will cure your mind immediately.
63	You are rendered speechless by the awful powers you command. You become mute for 1d6 hours. Mute characters cannot cast spells.
64	Magic surges through your body. You display random muscle spasms throughout your body. You lose 1d6 Dexterity points for 1d6 months. A restoration spell will reverse this.
65	A wave of wild magic causes your veins to erupt in several places around your body. Suffer 3d12 damage.
66	Your soul is blackened by dark magic! Constitution save with disadvantage or die within 1 round.

Corruption of the Soul:

The Shades of Magic: Magic is powerful but dangerous. Beyond the risk of failure and mishap detailed above, certain spells are unhealthy for the caster's soul. Using magic to harm or enslave others is inherently corrupting. Spells come in three categories, or shades. Spells which are wholesome in purpose are considered white magic. Spells which may or may not corrupt the sorcerer, depending on the circumstances, are grey magic. Spells which always corrupt are black magic.

- Spells that heal, protect, provide information, or call existing creatures to the sorcerer's aid are white magic.
- Damaging spells or spells that charm or command sentient beings for a limited time are grey magic.
- Necromancy, summoning monsters out of thin air, and magically enslaving sentient creatures for the long term are black magic.

Corruption: Spell casters gain corruption points – representing the blackening and corruption of their soul in various ways:

- Each time a spell caster learns a black magic spell, they gain a number of corruption points equal to the spell's level.
- Each time a spell caster casts a black magic spell, they gain 1 corruption point.
- Each time a spell caster uses a grey magic spell to coerce, deceive, or harm a Lawful or Neutral sentient being, they gain 1 corruption point. Casting grey magic spells against Chaotic beings (i.e. undead, evil monsters, divine spell casters, and so on) or Neutral animals does not cause corruption.

Maximum Corruption: There are no consequences to accumulating corruption points until a spell caster accumulates a number of corruption points equal to their Constitution characteristic. Then, and after that, for each additional multiple of their Constitution characteristic, the sorcerer acquires a corrupting weakness, by rolling once on the Corruption Weakness Table. For example, a sorcerer with Con 13 would roll on the Corruption Weakness table after gaining 13 corruption points, and then at 26, 39, 52, and 54 points, and so on.

Corruption recovery: Three days spent in contemplation at a lawful sanctuary removes one corruption point. Each week spent in contemplation at a neutral sanctuary removes one corruption point. Corruption weakness effects and mutations are typically permanent. Divine intervention of the greater restoration spell will negate them one at a time.

D66	Corruption Weakness Table
11	You mutate! Roll on the Mutation table.
12	You mutate! Roll on the Mutation table.
13	You mutate! Roll on the Mutation table.
14	You mutate! Roll on the Mutation table.
15	You mutate! Roll on the Mutation table.
16	You mutate! Roll on the Mutation table.
21	Dark sorcery has left you disfigured, with misshapen limbs, clawed hands and feet, strangely colored eyes, and so on. You suffer -2 to Reaction and social skill throws vs. non Chaotic sentient creatures.
22	You begin to stutter. Suffer -2 to all Reaction and social skill throws. And this also imposes -1 to spell casting throws.
23	You develop a mild allergy to one common substance chosen by the Referee (such as milk or dog hair). You sneeze uncontrollably or break out in hives while in presence of this substance, suffering from -2 (d20) or -1 (2d6) to all actions until you are no longer in its presence.
24	Meddling in dark lore has left you with an inhuman demeanor and personality. Your Reaction rolls vs. non Chaotic sentient creatures cannot be greater than Unsure.
25	You grow forgetful, your mind filled with dark lore. Reduce your Intelligence characteristic by 2, to a minimum of 1.
26	Your demonic demeanor and appearance will cause pious persons to denounce you. Reduce your Charisma characteristic by 2, to a minimum of 1.
31	You haunt the night as a creature of darkness; you tend to sleep during the day and suffer -2 (d20) or -1 (2d6) to all throws when in sunlight.
32	You tremble as dark thoughts course through your mind and body. Reduce your Dexterity characteristic by 2, to a minimum of 1.
33	Your skin rots; you take on the appearance of a corpse. Suffer -2 to all Reaction and social skill throws vs. non Chaotic beings.
34	Alien thoughts cloud your mind. Reduce your Intelligence characteristic by 2, to a minimum of 1.
35	You become a predatory being; only fresh, raw meat can sate your hunger. Preserved or cooked meat will not suffice.
36	Your exploration of sinister sorcery has sapped your soul of vigor. Reduce your Constitution characteristic by 2, to a minimum of 1.
41	Your flesh rots and become unholy. You suffer double damage from silver weapons.

D66	Corruption Weakness Table
42	Whispers from beyond haunt you. You suffer -1 to initiative and surprise rolls.
43	Whenever you cast a spell, you emit darkness, as per the spell for ten minutes, centered on you.
44	Your muscles atrophy. Reduce your Strength characteristic by 2, to a minimum of 1.
45	You are repelled by garlic; in the presence of garlic, all your throws are at -2 (d20) or -1 (2d6).
46	Your corruption is unsettling to animals; the dogs at the local village bark in fear when you arrive. You suffer -3 to Reaction throws vs. animals and giant animals.
51	After you cast any spell, your body cools and becomes as cold as a corpse; you suffer -2 (d20) or -1 (2d6) to all physical throws (which, naturally, does not include spell casting) for 1d8 rounds.
52	The full moon calls for you. Once a month, at a time determined by the Referee, you must succeed on a Wisdom save with disadvantage or be overcome with a murderous rage for 1d12 rounds.
53	You immediately age by four years.
54	You grow the horns of a devil! You may cause 1d6 damage by head butting, but your devilish appearance causes you to suffer -2 (d20) or -1 (2d6) to all Reaction and social skill throws vs. non Chaotic beings.
55	Your body rots with dark energy and takes twice the usual time to heal.
56	You begin to lose grip with reality. Each day, upon waking, make a Constitution save or suffer from Feeblemind (per the spell) for 1d6 hours.
61	You grow a forked tongue. You may speak with snakes per the speak with animals spell but suffer -2 to all Reaction and social skill throws vs. non Chaotic creatures.
62	You emit the stench of evil! You may never surprise creatures with a keen sense of smell.
63	You gain darkvision: With any natural light present, you can see in dim to dark illumination clearly in black and white to 60 ft. and dimly to twice that, but your eyes resemble those of a predatory cat; You suffer DM-2 to all Reaction and social skill throws.
64	You develop the skin of a frog; you must immerse yourself in water for at least an hour each day or gain a level of exhaustion for the next day. This level is only relieved by immersing in water.
65	You are haunted by nightmares from beyond the grave and find it difficult to sleep. Each time you attempt to sleep, throw 1d6; on 1, you cannot sleep; you start the day with one level of exhaustion.
66	You grow vampiric fangs and can only sustain yourself from the blood of other sapient beings. You must drink blood (cause 1d6 damage) from one person per day to sustain yourself, in lieu of food. This can come from a willing donor, or from hapless victims (a resisting victim requires a Grapple, per the Combat chapter). Other than that, you do not need to eat or drink.

D66	Mutation Table
11	Roll 1d6; 1-3, you shrink in size (as per potion of diminution) or 4-6 grow to giant size (as per potion of growth). You are unused to your new size, and your Dexterity is reduced to 1; it will recover at the rate of 1 point per week.
12	You develop the pallor and stench of death. You suffer -2 (d20) or -1 (2d6) to Reaction throws and social skill throws vs. living creatures, but undead will refrain from attacking you unless you attack them first or cast White Magic in their presence.
13	A limb normally present in your body is multiplied. Your head or brain cannot multiply. Roll 1d6: 1-2: you gain another leg increasing your movement rate by 10 feet/action, but suffer -1 on Dexterity saving throws, 3-6 or gain another arm useful for manipulation or combat. You do not gain extra attacks per round with an extra arm, but you could carry a two handed weapon and a shield. You cannot wear regular armor due to your unusual shape and must have armor custom-made for you at quadruple price.
14	Your nails become long and sharp. You may make a melee attack for 1d6 more than your usual damage but suffer -1 to dice throws involving fine manipulation.
15	Your skin thickens. You gain natural Armor Class of +3 but lose 3 points of Dexterity (to a minimum of 1) as this skin is inflexible and cumbersome.
16	Your eyes atrophy, but two thermosense organs grow on both sides of your neck. You can sense heat but cannot see color; furthermore, you are immune to all "gaze" type attacks. Treat all situations with full darkness as being dim light.
21	Your bones become brittle and hollow. Your Constitution is halved (round down), and you take double damage from "bludgeoning" attacks (such as from clubs, maces, and hammers) and from falling. Your weight is reduced by 30%.
22	Your skin grows to resemble fish scales, you emit a fishy odor, and you grow gills on both sides of your neck. You may breathe underwater but suffer -2 to social skill and Reaction throws.
23	You are afflicted with a non contagious wasting disease. Constitution save at -2 daily for 1d3 characteristic damage. Roll a 1d6 for random characteristic. Lasts for 1d6 days. A cure disease spell or a successful throw will stop the deterioration, but the damage already done cannot be healed by any means, except a greater restoration or wish spell.
24	Your blood thins and begins weeping from your orifices. Social interaction rolls are penalized by -2 in most situations. If you are Staggered, you begin bleeding, suffering 1 damage per round until you either die or the bleeding is stopped with a successful first aid/medical skill/talent roll or a healing spell is applied.
25	You become albino. You suffer -1 to attack throws while in daylight. Exposure to direct sunlight causes damage to your skin and you take 1d6 damage per 4 hours of continuous sunlight exposure.

D66	Mutation Table
26	Your skin gains a chameleon like color changing characteristic. Gain +2 to Hide and Stealth checks. Also, your face gains some chameleon like characteristics as well, causing -2 to social skill throws.
31	Your body degenerates grotesquely. You permanently lose 1d6 points each from your Strength, Dexterity, and Constitution (to a minimum of 1) and your movement rate is halved.
32	You grow unnaturally obese. Double your weight; you need armor custom made for your shape at double cost; and you must consume double the amount of food a character usually does (but not double water).
33	You grow an alien eye in the middle of your forehead. This eye is closed most of the time. Three times a day, you can open this eye to use the detect thoughts spell for one minute and without a savings throw. You are such a frightful sight that you suffer -3 to all social skills and Reaction throws.
34	You gain a stench which is attractive to predatory animals. The Referee may increase the chance of random encounters with such predators (which may even include predatory monsters) as they see fit.
35	The fabric of your mind cracks. Each day upon awakening, make a Intelligence save or completely forget who you are for that day.
36	You devolve into an ape like (or primitive lizard like) shape – your skin grows hairy (or scaly), your legs grow short, and your arms grow long. You move on half speed if you stand on both legs, but in regular speed if you move on all fours. You may not use your hands for wielding weapons or carrying items when you move in such a way. Armor for your misshapen body costs twice as much.
41	Your joints double and become flexible. You may slip any bonds or manacles with a Dexterity save (taking 1 round). However, your hands are less stable, and you suffer -1 to all attack throws.
42	Your mouth grows large and your teeth sharpen. You can bite for 1d6 damage but cannot speak humanoid languages. You may still cast spells, though.
43	You gain an animal like stench. This causes -2 to Reaction throws for sentient beings but +2 to reaction throws for animals.
44	You grow a pair of bat like (or pterodactyl like) wings. You may fly for short durations (6+1d10 minutes per jaunt, requiring a turn of rest afterwards) at twice your ground speed per round in any direction. Armor adapted to your shape costs x10 the normal cost and you suffer DM-1 to social skill and Reaction throws
45	Your thoughts devolve into madness under the stress of combat. In every battle throw 1d6. On 1 you may not act. On 2-4 you must attack the nearest enemy. On a 5 you must attack your nearest ally. On a 6 choose your action as normal. The madness dissipates only when the combat ends.
46	Your ears grow huge, with bat like appearance. You may sense obstacles and creatures up to 30 feet, even in pitch darkness by echolocation, but cannot wear any helmet and suffer -1 to social skill and Reaction throws.

D66	Mutation Table
51	You become a delicate and unnaturally beautiful creature. Gain +2 to all reaction and social skill throws; lose 3 points each of Strength and Constitution (to a minimum of 1).
52	You grow sharp horns. You may head butt for 1d8 but may not wear any helmet and suffer -1 to social skills and Reaction throws.
53	You instantly age by 1d20 years.
54	You grow a prehensile tail. You may grab objects with your tail, but armor adapted to your new form costs double and you suffer -1 to social skill and Reaction throws.
55	One of your arms becomes a monstrous tentacle. You may attack for 1d8 with the tentacle but suffer a -2 (d20) or -1 (2d6) to all throws requiring fine manipulation, and your Charisma is reduced by 1.
56	You transmit your emotions telepathically to everyone within 30 feet. You may never successfully lie but gain +1 to social skill throws in "positive" situations.
61	Your characteristics fluctuate in a random manner; as a result, 3 characteristics will increase by 2 points each, and 3 will be reduced by 2 points each, to a minimum of 1.
62	You become a nocturnal creature. You gain darkvision. With any natural light present, you can see in dim to dark illumination clearly in black and white to 60 ft. and dimly to twice that, but suffer -2 to attack throws in daylight.
63	You become sterile and may not have offspring by natural means.
64	You gain an insectile appearance, including "bug eyes" and your teeth are replaced with insect mandibles. You suffer -2 (d20) or -1 (2d6) to all social skill and Reaction throws but gain +2 (d20) or +1 (2d6) to throws to resist poison and disease.
65	Your body begins to rot. Maggots constantly crawl out of your orifices, and flies buzz around you ceaselessly. Your Charisma becomes 1, and your movement rate is halved. You may no longer heal naturally – only magic can heal your wounds, remove curse provides relief from this condition.
66	Your biological system resets itself; lose one mutation (reroll if you have no mutations).

Miscellaneous Spell Rules:

Spell Interruption: Casting a spell requires steady concentration. If the caster suffers any damage prior to his turn, he may not cast a spell that round. This counts as a spell failure. See page 6 for details. The character may not take other actions, including making a melee or ranged attack until the next round.

Illusions: A number of spells and other magical effects create illusions or make one thing appear as another. Some illusions are more powerful than others, with stronger illusions fooling more senses over a wider area. No illusion can perfectly mimic the sense of tactile sensation however, and interacting with an illusion may reveal the ruse, for example by interacting with it. At any time, a character may attempt to disbelieve a suspected illusion, which may require an Intelligence save at the GM's discretion. If successful, the character pierces the illusion and observes it only as a transparent overlay covering the real creature, object or terrain. Some creatures may be immune to or automatically pierce certain kinds of illusions. For example, a bat using echolocation will not be fooled by an illusion covering a cave entrance, and some undead automatically detect living creatures. Mindless creatures are unaffected by illusions.

Divine Miracles & Spells:

Friars: Follow rules in the Character Class Perks. They do not earn corruption points unless they use their powers in a manner contrary to their deities ethos or wishes. They gain 1-3 corruption points depending on the severity of the transgression. Instead of rolling on the Corruption Weakness Table, friars roll on the Divine Rebuke table.

Divine Spells & Rebukes: The workings of the gods, eternal and impossibly distant, are beyond the grasp of mere mortals. Whilst generally safer than sorcery, communing with beings older than time remains a perilous proposition.

Invoking a divine spell follows the same rules as arcane spell casting, except as noted below:

- If the divine spell caster has Favor, they may spend a point to automatically invoke the divine spell.
- If the divine spell caster does not spend Favor, a spell casting check is required.
 - Special success, success, and failure work per the arcane casting rules.
 - On a special failure, roll again. On a second failure, the divine spell caster's action and spell slot are wasted and they suffer a Divine Rebuke.
- Divinely casting grey or black magic spells add to a character's corruption tally as noted in the arcane magic section above, instead of rolling on the Corruption Weakness Table, divine spell casters roll on the Divine Rebuke table.
- Recovery from corruption points follows the same rules as arcane spell casting above.

Favor: In order to gain a Favor, the divine spell caster must take action promoting, enacting or adhering to one or more tenets of their deity. The GM determines whether a tenet is met and Favor point is bestowed. Acting contrary to a deities tenet generally strips the divine spell caster of a Favor point if they have it (GM discretion, or a Wisdom save might be called for). A caster's Favor points can not exceed the caster's level + Sorcery Perk Level + Religion Perk Level.

Consistently breaking one or more tenets not only strips favor, but may impose penalties on invoking spells, or prevent any divine spells until/if the divine spell caster atones (GM's call).

A Divine Rebuke might reflect faltering faith, punishment for a past or future sin (of the divine spell caster, their ancestor or progeny), misinterpretation of a lesser tenet, interference from the Veil, dark forces striking at the agent of an opposing power, and so on.

To determine the nature of the rebuke, roll d66 on the table below. Some effects require a Rite of Atonement, one of the Restoration Spells, or the Atonement Spell. The GM will provide guidance on how to atone. Such rebukes are unaffected by any mortal magics.

D66	Divine Rebuke Table
11	Broken Icon: The divine spell caster's holy symbol no longer functions and appears tarnished, cracked or faded. Atonement ends the rebuke.
12	Mark of Shame: A holy brand burns itself onto the divine spell caster's face, hand or chest, clearly indicating their religious disfavor. Atonement heals the brand overnight.
13	Divine Warning: The divine spell caster has a momentary taste of doom, causing -1d3 Constitution.
14	Trappings of Wealth: Any coins, gems and trinkets in the immediate possession of the divine spell caster turn to worthless rust, stone or sand.
15	The Flesh is Weak: The divine spell caster is afflicted with weakness, causing -1d3 Strength.
16	And The Lord Taketh Away: The divine spell casters can not cast their most favored or most useful spell. Atonement ends the rebuke.
21	Confess: The divine spell caster immediately falls to their knees, dropping whatever they are holding, clasping their hands together in obeisance. Their next d10 actions are spent praying for forgiveness.
22	Speak In Tongues: The divine spell caster speaks only in meaningless babble for 1d6 months (may still invoke spells).
23	Frail of Spirit: The divine spell caster's divine connection frays, causing -1d3 Wisdom.
24	Shameful Pride: The divine spell caster's skin manifests ugly boils, causing -1d3 Charisma. The condition heals in 1d4 months.
25	Plague of Flies: Linger in the open attracts an abundance of flies, gnats, mosquitoes, locusts, etc to the divine spell caster. Atonement ends the rebuke.
26	Unbidden Heresies: Dark interference clouds the divine spell caster's mind, causing -1d3 Intelligence.
31	Test of Devotion: The divine spell caster cannot invoke divine spells until they enact five different tenets of their faith. Atonement ends the rebuke.
32	Ancestral Reckoning: The divine spell caster suffers disadvantage to all rolls associated with spell casting until they perform the Consecrat rite at a place special to their ancestors.
33	Tears of Blood: The divine spell caster weeps blood for 2d6 rounds, taking 1 point of damage per round. He suffers disadvantage on his next skill test.
34	Mission from God: The divine spell caster is subject to Geas, no save; GM determines the details.
35	Empty Vessel: The divine spell caster loses all memory of the last 48 hours. No mortal magic can reverse this effect.

D66	Divine Rebuke Table
36	No Light But Mine: Torches, lanterns and other mundane light sources are extinguished within 20 ft of the divine spell caster for 1d6 months. Atonement ends the rebuke.
41	Gift of Truth: The divine spell caster cannot intentionally lie for 1d6 months.
42	Trial By Combat: In an impending battle, enemies target the divine spell caster above all others (where possible).
43	Unwelcome Avatar: An agent of the patron possesses the divine spell caster's body for 2d6 minutes. It pursues the patron's ends, heedless of any consequences to the divine spell caster.
44	Affliction: The divine spell caster gains a random disease. Atonement ends the rebuke.
45	Soul Tithe: The divine spell caster cannot invoke divine spell until an enemy is slain by their hand. Reroll if contrary to the patron's ethos. Atonement ends the rebuke.
46	Silent Torment: The divine spell caster may not invoke divine spells until the next dawn, and may never explain why (or the rebuke becomes permanent).
51	On Your Belly: The divine spell caster is compelled to prostrate themselves on the ground, dropping whatever they are holding. On subsequent turns, a Wisdom save is required to end the effect.
52	Stigmatic Flagellation: The divine spell caster immediately manifests the stigmata and takes 1d8 + level damage.
53	Timely Offering: The divine spell caster's weapon, shield or armor breaks (roll randomly).
54	Cast Out: The divine spell caster suffers disadvantage on social checks as others instinctively shun them. Atonement ends the rebuke.
55	Toll of Mortals: The divine spell caster ages 3d6 years. No mortal magic can restore the lost years.
56	Redeeming Agony: The divine spell caster is wracked with cleansing pain, causing -1d3 Dexterity.
61	I Summon Thee: The divine spell caster vanishes from existence for 1d6 rounds, then reappears 1d4 x 5 ft from their original location (with no memory of where they went or what they did).
62	Struck Deaf: The divine spell caster is deaf for 1d4 months. Atonement ends the rebuke.
63	Struck Blind: The divine spell caster is blind for 1d4 weeks. Atonement ends the rebuke.
64	Struck Mute: The divine spell caster cannot speak or invoke blessings for 1d4 weeks. Atonement ends the rebuke.
65	Repent or Perish: The divine spell caster loses 1d2 Con every dawn, until dead at zero Constitution. Atonement ends the rebuke.
66	Final Judgment : The divine spell caster dies immediately in spectacular fashion (in a manner befitting their god, or perhaps an interfering alien force).

Rites of Atonement: In some instances, removing a Divine Rebuke requires the divine spell caster to complete a Rite of Atonement. Example rites are provided below, roll d66 or choose from the table. Reroll or substitute rites inconsistent with the patron's ethos. Characteristic loss not associated with Atonement or a specific recovery period, are regained at a rate of 1 point per week.

D66	Rites of Atonement Table
11	Consecrated Ground: Travel to a temple, shrine, or sacred site for your faith, culture or ancestors; perform a rite of the faith.
12	Healing Host: Spend 1d4 days tending to strangers' physical injuries or illnesses.
13	Exemplification: Publicly demonstrate your deities most essential ethos.
14	Liturgy of the Word: Preach to a congregation or crowd of strangers for 1d6 x 10 minutes.
15	Ministry of Compassion: Spend 1d4 days counseling strangers, including treating or managing madness.
16	Blood Redemption: Slay a dangerous foe single handed, then perform a 1d4 hour offering ritual.
21	Seat of Worship: Spend 1d8 days consecrating a new shrine or temple to honor your god.
22	Catechism: Spend 1d4 days instructing novices in your hallowed ways.
23	Sanctum Sanctorum: Spend 1d6 hours purifying a defiled shrine or temple (dedicated to your god or one of similar ethos), or 1d6 days performing menial, abasing labor at your temple.
24	Bitter Flagellation: Spend 1 hour a day painfully drawing your own blood. The ritual causes 1 Constitution point loss per day for 1d8 days. Constitution heals at 1 point per week.
25	Restored Relic: Retrieve, reinstate or cleanse a lost relic, holy symbol or other religious object of your god or one of similar ethos.
26	End the Accursed: Personally slay a sentient creature faithful to an opposed god or other supernatural force.
31	Cloistered Contemplation: The divine spell caster sequesters themselves for 1d4 months, studying holy scripture.
32	Render Their Idols Dust: Destroy a relic, holy symbol or other sanctified paraphernalia of an opposing god.
33	Pilgrimage: Visit a distant shrine or temple to your god or one of similar ethos.
34	Tithe of Absolution: Donate your share of treasure from the current adventure to your order or an unrelated charity.
35	Glorious Adornment: Commission a statue, symbol or other religious paraphernalia worth ½ your wealth, which is gifted to your order or a stranger.

D66	Rites of Atonement Table
36	Holy Quest: Complete a special task for another of your order, or in accordance with a vision.
41	Consecrated Ground: Travel to a sacred site for your faith, culture or ancestors; perform a rite of the faith.
42	Healing Host: Spend 1d4 days tending to strangers' physical injuries or illnesses.
43	Exemplification: Publicly demonstrate your deities most essential ethos.
44	Liturgy of the Word: Preach to a congregation or crowd of strangers for 1d6 x 10 minutes.
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