

The Vancian Canon of Spells and Select Cantrips, Selected and Ratified by the Conclave of Iov

VANCIAN CANTRIPS

numbering 8, symbolizing humility and the start of a new journey

PALLEN'T'S PROFUSE ADMIRATION

A nearby Vance feels my sincere respect. Fails if insincere.

UNIFORM

I am instantly clothed in the official Vancian uniform. If I was already wearing it, it is repaired of tears, cleaned of stains, and lightly modified for the current climate (extra layers, cutoff sleeves, etc.).

BUELLA'S BOOKMARK

I instantly find my place in something I had previously been reading.

REPORT CARD

I mentally view my recent academic marks and standing with the Vancian order in the Noösphere.

PAGE TURNER

I flip through a book or sheaf of papers with a gesture, opening to whichever page I wish.

SHELVE

A standard sized book from a Vancian library flies to its proper shelf and place, even if very far away.

ENUMERATION

I immediately know how much or how many of something there is in a pile.

NORHAM'S KNOCK

The owner of a door is politely alerted that I am waiting to be let in.

JOURNEYMAN'S QUERY

While on the Vancian Campus, I ask the Campus egregor simple queries, such as for directions or class schedules.

ALPHA SPELLS (levels 1-3)

numbering 17, symbolizing perfection and divinity

1

BUELLA'S LAMP

Level: 2

I fill the medium area around me with bright light, as if I had a powerful lamp. Text illuminated by this light appears in my native language.

Depletion: 0–3 (check each hour)

Color: Indigo

2

AOTHRASAL'S EYE

Level: 2

Invisible and obscured things are highlighted for me. Magical items and effects appear to glow the corresponding color of magic.

Depletion: 0 (check each round)

Color: Indigo

3

MORIDIV'S SILENT REBUTTAL

Level: 1

Anyone in a large area consciously taunting or insulting me suffers 1 point of mental damage. They will know why. Subsequent insults incur the damage again.

Depletion: Ends automatically at the end of the encounter

Color: Blue

4

NORHAM'S NOTES

Level: 2

A silver writing implement appears and begins to record all nearby action and dialogue. It may sketch things difficult to describe textually, and will provide footnotes with Vancian library reference numbers where relevant.

Depletion: 0–2 (check each hour)

Color: Silver

5

LASTRA'S NEUTRAL COLOR

Level: 3

I alter the fundamental nature of the next spell I cast so that it is associated with whatever color I wish, regardless of its effects. Thus, this changes the way the spell interacts with secrets, items, and even Sooth card turns.

Color: Gold

6

LEVIN'S BLESSING

Level: 1

A willing person I touch gains bene equal to the level of this spell in any pool I choose. NPCs gain a modifier in something I choose equal to half this spell's level (round up).

Color: Green

7

CHESNOR'S GLASS SKIN

Level: 3

My flesh becomes mirrored. I gain +1 to defense against magic, and total immunity to unwanted minor magic and minor flux effects. Any mundane damage I suffer is increased by 1.

Depletion: 0–2 (check each hour)

Color: Invisible

8

PALLET'S MOUTHPIECE

Level: 3 (+1 die)

I speak through another creature within medium range, or within limitless range if I have touched them at some point. If I know the secret name of the creature they automatically fail to resist. The creature that I speak through can take no actions while I do so, but I can take no actions other than speaking. If they are not within sight, I must use some other means (like a spell) if I want to be aware of their circumstances.

Depletion: 0 (check each round)

Color: Blue

9

MORIDIV'S EGREGIOUS ETIQUETTE

Level: 3

I say terrible, insulting things, but those I'm speaking to hear the opposite—polite, witty, and flattering words. The worse the words that come out of my mouth, the more beautifully they land upon others' ears. I add 2 enhancements to my Interaction pool.

Color: Grey

10

THELASSIN'S SECOND THOUGHT

Level: 3

I instantly swap a prepared Alpha spell in my mind for another Alpha spell I know. The discarded spell may be this spell if I wish, though I will still pay the sorcery cost to cast this spell in that case.

Color: Gold

11

WATTI'S ORIGAMI SERVANT

Level: 3

A collection of nearby papers (such as from a book) fly together to form a humanoid shape about 4 feet (1 m) tall. This level 3 construct cannot speak, but it can understand my verbal commands and will obey them to the best of its ability. It can assume a flattened form to fit in tight spaces or a glider form to glide short distances. It is quite flammable.

Depletion: 0-3 (check each hour)

Color: Green

12

CHESNOR'S TWIN

Level: 2

An identical, fragile copy steps out of me. It shatters into glassy shards if struck. I gain an enhancement to my Movement or Physicality pool as the copy helps me dodge an attack, boost over a wall, lift a gate, or something similar. It lasts until the enhancement is spent and shatters if it travels more than a short distance from me.

Color: Silver

13

MALEFICENCE

Level: 3 (+1 die)

I unleash channeled anger in the form of an energy projectile that strikes a target within long range. My Maleficence is unique to me and I determine what form the energy takes when I first cast this spell. The target suffers physical damage equal to the spell's level, plus an additional effect based on the energy type (ongoing damage for fire, hitting additional target for lightning, losing next turn for raw emotion, able to target spirits for ectoplasm, etc).

Color: Red

14

TARAMOC'S TAXONOMIC TEST

Level: 3 (+1 die)

The caster learns the level of a faraway target as well as the sun it is native to (if it is a creature). The number appears written as appropriately colored light (or colorless light if color does not apply) in the air before the caster for a moment before dissipating.

Color: Indigo

"Debate rages over whether this spell's author was a Vancian modality of Taramoc Elsin, the famous Goetic author of Teratology, or merely a vislae with the same name."

15

THE LOCK OF ORABAVON

Level: 3 (+ 1 die)

Something within medium range that can be shut is locked tight, requiring time and effort to force open.

This can be a door, window, book, weapon in a scabbard, or even a mouth.

Depletion: 0 (check each round)

Color: Gold

16

PALLET'S PANIC BUTTON

Level: 3 (+ 1 die)

I let out a shrill sound that causes nearby creatures to flee and mentally alerts all Vances in a very long range that I am in need of assistance.

Depletion: 0 (check each round)

Color: Blue

17

AOTHRASAL'S ADAPTABLE ALARM

Level: 1

I create an invisible sensor that either follows me or stays fixed in a nearby spot I designate. The sensor is capable of letting out a soft bell tone or silently mentally alerting me when conditions I set are met.

The conditions can be simple, complex, or nuanced, but can only be things detectable with normal sight and/or hearing. For example, I can tell it to watch for anyone who approaches while I sleep, attempts to pick my pocket, is wearing a red rose in their lapel, or says a certain phrase.

Depletion: When the sun next rises or sets

Color: Indigo

BETA SPELLS (levels 4-5)

*numbering 16, 4 * 4, symbolizing the whole person, cooperation, balance, and the four hearts*

1

CAPTURE SPECIMEN

Level: 4 (+1 die)

When a spell is cast on you or someone near you, you may cast this spell as a reaction. Roll against the level of the spell. If successful, you block the casting of the spell and steal it into your mind, preventing the original caster from casting it until you cast it (it always leaves on the first cast) or prepare spells. The spell takes up space as per its level (1–3 alpha, 4–5 beta, 6–7 gamma, 8–10 omega). You may choose to have other spells be shunted out to make space. If there is insufficient space or you fail the roll, take mental damage equal to the spell's level. Does not work on weaves, spirits, cantrips, or other things that aren't spells.

Color: Invisible

2

RAJIMAL'S RECKLESS HASTE

Level: 4

Throwing caution to the wind, I can take an additional action this round and two actions next round.

However, in my mad haste, these actions suffer a –1 penalty.

Color: Green

3

NORHAM'S IMPOSSIBLE FLOOD

Level: 4

I make a medium area within long range fill with water over the course of one round. Air-breathing creatures in the area must swim out, if possible, or they risk drowning.

Depletion: 0–3 (check each hour)

Color: Silver

4

BAAROTH'S BINDING GRASP

Level: 5 (+1 die)

A creature within short range is blinded and held in place until this spell depletes. It may still attack, just not change locations.

Depletion: 0–3 (check each round)

Color: Grey

5

BUELLA'S THOUSANDTH WORD

Level: 4 (+ 1 die)

With a single word, I grant an inanimate object the power of speech. It speaks the language of vislae. I can speak with it, but it is not automatically predisposed to help or hinder me. Instead, my past and current treatment of the object affects its reaction to me.

Depletion: Ends automatically at the end of the interaction

Color: Indigo

6

AOTHRASAL'S VISION OF THE NEMESIS

Level: 5 (+1 die)

I get a vision of what my enemy is up to at this exact moment. The vision lasts for about a minute, and I don't have control of the angle of viewing, nor can I alter it. I get only visual information, not sound or smell.

Usually, I can specify at the time of casting who my enemy is. Sometimes, however, I will get an unexpected vision, often of an enemy I didn't know I had, or of someone I didn't know was my enemy.

Color: Indigo

7

CAMERATA'S CURSEBREAKER

Level: 5 (+1 die)

I calcify a curse affecting me or something I touch and draw it out like a stiletto if successful. This stiletto has an appearance based on the curse and functions as a weapon of the curse's level. It can be used once before dissolving.

Color: Invisible

"Curse daggers are versatile magical ingredients and some dark places in the Actuality honor them as currency."

8

ABRA'S SPARE ARM

Level: 5

I graft a limb onto myself or a willing creature. A detached limb or something limb-like (the arm of a statue, a tree branch, a Testament of Suns) is needed to cast this spell. The new limb is permanent and will function just as my existing limbs do. This heals a wound if the target was damaged.

Color: Gold

"The Octopod Club is a testament to the fact that this spell is a lifestyle for those addicted to its additive rather than restorative uses."

9

LITERARY QUERY

Level: 4

I think of a question and if there is a book in the Vancian Library that can answer that question (and which I am authorized to read), it appears in my hands. The question can be how to learn a given spell. If this book is not returned in a timely fashion there will be consequences.

Color: Indigo

10

NOVININ'S DEDUCTION

Level: 4 (+1 die)

I cast this spell on another spell caster and if successful, I learn what spells they have prepared (or what spells they know if they are not a Vance).

Color: Blue

11

SUBUCHIN'S SURPRISE PARTY

Level: 5

I conjure a party that fills a medium area. The party consists of a food spread, decorations, lights, music, and potentially little hats on all those in attendance. The theme of this party is random, a surprise even to me. Those not prepared for the explosive arrival of this party may be stunned for one round (+1 die if used to stun).

Color: Silver

"This spell is irritatingly popular among Postulants. Multiple motions to remove it from the official canon have failed."

12

OTIVEN'S POCKET

Level: 4

I enchant a pocket or bag I possess such that it creates a roughly cubic extra-dimensional space about 10 feet (1.5 m) to a side. The opening expands to accommodate storage or retrieval of any object which fits in the space. Food and arcane ingredients placed in this space stay the temperature I wish and will not spoil. Papers will stay dry and organized, and will sort alphabetically. Creatures will not suffocate (though they may starve if not fed). If I cast this spell on another container, it becomes an opening to the same space. I can only have one such space per instance of this spell I have prepared. The space is not locked unless I take steps to lock it. If the spell ends while items are inside the space they are neatly deposited outside a random opening.

Depletion: Ends when the sun next rises

Color: Gold

13

FURNOUR'S FORETHOUGHT STEP

Level: 5

I see as if I was standing at a location up to 1 mile (1.5 km) away from my current location, and after about a minute, may teleport there if I wish.

Color: Green

14

MAITLAN'S MEDITATION

Level: 4 (+1 die)

I put a creature I touch into a deep slumber (attacks will still wake them). If they are already sleeping, I rouse them or view their dreams. If cast on myself, I travel to the Deeps of Sleep.

Depletion: 0 (check each hour)

Color: Blue

"This spell is a prerequisite for Oneiric Studies courses."

15

WATTI'S WEIGHTLESSNESS

Level: 4 (+1 die)

You (or a roughly human sized target you touch) are weightless and immune to gravity for the duration of the spell. Very quick to cast, does not use an action.

Depletion: 0-1 (check each hour)

Color: Green

16

STYZEN'S KNOCK

Level: 5 (+1 die)

A target within sight is opened. Doors are flung wide, locks are broken, shackles are bent open, belts come undone. If cast on an armored target the armor will fly off. If cast on an unarmored creature they will be knocked prone and probably vomit, losing their next action.

Color: Red

GAMMA SPELLS (levels 6-7)

numbering 13, symbolizing the peak of physical achievement, and also mortality

1

STYZEN'S SIGNIFICANT SUNDERING

Level: 6 (+1 die)

A large object (up to about 625 lbs/280 kg) is instantly atomized. If this is cast on empty air, it violently destroys the air and creates a vacuum in the resulting space, causing a pressure wave that deals damage equal to the spell's level to everything in a medium area, ruptures eardrums, and extinguishes fires and similar effects. This is very loud.

Color: Red

2

SUBUCHIN'S STATIC FIELD

Level: 7 (+1 die)

All thoughts within long range (except my own) are scrambled. Thinking beings can take no actions.

Noösphere entities take mental damage equal to the spell's level (once).

Depletion: 0 (check each round)

Color: Blue

3

KARKO'S BOUND THOUGHT

Level: 6

I take a single secret, fact, or idea and put such potent wards around it that no divination or similar magic can get at it if I do not wish it so. I can have only one such bound thought at a time.

Color: Invisible

4

NOVININ'S FORGETFUL TONE

Level: 6 (+1 die)

With a clap of my hands, I create a tone that can be heard by all nearby, who immediately forget the last hour. I am not affected.

Color: Blue

5

ZAMRAH'S FINEST

Level: 7

I temporarily summon a Paresaad agent to my location if any are available (there is typically a unit of Paresaad on standby for purposes of this spell). They will not obey my orders unless they are of lower degree (Paresaad mages are typically Velators, and their captains are Magisters), but they will always follow their code, trying to save the lives of any nearby beings and generally stop chaos or harm. 10% chance the agent summoned is a captain.

***Paresaad mage:** level 4*

+2 Resist; Vance with a few spells; +1 spellcasting

***Paresaad captain:** level 6*

magic (two successes), +2 defenses, Vance with many spells; +1 spellcasting

Depletion: 0 (check each round)

Color: Green

6

OMMATO'S GLORIOUS RESURGENCE

Level: 7

I restore a vislae to life (fully functioning, if a bit shaken) if they died since the sun last rose or set, I have at least a handful of their remains, and their soul is not claimed. If the target is a Vance, they can have been dead up to a week.

Color: Pale

7

YAVOM'S CAREFUL WARD

Level: 7

I gain immunity to a specific danger. "Fire," "threats to the soul," "mind control," etc are all valid options, but "harm," "physical danger," or "spells" are too broad. My choice is visually represented in some obvious fashion, such as a rime of ice around my body, a spectral lock on my head, etc.

Color: Invisible

8

MAITLAN'S MENTAL SALVE

Level: 6

I heal up to 2 Anguish and gain 2 enhancements to my Intellect pool. If my mind is currently being read, I become aware of it and may sever the connection if I wish.

Color: Blue

9

SURAH'S SWIFT STRING

Level: 6

A line marking the path that leads to my stated destination appears before me on the ground or in the air, although only Vances can see it. Further, if I follow the path without leaving it, the spell foreshortens distance and I reach the destination at three times my normal speed.

Depletion: Ends automatically when the sun next sets

Color: Indigo

10

KARKO'S CURSE OF TRUTH

Level: 7 (+1 die)

A sphere of violet energy appears above my head. Should any being within long range tell a lie, the sphere spits out a burst of energy that inflicts damage to the being equal to the spell's level. Additionally, the being cannot speak a lie on the following round.

Further, if a being within long range is disguised, invisible, or hiding from me, the spell interprets that as a lie and the sphere blasts its energy at them. Beings revealing themselves to me are not further attacked unless they attempt to re-establish the deception or stealth.

The sphere can only make one attack per round, so if multiple targets present themselves, the choice of which is attacked is random.

Depletion: 0 (check each round)

Color: Indigo

11

HAXEL'S WHITE HAND

Level: 7

One of my hands becomes rune-covered white metal up to the mid forearm. It is hard and durable as adamantium, completely impervious to damage. It can pick up anything, manipulate fire, stir acid, etc. I can even use it to parry blows. I gain +1 Armor for the duration. Unarmed attacks with that hand have one enhancement and deal +3 damage.

Depletion: 0-1 (check each hour)

Color: Gold

12

VORKAPIĆ'S METICULOUS MONTAGE

Level: 7

I spend an hour's worth of time flashing between various scenes of training, research, and study, but I accomplish the work of weeks, possibly even months. I learn one new magical practice or skill of level 5 or below which I am aware of (acumen is paid as usual). The duration of this spell satisfies the time requirement. Oddly, Vancian spells cannot be learned in this way.

Color: Green

13

FURNOUR'S FINAL HOMECOMING

Level: 7

I teleport to the Vancian Campus from any distance, even across worlds. I arrive at my office if I have one, otherwise I arrive at the front gates.

Color: Green

OMEGA SPELLS (levels 8-10)

numbering 9, symbolizing the ultimate expression and source of magic, the Invisible Sun

1

OTIVEN'S OVERBEARING PERSPECTIVE

Level: 9 (+2 dice)

I look at the horizon and size up a faraway target. They are quite small! Human sized creatures look like ants. Structures and vehicles look like toys. I reach out and take advantage of their smallness in one discrete action. Perhaps I stack something (up to 200 tons). Perhaps I crush something (10 damage). Alternatively, I may jump over the horizon and out of sight as if it were a low wall (this will carry me several miles away).

Color: Gold

2

ORABAVON'S BRAZEN FORBIDDANCE

Level: 8 (+2 dice)

I cast this spell on a structure or chamber (any area bound by an obvious wall or perimeter) no larger than a large area. No one can enter this area except with my express permission. No matter where I am, if someone attempts to enter this area, I immediately know and can grant or deny permission. Either way, the being attempting to enter knows that they do so or cannot do so because of my will.

Depletion: Ends automatically when I die

Color: Invisible

3

ABRA'S APT AUGMENTATION

Level: 8

I change and mutate my body in a controlled fashion, reshaping myself as I wish. I can add or remove features (gills, wings, limbs, etc), rearrange my Certes pools, change my color and texture, and heal all Wounds. When the spell ends, all changes are reverted and I suffer the same number of wounds I removed.

Depletion: When the sun next rises or sets

Color: Gold

4

HAXEL'S DIVINE HAND

Level: 8

I create an enormous six-fingered hand of white metal, about 50 feet (15 m) from wrist to fingertips. It is a larger form of my Testament of Suns. While it is present, one of my natural hands disappears and the large hand moves as I direct. The hand can fly at about jogging pace, and though it cannot travel more than a medium distance from me, I can ride it like a magic carpet. It can strike with enough force to inflict 5 damage in a small area. For the purposes of acting as a prison, shelter, or barrier, its level is the level of this spell.

Depletion: 0-4 (check each hour)

Color: Silver

5

EXPULSION

Level: 10 (+2 dice)

I permanently strip a touched vislae of all their memories of the Actuality, destroying their ability to cast spells. They are banished to Shadow and will resume their life there, unaware that they ever left.

Color: Pale

"Non-Vances often cite this spell as one of the reasons they dislike Vances, even though the Telemeric Court only officially sanctions its use on Apostates and disgraced Vances."

6

RAJIMAL'S AMPUTATED MOMENT

Level: 10

The round prior to the one in which I cast this spell is utterly erased from existence. It never happened. Anything that occurred within that moment is undone. Objects broken during that round are suddenly restored. Characters who moved return to where they were before. Someone who died is alive again, in the condition that they were before the moment. Only I remember that round, but vislae and magically sensitive beings can tell something major has changed.

Color: Gold

7

KARKO'S IRRESISTIBLE QUESTION

Level: 10 (+2 dice)

I establish mental communication with a being within sight and ask them a single question. They are compelled to answer truthfully, fully, and clearly. They can never lie to me again (magic that breaks curses can end this secondary effect).

Color: Indigo

8

BAAROTH'S UNASSUMING CALAMITY

Level: 10 (+3 dice)

I create a black dot of pure darkness and void. It is a single point in space, although the fact that it absorbs light makes it appear to be about 2 inches (5 cm) across. It is not affected by gravity or any other force, but I can control its position, moving it a short distance if I concentrate for one round. The dot annihilates anything it touches, whether matter or energy. It basically makes a 2-inch hole in any object or barrier. It destroys any in-place magical effect (like a wall of energy). I can attempt to use this as a weapon, directing the dot toward a creature, but it is difficult to do so, and the target always gets +3 to their Dodge action. A being touched by the dot suffers 4 Wounds.

Depletion: 0 (check each round)

Color: Red

9

ORROD'S SACRIFICE

Level: 13 (+3 dice)

I give my life to stop a major calamity. Upon casting this spell, I die and the energy of my soul mingles with the light of the Invisible Sun to create a restorative effect. I can alter reality so that a significant event never happened, or restore severe damage on the scale of a large city district. There are many and mysterious uses to this spell which have not been fully explored. What is known is that after casting it, the caster's soul passes beyond the Pale into the Stillness, leaving the Actuality forever.

Color: Pale
