

# Appendix ii: Spells, Miracles, and Dark Truths

**A NOTE ON THE COST OF DARK TRUTHS:** The *spell school* Dark Truths costs 3CP. Each of the Dark Truths you learn—the individual spells—do not cost any CP, but you do lose a Sanity for each. For example, if Pembroke has 10 CP and 3 Sanity, and decides to learn Dark Truths and then Wicked Barbs and Wail of Oblivion, Pembroke ends up with 7 CP and 1 Sanity. Characters *cannot* have a maximum Sanity of less than 1—at that point they are thoroughly and likely irretrievably insane.

**DARK TRUTHS AND WEAKNESS:** Any Dark Truth that uses the Imbue mechanic grants the Weakness effect to the user until the Imbue is used up or expires. For example: Wicked Barbs Imbues the user with the ability to throw 5 packets for “2 Damage and Slow by Eldritch.” The user will be under a weakness effect until either the user resets or the user throws all 5 packets.

Skill Set	Skill	CP	Effect	Atr.
Arcane Resonance	Arcane Confusion	4	Throw a packet for “Lesser Paralyze by Resonance”	FF
	Eye of Fury	3	Make a mystic sign, point at target for “By my Gaze, Frenzy by Resonance”	AAA
	Resonant Shield	3	Call “Imbue to Self by Resonance.” You must call “Shield by Resonance” to the next packet or weapon-based attack that hits you. NOTE: Does not block bullets. Resetable with 1m of rest. Expires at Reset.	EW
	Spectral Chains	3	Throw a packet for “Paralyze by Resonance”	EEE
	Spectral Leash	2	Throw a packet for “Root by Resonance”	E
	Spectral Strike	3	Throw a packet for “5 Damage by Resonance.”	W
	Resonant Blast 1-2	2/L	Throw a packet for “Double X Damage by Resonance”, where X equals rank + 1	F
	Resonant Armor 1-2	2/L	Touch cast “Grant X Protection by Resonance”, where X equals rank	W
Dark Truths <i>Please Read Notes Above</i>	Blistering Spheres	*	Call “Imbue to self by Eldritch.” You suffer Weakness and may throw 3 packets for “Agony by Horror.” Expires at Reset.	FF
	The Shriveling	*	Call “Imbue to self by Eldritch.” You suffer Weakness and may throw 3 packets for “Maim by Fear.” Expires at Reset.	EE
	The Sign of the King	*	Make a non-Euclidean gesture that ends with you pointing at a target and call “By my Gesture, Paralyze by Fear.”	EW
	Wail of Oblivion	*	Call “By my Voice, Slam by Fear.” This does not affect you.	AA
	Wicked Barbs	*	Call “Imbue to self by Eldritch.” You suffer Weakness and may throw 5 packets for “2 Damage and Slow by Horror.” Expires at Reset.	WW
	Withering Gaze	*	Call “Imbue to self by Eldritch.” You suffer Weakness. Twice you may use “By my Gaze, Agony by Horror.” Expires at Reset.	FF

<b>Faith</b>	Blaze of Glory	2	Waste 1 Vitality to Self. You may strike with a melee weapon for “2 Damage by Faith and Fire” 3 times.	F
	Miraculous Healing	1	You may throw a packet or touch cast for “Heal 2 by Faith.”	W
	Respite	2	Call “Imbue to Self by Faith.” You may throw 3 packets for “Lesser Repel by Faith.” Expires at Reset.	FF
	Sanctify	2	Touch cast “Grant Melee Attack by Faith, 3 Damage by Faith”	A
	Stigmatic Cures	3	Touch cast “Cure X Effect, X Effect to Self.” E.g., “Cure Drain, Drain to Self.”	E
	Stigmatic Ministrations	1	Touch cast for “Waste X Vitality to Self, Heal X by Faith,” where X cannot be greater than your current Vitality.	E