

# Blood Rites

The Rent in the Sky fuels the most violent desires, causing people to become ruthless and savage when living beneath. The most violent acts are rewarded with the most devastating magic, and it's not unusual to find the most bloodthirsty practitioners sacrificing willing or unwilling participants to further charge their quest for power.

## Cantrip of the Devil

**Cost: 0    Difficulty: 7**

Pick one enemy character in line of sight within 3". Choose for that character to either lose **1 Life Point**, or take **2 Damage** with **Penetration -2**.

## Boiling Veins

**Cost: 1    Difficulty: 3**

Total up every **Ace** rolled then minus (X). Pick one enemy character in line of sight within 8". That character takes that much **Damage** with **Penetration (-X)**. If this spell reduces a character to **0 Life Points**, before removing the character, place the **Blast** template centred on the character. Any character (friendly or enemy) touched by the template loses **Life Points** equal to every **Ace** rolled.

## Bloodlust

**Cost: 1    Difficulty: 6**

Pick one character in line of sight within 6". That character loses **1 Life Point** and gains **+(X) ATTACK** until the end of its next turn.

## Blood Drain

**Cost: 1    Difficulty: 7**

Pick one enemy character in line of sight within 6". That character takes (X) **Damage** with **Penetration -4**. If the target loses at least **1 Life Point**, any friendly character within 6" of the target replenishes (X) **Life Points**.

## Kraken's Breath

**Cost: 2    Difficulty: 6**

Place the narrow end of the teardrop shaped template in base contact with the casting character. Any character (friendly or enemy) at least partially touched by the template takes (X)+2 **Damage** with **Penetration -(X)**.

## Mother Hydra's Claws

**Cost: 2    Difficulty: 6**

Total up every **Ace** rolled plus (X). You cause this many **Life Points** to be lost in total to (X) number of characters in line of sight within 6", sharing the amount as equally as possible. If there aren't enough characters to target, the casting character can be counted multiple times.

## Abyssal Mist

**Cost: 2    Difficulty: 8**

Place the **Blast** marker anywhere in line of sight within 12" on solid ground. Line of sight cannot be drawn through the **Blast** marker. At the end of the round, any characters at least partially over the **Blast** marker receive a **Stunned** counter. Then remove the **Blast** marker.

# Divinity

Pure magic through the Rent in the Sky is often brutal and unwavering, but the most skilled mages can twist it to their will. The dark evil beyond can instead be turned to a force of good, healing those around the mage and manifesting as bright holy light with which to banish enemies.

## Cantrip of the Sun

**Cost: 0    Difficulty: 7**

Pick one friendly character in line of sight within 6". That character replenishes **1 Life Point** and **1 Will Point**.

## Protection of the Eye

**Cost: 1    Difficulty: 5**

Pick one friendly character in line of sight within 6". That character gains **Universal Shielding (X)+3** until the end of its next turn.

## Eldritch Armour

**Cost: 1    Difficulty: 6**

Pick one friendly character in line of sight within 6". That character gains **+(X) PROTECTION** until the end of its next turn.

## Rejuvenation

**Cost: 1    Difficulty: 7**

Total up every **Ace** rolled plus (X). Replenish this many **Life Points** in total from any number of characters within 12" in line of sight, distributing the amount between the characters as you wish.

## Holy Light

**Cost: 1    Difficulty: 8**

All enemy characters with the **Mage** ability within 6" receive a **Stunned** counter and lose **(X) Life Points**.

## Defender of Destiny

**Cost: 1    Difficulty: 8**

All friendly characters within 6" gain **Parry (X)** and **Expert Protection (X)** until the end of the round.

## Aqua Curitiva

**Cost: 2    Difficulty: 8**

Pick one friendly character in line of sight within 6". Place the **Blast** marker under this character. At the end of the round, any friendly characters at least partially over the **Blast** marker replenish **(X)+2 Life Points**. Any enemy characters at least partially over the **Blast** marker receive a **Stunned** counter. Then remove the **Blast** marker.

# Fateweaving

It is the most patient person that is able to weave fate to their will. The repercussions of such acts are often subtle when viewed on their own, but these tiny changes soon add up, changing the very essence of the world. The effects of a fateweaver are often inappreciable to most, not even realising the profound effect the spell has had.

## Cantrip of the Stars

**Cost: 0    Difficulty: 5**

Until the start of this character's next turn, you may re-roll the **Destiny Dice** once, even though not usually able to, for whatever roll you wish.

## Marksman's Fortune

**Cost: 1    Difficulty: 4**

Pick one character (friendly or enemy) in line of sight within 18". Any weapons that character has with **Reload (X)** must add or subtract 1 from the (X) value until the end of the round (caster's choice).

## Otherworldly Oddity

**Cost: 1    Difficulty: 5**

Pick one terrain feature with a footprint of 6" or less in line of sight within 12" with no characters on or in it. Until the start of this character's next turn, any friendly characters making movement actions on or in that terrain feature gain **Acrobatic (X)**.

Any enemy characters count that terrain feature as impassable terrain.

## Blessing of the Sky

**Cost: 1    Difficulty: 7**

Pick one friendly character in line of sight within 6". Until the end of its next turn, that character gains +(X) to be distributed between its **ATTACK**, **DEXTERITY**, and/or **MIND** in any combination. A character may only be affected by **Blessing of the Sky** once at a time.

## Curse of the Rent

**Cost: 1    Difficulty: 7**

Pick one enemy character in line of sight within 6". Until the end of its next turn, that character receives -(X) to be distributed by the caster between its **ATTACK**, **DEXTERITY**, and/or **MIND** in any combination. A character may only be affected by **Curse of the Rent** once at a time.

## Glimpse of Glory

**Cost: 1    Difficulty: 8**

Pick one friendly character in line of sight within 6". That character gains **Parry (X)**, **Expert Offence (X)**, **Expert Marksman (X)**, and **Expert Protection (X)** until the end of their next turn.

## Fate's Bounty

**Cost: 2    Difficulty: 4**

Total up every **Ace** rolled plus (X). Until the start of this character's next turn, you may re-roll this many dice (not the **Destiny Dice**), for whatever rolls you wish.

# Runes of Sovereignty

Controlling others to do one's bidding is the most nefarious form of magic, but is one that comes naturally to many a prospective caster. With the constant gnawing at the minds of those living under the Rent, what is one more voice added to that? From a simple suggestion into the affected's psyche all the way to complete dominance over another's will, magic is able to twist a soul to horrific acts without as much as a single complaint.

## Cantrip of the Chariot

Cost: 0 Difficulty: 7

Pick one friendly character in line of sight within 6" that isn't in base contact with an enemy. That character immediately makes a **Run/Climb** action that cannot move into base contact with an enemy.

## Renewed Vigour

Cost: 1 Difficulty: 6

Pick (X) friendly characters in line of sight within 12". Those characters remove any **Stunned** counters they have, and cannot gain **Stunned** counters until the end of the round.

## Fiery Rhetoric

Cost: 1 Difficulty: 7

Pick one friendly character in line of sight within 1". That character replenishes **1 Command Point**.

## Waves of Force

Cost: 1 Difficulty: 8

Pick a point in water in line of sight within 12". Then pick another point within 6" of the first and trace an imaginary line between the two. Any character touched by that line no higher than 3" above the first point gets hit by a **Grapple** action, with the roll equal to the number of **Aces** in the Magic Roll.

## Walk Between Worlds

Cost: 2 Difficulty: 6

Pick one friendly character in line of sight within 6". That character gains **Ethereal**, **Flight**, and **Slippery** until the end of its next turn.

## Ice Lock

Cost: 2 Difficulty: 6

Place the **Blast** marker in water in line of sight within 8". Any characters at least partially over the **Blast** marker receive a **Stunned** counter and are moved the shortest distance until they're not over the **Blast** marker. The area under the **Blast** marker is treated as solid ground. Remove the **Blast** marker at the end of the round.

## Madness

Cost: 2 Difficulty: 8

Pick one enemy character in line of sight within 3". That character immediately makes an action. For the purpose of the action, the enemy character counts as a friendly character, with the caster's player deciding where to move them and making any rolls or additional actions (such as **Attacks of Opportunity**). This does not count towards their **3AP** for the round. Always ask your opponent to handle their own models!

# Wild Magic

While the most well-trained mage is able to study a particular discipline of magic, there are many that do not have the luxury of time or a willing teacher. Those without will have to make do with whatever they can. Even those barely attuned to magic can sense it always, swirling around them constantly. With a great deal of practice these souls can bind the power. Although unruly and often temperamental, it is a foolish enemy who underestimates this untameable force.

## Cantrip of Justice

**Cost: 0    Difficulty: 7**

This character may immediately cast another magic spell for **0AP**. This spell costs **Will Points** as normal, but can be any spell known by any other mage (friendly or enemy) within line of sight.

## They Sleep Underwater

**Cost: 1    Difficulty: 5**

Pick (X) friendly characters in line of sight within 12". Those characters gain **Fast Swimmer (X)** until the end of the round.

## Healing

**Cost: 1    Difficulty: 5**

Pick one friendly character in line of sight within 6". That character replenishes (X) **Life Points**.

## Summon Vermin

**Cost: 1    Difficulty: 5**

Pick one enemy character in line of sight within 12". That character takes (X)+1 **Damage**.

## Gateway

**Cost: 1    Difficulty: 8**

Pick one character within 1". Remove this character and place them anywhere out of base contact on solid ground within 8". This removal or placement cannot cause **Attacks of Opportunity**.

## Groundsnap

**Cost: 2    Difficulty: 7**

Place the **Blast** marker on solid ground in line of sight within 8". Any characters at least partially over the **Blast** marker take (X) **Damage** and are moved the shortest distance until they're not under the **Blast** marker. The area under the **Blast** marker is treated as impassable terrain. Remove the **Blast** marker at the end of the round.

## Sunder Armour

**Cost: 2    Difficulty: 7**

Pick one enemy character in line of sight within 6". That character receives a total of -3 and -(X) to its **PROTECTION** until the end of the round.