



Spells

Spell lists from any old-school RPG will work, (if hey go up to 9th level.) In this game, PCs may only cast spells of their level or less. Here's a list of level-less spells, some of which scale iwth level.

- Animate Object:** Object obeys your commands as best it can. It can walk 15ft per round.
- Anthropomorphize:** A touched animal either gains human intelligence or human appearance for L days.
- Arcane Eye:** You can see through a magical float-ing eyeball that flies around at your command.
- Astral Prison:** An object is frozen in time and space within an invulnerable crystal shell.
- Attract:** L+1 objects are strongly magnetically attracted to each other if they come within 10 feet.
- Auditory Illusion:** You create illusory sounds that seem to come from a direction of your choice.
- Beast Form:** You and your possessions transform into a mundane animal.
- Befuddle:** L creatures of your choice can't form new short-term memories for the duration.
- Bend Fate:** Roll L+1 d20s. Whenever you must roll a d20 after casting the spell, you must choose and then discard one of the rolled results until they are all gone.
- Bird Person:** Your arms turn into huge bird wings.
- Body Swap:** You switch bodies with a creature you touch. If one body dies, the other dies as well.
- Catherine:** A woman wearing a blue dress appears until end of spell. She will obey polite, safe requests.
- Charm:** L creatures treat you like a friend.
- Command:** A creature obeys a single, three-word command that does not harm it.
- Comprehend:** You become fluent in all languages.
- Control Plants:** Nearby plants and trees obey you and gain the ability to move at 5 feet per round.

- Scry:** You can see through the eyes of a creature you touched earlier today.
- Sculpt Elements:** All inanimate material behaves like clay in your hands.
- Shroud:** L creatures are invisible until they move.
- Shuffle:** L creatures instantly switch places. Determine where they end up randomly.
- Sleep:** L creatures fall into a light sleep.
- Smoke Form:** Your body becomes living smoke.
- Spellseize:** Cast this as a reaction to another spell going off to make a temporary copy of it that you can cast at any time before this spell ends.
- Spider Climb:** You can climb surfaces like a spider.
- Summon Cube:** Once / second, (6 times per round) you may summon or banish a 3-foot-wide cube of earth. Must be fixed to the earth or other cubes.
- Swarm:** You become a swarm of crows, rats, or pi-ranhas. You only take damage from area effects.
- Telekinesis:** You may mentally move L items.
- Telepathy:** L+1 creatures can hear each other's thoughts, no matter how far apart they move.
- Teleport:** An object disappears and reappears on the ground in a visible, clear area up to L×40ft away.
- Thaumaturgic Anchor:** Object becomes the target of every spell cast near it.
- True Sight:** You see through all nearby illusions.
- Vision:** You completely control what a creature sees.
- Visual Illusion:** A silent, immobile illusion of your choice appears, up to the size of a bed-room.
- Ward:** A silver circle 40ft across appears on the ground. Choose one thing that cannot cross it: Living creatures, dead creatures, projectiles or metal.
- Web:** Your wrists can shoot thick webbing.

- Counterspell:** Make an opposed Intelligence save against the Intelligence of the caster of a nearby spell. You may do this out of turn as a reaction, or against an ongoing magical effect. On a success, you may cancel the spell.
- Deafen:** All nearby creatures are deafened.
- Detect Magic:** You hear nearby magical auras singing. Volume and harmony signify the aura's power and refinement.
- Disassemble:** Any of your body parts may be detached and reattached at will, without causing pain or damage. You can still control them.
- Disguise:** You may alter the appearance of L characters at will as long as they remain humanoid. Attempts to duplicate other characters will seem uncanny.
- Displace:** An object seems up to L×10ft from its real position.
- Elasticity:** Your body can stretch up to L×10ft.
- Elemental Wall:** A straight wall of ice or fire L×40ft long & 10ft high rises from the ground.
- Filch:** L visible items teleport to your hands.
- Fog Cloud:** Dense fog spreads out from you.
- Frenzy:** L creatures erupt in a frenzy of violence.
- Gate:** A portal to a random plane opens.
- Greed:** L creatures develop an overwhelming urge to possess a visible item of your choice.
- Haste:** Your movement speed is tripled.
- Hatred:** L creatures develop a deep hatred of another creature or group of creatures and wish to destroy it.
- Hear Whispers:** You can hear faint sounds clearly.
- Raise Dead:** L skeletons rise from the ground to serve you. They're super stupid and can only obey simple orders.
- Raise Spirit:** The spirit of a dead body manifests and will answer L questions.
- Repel:** L+1 objects are strongly magnetically repelled from each other if they come within 10 feet.
- Hover:** An object hovers, frictionless, 2ft above the ground. It can hold up to L humanoids.
- Hypnotize:** A creature enters a trance and will
- Icy Touch:** A thick ice layer spreads across a touched surface, up to L×10ft in radius.
- Illuminate:** A floating light moves as you command.

- Increase Gravity:** The gravity in an area triples.
- Invisible Tether:** Two objects within 10ft of each other cannot be moved more than 10ft apart.
- Knock:** L nearby mundane or magical locks unlock.
- Leap:** You can jump up to L×10ft in the air.
- Liquid Air:** The air around you becomes swimmable.
- Magic Dampener:** All nearby magical effects have their effectiveness halved.
- Manse:** A sturdy, furnished cottage appears for L×12 hours. You can permit and forbid entry to it at will.
- Marble Madness:** Your pockets are full of marbles, and will refill every round.
- Miniaturize:** You and L other touched creatures are reduced to the size of a mouse.
- Mirror Image:** L illusory duplicates of yourself appear under your control.
- Mirrorwalk:** A mirror becomes a gateway to another mirror that you looked into today.
- Night Sphere:** An L×40ft wide sphere of darkness displaying the night sky appears.
- Ooze Form:** You become a living jelly.
- Pacify:** L creatures have an aversion to violence.
- Phantom Coach:** A ghostly coach appears until end of spell. It moves unnaturally fast over any terrain, including water.
- Phobia:** L creatures become terrified of an object of your choice.
- Pit:** A pit 10ft wide and L×5ft deep opens in the ground.
- Psychometry:** The referee answers L yes or no questions about a touched object.
- Push/ Pull:** An object of any size is pushed away or pulled directly towards you with the strength of L men for one round.

Armor

Roll	defense; slots; quality; cost
	<b>Leather:</b> <i>df 12; sl; q3; c40</i>
	<b>Splint:</b> <i>df 13; sl; q3; c40</i>
	<b>Chain:</b> <i>df 14; sl; q3; c40</i>
	<b>Half Plate:</b> <i>df 15; sl; q3; c40</i>
	<b>Full Plate:</b> <i>df 16; q 1; c 40</i>

Helmets & Shields

Roll	defense; slots; quality; cost
	<b>Helmet:</b> <i>df+1; sl; q1; c40</i>
	<b>Shield:</b> <i>df+1; q 1; c 40</i>

Weapons

	damage die; slots; quality; cost; (2 hands)
	<b>Dagger, Cudgel, Sickle, Staff, etc:</b> <i>d6; sl ; q3; c5</i>
	<b>Spear, Sword, Mace, Axe, Flail, etc:</b> <i>d8; s2 ; q3; c10</i>
	<b>Halberd, Warhammer, Long-sword, Battle Axe, etc:</b> <i>d8+2; sl; q3; c40; (2H)</i>
	<b>Sling:</b> <i>d4; sl; q3; c5</i>
	<b>Bow:</b> <i>d6; sl ; q3; c15; (2H)</i>

All prices are in copper pieces (the most common currency).

Gear

Roll	
1	Crowbar
2	Garlic
3	Grappling Hook
4	Hammer (Small)
5	Holy Symbol
6	Holy Water (vial)
7	Iron Spikes (12)
8	Lantern
9	Mirror (handheld)
10	Oil (1 flask)
11	10' Pole
12	Rations, 1 day
13	Rope, 50'
14	Sack
15	Stakes & Mallet
16	Thieves' Tools
17	Tinderbox
18	Torches (6)
19	Waterskin
20	Wine (2 pints)

This is a complete TTRPG that folds up and fits in your pocket. It's simple enough for kids, and compatible with 50 years of adventure.

It's played with 1d6, 1d8, and 1d20. (You can usually fit those three in the 'secret pocket' of a pair of jeans).

When folded along the lines, it's the perfect size to hold 3x5 cards. The best 3x5 cards are graph-paper: *great* for drawing mini-dungeons. 3x5's will also comfortably hold most oldschool monster stat blocks (which work well with these rules).

Pocket Knave is designed to stand up (literally stand up) on its own. For the player, like a cartoon tent, characters facing the player, name and pronouns facing the table. For the referee, like a mini-GM screen, rules facing in.

Download more copies of Pocket Knave and (maybe eventually) 3x5 card resources to go with it at **3x5Arcana.com**

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