

MAGIC AND SPELLCASTING

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Learn about schools of magic, elements and how spellcasting work in this chapter. This chapter contains a list of common spells and some examples of high spells.

You can fast track this chapter by prioritizing the summaries and text in the yellow highlight panels.

MAGICS AND ELEMENTS

MAGICS & ELEMENTS SUMMARY

Element Attunement

- There are 2 schools of magic, Cosmic & Arcane.
- **Cosmic elements:** Order, Chaos & Astral
- **Basic Arcane elements:** Fire, Water, Wood, Wind, Earth, Metal
- **Advanced Arcane elements:** Lightning, Toxic & Ice
- You get Advanced Arcane elements by combining Basic Arcane elements

Damage Types

- **Physical damage types:** Sharp & Blunt
- **Elemental damage types:** Fire, Water, Wood, Wind, Earth, Metal, Lightning, Toxic & Ice
- Elemental damage types can be dealt by other method. It's not always a spell
- **Weakness:** Multiply damage by 2
- **Resistance:** Reduce damage by half
- **Immunity:** Receives no damage nor afflicted by effects of the type

Cosmic & Arcane Magic

There are two major schools of magic, Cosmic and Arcane. Cosmic magic is the higher discipline of the manipulation of the fabric of existence. Attunable elements associated with Cosmic magic are: Order, Chaos and Astral. Arcane magic, on the other hand, is a discipline that focuses on the fine manipulation of various manifestations of the element of order. Its power comes from the cyclical interaction of nature's elements. Attunable Arcane magic elements are: Fire, Water, Wood, Wind, Earth and Metal.



Cosmic Magic

These are the attunable basic elements of Cosmic magic & their common effects

- **Order** - Buffs and healing
- **Chaos** - Debuffs & confuse
- **Astral** - Teleportation & others



Arcane Magic

These are the attunable basic elements of Arcane magic & their common effects

- **Fire** - Damage dealing & Weapon buff
- **Water** - Illusion & mobility
- **Wood** - Healing & crowd control
- **Wind** - Group damage & mobility

- **Earth** - Damage mitigation & crowd control
- **Metal** - Magnetism & utility

Advanced Arcane Magic

These Arcane magic elements are manifested by combining multiple basic elements

Minor Cycle

- **Toxic (Fire, Wood, Earth)** - Poison & Debuff
- **Lightning (Water, Wind, Metal)** - Damage & Buff

Major Cycle

- **Ice (all 6 basic elements)** - Zone Damage & Structure

Greater & Minor Arcane Cycles

Greater cycle is the interaction between the 6 arcane elements.

Fire, is doused by Water

Water, is absorbed by Wood

Wood, is broken by Wind

Wind, is obstructed by Earth

Earth, is dug by Metal

Metal, is melted by Fire

Minor cycle is the interaction between 3 arcane elements.

Minor cycle of the Sky (Lightning element)

Water, is moved by Wind

Wind, is obstructed by Metal

Metal, is rusted by Water

Minor cycle of the Land (Toxic element)

Fire, is extinguished by Earth

Earth, is dug by Wood

Wood, is burnt by fire

Damage Types

It is important to take note of the types of damage you deal, because it allows you to exploit your enemy's weakness or avoid dealing the damage they're resistant to. Keep in mind that damage types that correspond with an element can be dealt by other methods beside spell. cinderspark arrows for example, can deal fire type damage.

This is a list of damage types:

Physical Damage Type

- Blunt
- Sharp

Elemental Damage

- Fire
- Water
- Wood
- Wind
- Earth
- Metal
- Lightning
- Toxic
- Ice
- Order
- Chaos
- Astral

Damage Type vs Methods

Damage method represents how the damage is applied. The flame arrow spell deals Fire Spell Damage, while conventional fire arrows deal Fire Weapon Damage. This distinction is important because certain enemies may have weakness to certain damage method instead of damage type. Cinderblighted creatures for example, are weak to Spell Damage of any type.

Weakness, Resistance & Immunities

When an enemy is weak to certain damage types or methods, it will take double the damage received, simply multiply the damage by 2 after dealing the damage normally. Enemies that resist to certain damage type or method, will take half the damage received, rounded down. Creatures immune to certain damage type or method will not take any damage and they will also be immune from being afflicted by any negative effects of that type or method.

CASTING SPELLS

CASTING SPELLS SUMMARY

Element Attunement

- You gain attunement feats & slots from your class
- Cosmic elements takes 2 slots to attune to, basic Arcane elements 1 slot
- Attuning to an elements allows you to cast all spells related to the element
- Advanced Arcane elements are automatically attuned to when you attune to the related Basic Arcane elements
- **Arcane Boost:** You can boost the power of cosmic spells by attuning to certain Arcane elements

Spellcasting Requirement

- There are movement, verbal and mastered weapon requirements
- Not all spell requires all three
- If you can't fulfil the requirement, by grappled or silenced, then can't cast the spell
- Higher ranked version of the same spell can be cast at higher level

Spellglyph, Barrier & Spirit Tokens

- If you have any attunement feat, you can create spellglyph
- Each spellglyphs reduce some spell's MP cost by 5, you can have 3 Max
- Spellglyph tokens also reduce MP damage by 5
- Barrier tokens reduce HP damage by 5
- Spirit tokens reduce Resolve damage by 5

"YOUR FEATURE, YOU REMEMBER: If it's your spell, it's your responsibility to remember its function."

Element Attunement

To cast a spell, a character must be attuned to all the elemental attunement requirement of the spell.

In general, you can cast all the standard spells of an element if you're attuned to it. For example, if you're attuned to the fire element, you can cast Flame Arrow, Flame Weapon and Circle of Fire. To cast combined elemental spell such as Healing Wind, you need to attune to both Wood and Wind elements.

Characters gain attunement slots when they acquire the relevant subclass feature on certain ranks. A character's total attunement slot is the combination of the attunement slots of their active classes. For example, a character with 1 rank in Thaumaturgist (2 slots) and 2 ranks in Champion (1 slot) has a total of 3 attunement slots.

Each Basic Cosmic elements, such as Order, Chaos & Astral, require 2 slots to attune to.

Each Basic Arcane elements, such as Fire, Water, Wood, Wind, Earth & Metal, require 1 each to attune to.

You automatically attune to the Advanced Arcane Elements by attuning to the related basic arcane elements. Lightning element requires you to be attuned to the Water, Wind & Metal elements. Toxic element requires you to be attuned to the Fire, Wood and Earth element. Ice, the highest of the Advanced Arcane Element requires you to be attuned to all six basic arcane elements.

To attune to Arcane or Cosmic elements, you need to have the relevant Discipline features. The Arcane Attunement feature from the Arcanist discipline for example, allows you to attuned to Arcane elements. Naturally, the Cosmic Attunement feature from disciplines such as Thaumaturgist allows you to attuned to Cosmic elements. The Arcane & Cosmic Attunement feature allows you to attune to both schools of elements.

Arcane Boost - Cosmic magic does not mix easily with Arcane magic. But by attuning to certain Arcane elements, it is possible to boost the power of certain cosmic spells by paying additional MP.

Spellcasting Requirements

Spells are formulas that incorporate various magical components to invoke magical effects.

A character can only cast a maximum of 2 spells in a turn, whether it is on their own or another character or enemy's turn. Some spells can be cast out of a character's turn.

To cast a spell, you need to be able to fulfil the spellcasting requirements at the time of casting. There are three types of requirements, freedom of movement, verbal chants and the use of a mastered weapon such as a wand, a staff or even a dagger. Not all spell requires all three. The requirements for each spell are listed in each individual spell's information block.

Spellcasting requirement & complications

- **Movement** - If you are grappled, you can't fulfil the movement requirement. Most damage dealing spells require your freedom of movement to cast. Some enemies may grapple you to gain upper hand in combat.
- **Verbal** - If you are silenced, you can't fulfil the verbal requirement. Almost all spells has this requirement, except for some utility spells.
- **Mastered Weapon** - You need to be wielding a weapon you have mastery in to cast any spells. So try your best not to be completely disarmed. Your spell's point of origin is the weapon you use to cast the spell. That weapon cannot be a machinarm or any machinarm related objects.

You always have mastery on your spell attack and effect rolls, since wielding a mastered weapon is part of the spellcasting requirement.

You can cast more powerful versions of the same spells when your character reaches the required level. The MP cost of spells that accepts Spellglyphs can be reduced

by 5 MP each for each spellglyphs spent on that spell.

Spells use similar tags and terminologies as weapons, such ranged spell attack or curvable. See Chapter 9 - ITEMS & EQUIPMENTS for more details.

Spellglyphs

Spellglyphs are temporary mana reserves drawn into the form of magical patterns. A spellcaster with any attunement feature, such as Arcane Attunement or Cosmic Attunement, can use their minor action to draw spellglyphs in the air and gain a spellglyph token. Different spellcasters may use their personalized patterns as spellglyphs. Spellglyphs last for 1 hour.

You can have a total of three spellglyph tokens at a time. Spell catalysts let you create more than 1 spellglyph tokens for each minor action. When you cast spells that allows you to spend spellglyph tokens on it, you can reduce the cost of the spell by 5 mind points (MP), to a maximum of 15 MP. Such spells have the "Spellglyph: Yes" entry on it.

Example:

If you have a spell with 12 MP cost, after spending 2 spellglyph tokens, you only need to spend 2 MP on it. If you spend three spellglyph tokens, the cost becomes free. You can't reduce the cost of spells beyond 0 MP.

Alternatively, you can use your spellglyph tokens to reduce the MP damage you receive by 5 points each. You can spend as much spellglyph tokens as you have on each instance of MP damage, but you can't reduce the MP damage you receive below 0.

Barriers

Barriers are the hitpoints (HP) counterpart to spellglyphs, their main function is to reduce the HP damage you receive. You can gain barrier tokens through some class features or spells. You can have a total of three barrier tokens at a time.

Each barrier token reduces HP damage by 5 points. You can spend as much barrier tokens as you have on each instance of HP damage, but you can't reduce the HP damage you receive below 0.

Resolve & Spirit Tokens

Reminder, Spirit Tokens can be used to reduce the

Resolve damage you receive. Each token reduce the Resolve damage you receive by 5 points.

Spell Duration, Focus & Stacking

Some spells' effects can persist after it is cast. An example of this is the order element spell, Rigid Mind. Spellcasters need to use their focus to maintain the spell's effects and they can only focus on one spell at a time due to their complexity. Their focus can be dropped at any time voluntarily, or involuntarily when they received a combined total of 10 HP and MP Damages within one turn or downed. Some enemies or npcs have special abilities that can cause you to involuntarily drop your focus.

Your focus will also drop at any time you're unable to fulfil the spell's requirement.

"YOUR FEATURE, YOU REMEMBER: If it's your spell, it's your responsibility to remember its function."

The effects of spells with the same name does not stack on a target, the target will only benefit from the best version of the same spell. For example, the Flame Weapon spell does not stack with another Flame Weapon spell, but it can stack with Blessed Arms.

High Spells

High spells can only be cast in the power centers of their respective schools of magic. High Arcane Spells for example, can only be cast in the rich wilderness of Feyland. For High Cosmic Spells, in the tallest peaks of Illum. Some of these spells are even rediscoveries of ancient spells that combine Arcane and Cosmic elements.

But high spells are not necessarily new spell combinations that are not found in the Cyclic Table of Elements. Rank 4 spells and higher are also considered high spells.

There is no level requirement for casting high spells, you only need spirit tokens

Anyhow, a sure way to cast high spells consistently without needing to be in the right location is to use specially crafted spell catalysts, such as the Skyfire Wand, which allows the casting of the spell of the same name.

REVIVAL AND DESTINY'S END

REVIVAL & DESTINY'S END SUMMARY

- To revive, cast Revival spell, or pay for the service for 100 Cred
- Roll 2d6 + Revival bonus against character's Destiny's End points (DEP)
- Revival successful if the the roll is equal or higher.
- Successful revival increase DEP by 4.
- There are other ways of increasing & decreasing DEP
- At 12 DEP, the character retires & becomes NPC

When cast at Rank 3, the Revival spell, which combines all three cosmic elements can bring a dead character back to life. The process however, is risky and not guaranteed to work. Failure to bring a character back to life will sever their bond to the mortal realm forever and no amount of magic can revive them anymore.

To revive a PC, the following conditions must be made:

- The Revival spell needs to be cast within a moon (30 days) since death.
- The deceased PC must have enough body parts to live when brought back to life.
- They did not die of old age or natural cause.
- The Revival spell's 2d6 Roll need to match or beat the PC's Destiny's End points. Rolling a 12 on the die face (Critical), revives the dead PC regardless of their current DEP.
- Failing to revive a PC with this spell even once prevents them from ever being revived.
- A successful revival increases the by PC's Destiny's End Points by 4 points.

PCs that are unable to cast the Revival spell can find Cosmic Magic spellcasters that can cast the spell at Rank 3 in any large town or local Cloudbreaker Guild. The service costs 100 cred.

By Order the mortal vessel is mended, by Chaos the causality of life and death is muddled and from the Astral realm thee three souls are delivered.

Revival bonus

The following can be done to add bonus points to the Revival spell's 2d6 roll.

- Additional spellcaster casting revival. The roll gets +1 bonus for each additional caster (100 cred) casting revival. The maximum amount of bonus you can get

is +2.

- Cast with Sacred Incense. The roll gets +1 bonus if it's cast with Sacred Incense being burnt in the vicinity.
- Cast in Sacred Ground. The roll gets +1 bonus if the Revival spell is cast in a temple, church or sacred landmarks.
- Cast in Place of Birth. The roll gets +2 bonus if the Revival spell is cast in the PC's place of birth.

Destiny's End

In general, it is easier to revive characters that had not fulfilled their destiny. The fulfilment of their destiny is represented by their Destiny's End Points (DEP), and the PCs will gain these points through their adventures by the following means.

- Revival from death: 4 points
- Become the focus of a campaign event: 1-3+ points
- Acquiring powerful special items or equipments: 1-3+ points
- GM discretion

Destiny's End points may also be used to settle conflict between players who are competing to be a focus of a campaign event or for the same special items or equipments. The player willing to gain more Destiny's End Points wins the bid since it is evidently a more important part of their destiny. The DEP cost is in some written

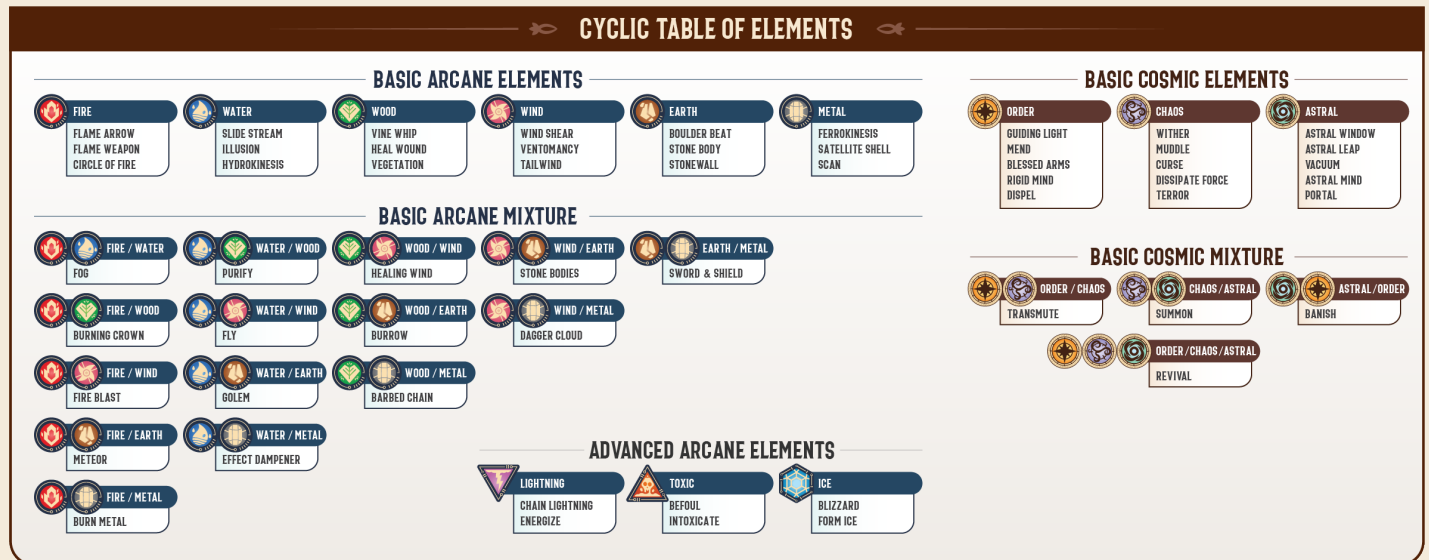
A PC that has acquired 12 Destiny's End Points has fulfilled all their future could offer and will be retired as NPC if still alive. The GM can waive this rule until the end of the campaign.

It is possible to reduce DEP by relinquishing or losing powerful special items & equipments. You will be refunded the DEP cost. You can do the same for your special campaign focus role if it's not fulfilled yet.

SPELL LIST

CYCLIC TABLE OF ELEMENTS

The Cyclic Table of Elements is a chart of common spells castable by everyone who have attuned to the appropriate elements. These spells are detailed in the spell list. Higher spells can only be cast in the right condition.



BASIC ARCANE ELEMENTS

FIRE SPELLS

Flame Arrow

Attunement: Fire

Action: Major

Glyph: Yes

Requirement: Movement, Verbal & Mastered Weapon

Description: This is the most basic, yet reliable single target arcane spell attack. Flammable object will be set on fire upon contact with this spell.

Rank 0 (Level: 1+) **MP: 0**

Range: 0-3 (curvable) **Duration:** -

Make a medium ranged major attack roll at a target in range. This spell's damage is 4 HP Fire Spell damage. A flammable object not worn or held by a creature will be set on fire upon contact.

Rank 1 (Level: 1+) **MP: 4**

Range: 0-3 (curvable) **Duration:** -

See above (rank 0). But the spell now deal 8 HP Fire Spell damage.

Rank 2 (Level: 5+) **MP: 8**

Range: 0-3 (curvable) **Duration:** -

See above (rank 0). But the spell now deal 17 HP Fire Spell damage.

Rank 3 (Level: 9+)

Range: 0-3 (curvable)

MP: 15

Duration: -

See above (rank 0). But the spell now deal 25 HP Fire Spell damage.

Flame Weapon

Attunement: Fire

Action: minor

Glyph: No

Requirement: Verbal & Mastered Weapon

Description: Enchant weapons with the element of fire.

Rank 1 (Level: 1+)

Range: 0-2

MP: 2

Duration: 1 minute (Focus)

Target weapon in the spell's range becomes enchanted with fire element. Increase the weapon's base damage by +2 and the weapon now deals Fire Spell damage. When a machinarms weapon is enchanted by this spell, the cinderblast trigger can't be activated and it receives no bonuses from this spell.

Rank 2 (Level: 5+)

Range: 0-2

MP: 4

Duration: 1 minute (Focus)

See above (rank 1). But you can now choose 2 target weapons.

Rank 3 (Level: 9+)

Range: 0-2

MP: 6

Duration: 1 minute (Focus)

See above (rank 1). But you can now choose 3 target weapons.

Circle of Fire (Friendly Fire Warning)

Attunement: Fire

Action: minor

Glyph: No

Requirement: Verbal & Mastered Weapon

Description: Create circles of fire around zones to burn creatures leaving or entering them.

Rank 0 (Level: 1+) **MP:** 0
Range: 0-3 **Duration:** Continuous (Focus)
You can create a small circle of fire on your palm. It lasts as long as you maintain your focus.

Rank 1 (Level: 1+) **MP:** 3
Range: 0-3 **Duration:** 1 minute (Focus)
Create a fire circle around a zone within the spell's range. Any creature leaving or entering the zone will take 5 HP Fire Spell Damage.

Rank 2 (Level: 5+) **MP:** 6
Range: 0-3 **Duration:** 1 minute (Focus)
See above (rank 1). But the spell now deals 10 HP Fire Spell Damage.

Rank 3 (Level: 9+) **MP:** 9
Range: 0-3 **Duration:** 1 minute (Focus)
See above (rank 1). But you can create two different fire circles around two different zones within the spell's range. Any creature leaving or entering the zone will take 10 HP Fire Spell Direct Damage.

WATER SPELLS

Slide Stream

Attunement: Water

Action: minor

Glyph: No

Requirement: Verbal & Mastered Weapon

Description: Harness the arcane torrents to imbue yourself with the water element. This spell extends the reach of your melee attacks and enhance your combat mobility.

Rank 0 (Level: 1+) **MP:** 2
Range: Self **Duration:** 1 round
Target melee weapon in the spell's range becomes enchanted with water element. Melee attacks you make with that weapon are extend by 10m (1 zone) as your attack produces destructive torrents of water until the start of your next turn. The damage you deal with that weapon becomes Water Spell damage until this effect ends. When a machinarms weapon is enchanted by this spell, the cinderblast trigger can't be activated and it receives no bonuses from this spell.

Rank 1 (Level: 1+) **MP:** 4
Range: Self **Duration:** -
You move 1 zone away without provoking opportunity strike.

Rank 2 (Level: 5+) **MP:** 8
Range: Self **Duration:** -
You move 1 zone away and may bring a passenger with you from the zone you are moving away from. That passenger can be a willing creature or a creature grappled by you of medium or smaller size. You and your passengers do not provoke opportunity strikes.

Rank 3 (Level: 9+) **MP:** 16
Range: Self **Duration:** -
You move 1 zone away and may bring a group of passengers with you from the zone you are moving away from. The passengers can be any number of willing creatures in the zone and also targets grappled by you of medium or smaller size. You and your passengers do not provoke opportunity strikes.

Illusion

Attunement: Water

Action: minor

Glyph: No

Requirement: Verbal & Mastered Weapon

Description: Shape water vapor to create illusions of yourself and your allies as decoys for enemy attacks.

Rank 0 (Level: 1+) **MP:** 2
Range: 0-1 **Duration:** 5 minutes (Focus)
Create a silent and stationery medium sized illusory image within range. This image appears exactly as you imagined it, but it's incorporeal and solid objects pass through it.

Rank 1 (Level: 1+) **MP:** 4
Range: Self **Duration:** Instant
Create an instant illusory doubleganger to distract attackers. When you are being attacked, You can use this spell to raise your defense temporarily by 2 until the end of the turn.

Rank 2 (Level: 5+) **MP:** 8
Range: 0-1 **Duration:** Instant
See above (rank 1). But you can create illusion on another target besides yourself within range, raising its defense by 2.

Rank 3 (Level: 9+) **MP:** 16
Range: 0-1 **Duration:** Instant
See above (rank 1). But you can create illusion of all your chosen targets, including yourself within range, raising their defense by 2.

Hydrokinesis

Attunement: Water

Action: minor

Glyph: No

Requirement: Verbal & Mastered Weapon

Description: Use your mastery over water to make life easier.

Rank 0 (Level: 1+)

MP: 0

Range: 0-1

Duration: Continuous (Focus)

You can move 1 bucket worth of liquid in air at will within the spell's range as if you have an invisible bucket.

Rank 1 (Level: 1+)

MP: 3

Range: 0 (touch)

Duration: 1 minute (Focus)

Purify all water within 1m radius of your hand into drinkable water. If used on a large body of water, it purifies the water within the sphere while the spell lasts.

Rank 2 (Level: 5+)

MP: 6

Range: 0-1

Duration: 1 Hour

Create a bubble of fresh air around the body of any number of willing units you choose in a zone. This bubble allows affected units to breathe air while underwater and keeps them dry. This effect can be dismissed by the affected units with their free action.

Rank 3 (Level: 9+)

MP: 9

Range: 0-1

Duration: 1 Hour

Grant the ability to walk on water to any number of willing units you choose in a zone. This effect can be dismissed by the affected units with their free action.

WOOD SPELLS

Vine whip

Attunement: Wood

Action: Major

Glyph: Yes

Requirement: Movement, Verbal & Mastered Weapon

Description: Create a versatile magical vine to use in combat and move units.

Rank 0 (Level: 1+)

MP: 0

Range: 0-2 (Curvable)

Duration: 1 round

Create a magical vine attached to your hand to grab onto a medium (M) or smaller sized object within the spell's range that's not being held by another creature and pull it to your zone. Alternatively, you can pull a medium (M) or smaller willing unit 1 zone towards you with this spell. Units pulled this way do not provoke opportunity strike.

Rank 1 (Level: 1+)

MP: 2

Range: 0-2 (Curvable)

Duration: -

Make a medium ranged major attack roll at a target in range. This spell's damage is 5 HP Wood Spell damage. You have the option to pull the hit unit 1 zone towards you, as long as its size is medium (M) or smaller.

Rank 2 (Level: 5+)

MP: 4

Range: 0-2 (Curvable)

Duration: -

See above (rank 1). But the spell now deal 8 HP Wood Spell damage. You can pull an (L) or smaller sized unit up to 1 zone towards you.

Rank 3 (Level: 9+)

MP: 6

Range: 0-2 (Curvable)

Duration: -

See above (rank 1). But the spell now deal 12 HP Wood Spell damage. You can pull an (XL) or smaller sized unit up to 2 zones towards you.

Heal Wound

Attunement: Wood

Action: minor

Glyph: No

Requirement: Verbal & Mastered Weapon

Description: Your basic healing magic, eternally useful..

Rank 1 (Level: 1+)

MP: 7

Range: 0-2

Duration: -

Recover the HP of a target in range by 2d6 HP.

Rank 2 (Level: 5+)

MP: 10

Range: 0-2

Duration: -

Recover the HP of a target in range by 2d6 + 4 HP.

Rank 3 (Level: 9+)

MP: 14

Range: 0-2

Duration: -

Recover the HP of a target in range by 2d6 + 8 HP.

Vegetation

Attunement: Wood

Action: minor

Glyph: No

Requirement: Verbal & Mastered Weapon

Description: Grow entangling plants to hamper your enemy's movement. These magical constructs can also be used to reduce Epic Trap HP damage.

Rank 0 (Level: 1+)

MP: 0

Range: 0

Duration: Continuous (Focus)

Casting this spell continuously for 1 minute can make dying plants flourish or grow fruit out of season. You can grow seeds into a plant that can bear fruit by casting this spell continuously for 1 hour, as long as the soil is fertile enough to support plant life.

Rank 1 (Level: 1+) **MP: 5**
Range: 0-3 **Duration:** 1 minute (Focus)
Create towering entangling bushes in 1 zone that hampers the movement of all units in the zone including flying units. Units trying to move out of the zone need to use 2 movement actions. The bush has 8 DEF, 8 P.Fort, 15 HP & no MP. The spell will end early if the bushes are reduced to 0 HP. The bush is weak to fire damage. (Fire damage dealt to the bush is doubled)

Rank 2 (Level: 5+) **MP: 10**
Range: 0-3 **Duration:** 1 minute (Focus)
See above (rank 1). But now units trying to move out of the zone need to use 3 movement actions. Additionally, the bush has 9 DEF, 9 P.Fort, & 20 HP.

Rank 3 (Level: 9+) **MP: 15**
Range: 0-3 **Duration:** 1 minute (Focus)
See above (rank 1). But now units trying to move out of the zone need to use 3 movement actions. Additionally, the bush has 10 DEF, 10 P.Fort, & 25 HP.

WIND SPELLS

Wind Shear

Attunement: Wind
Action: Major **Glyph:** Yes
Requirement: Movement, Verbal & Mastered Weapon

Description: This is the most basic zone effect spell. Create violent cyclones to damage multiple enemies without hurting your allies.

Rank 0 (Level: 1+) **MP: 0**
Range: 0-3 **Duration:** 1 round
Spell effect size: 5m sphere (1 zone). Choose a zone in the spell's range and make a Physical Spell Effect roll against all your chosen targets occupying the zone. The spell's damage is the result of the roll + 1, reduced by each target's physical fortitude, the damage is HP Wind Spell damage.

Rank 1 (Level: 1+) **MP: 5**
Range: 0-3 **Duration:** -
See above (rank 1). But the spell damage bonus is now +5.

Rank 2 (Level: 5+) **MP: 10**
Range: 0-3 **Duration:** -
See above (rank 1). But the spell damage bonus is now +10.

Rank 3 (Level: 9+) **MP: 15**
Range: 0-3 **Duration:** -
See above (rank 1). But the spell damage bonus is now +15.

Ventomancy

Attunement: Wind
Action: minor **Glyph:** No
Requirement: Verbal & Mastered Weapon

Description: Harness the arcane winds for utility.

Rank 0 (Level: 1+) **MP: 0**
Range: 0-2 **Duration:** Continuous (Focus)
You can produce a 20cm wide harmless tunnel of wind out of your palm that can topple objects weighing up to 1kg. You can also use this wind to extinguish uncovered fire lamps and small campfires.

Rank 1 (Level: 1+) **MP: 3**
Range: 0-2 **Duration:** Instant
Choose any number of falling creatures or objects of large size or smaller in range. Their fall is slowed down and they will land safely without taking any damage.

Rank 2 (Level: 5+) **MP: 6**
Range: 0-2 **Duration:** 1 minute (Focus)
You can produce a 10m (1 zone) wide tunnel of strong wind from you towards any direction of your choice in a line up to 30m (3 zones) away. This wind can blow away fogs and vapours, and even suppress the effects of spells such as Fog or Befoul while the zones are affected by this spell. You can use your minor action to change the direction of the wind.

Rank 3 (Level: 9+) **MP: 12**
Range: 0-2 **Duration:** 1 minute (Focus)
You can choose any number of willing creatures within this spell's range to reduce their weight drastically. Affected creatures can jump up to 3m high and 10m (1 zone) across with ease. While the spell is in effect, they take no fall damage.

Tailwind

Attunement: Wind

Action: minor

Glyph: No

Requirement: Verbal & Mastered Weapon

Description: Boost your and your allies' movement range with arcane wind.

Rank 1 (Level: 1+)

MP: 3

Range: 0-2

Duration: 1 minute (Focus)

Choose a target willing creature within the spell's range and that creature's movement & maximum movement range doubles while the spell is in effect.

Rank 2 (Level: 5+)

MP: 6

Range: 0-2

Duration: 1 minute (Focus)

See above (rank 1). You can now choose 2 willing creatures.

Rank 3 (Level: 9+)

MP: 9

Range: 0-2

Duration: 1 minute (Focus)

See above (rank 1). You can now choose 3 willing creatures.

EARTH SPELLS

Boulder Beat

Attunement: Earth

Action: Major

Glyph: Yes

Requirement: Verbal & Mastered Weapon

Description: Project a massive earthen fist to slam your enemy away.

Rank 0 (Level: 1+)

MP: 0

Range: 0

Duration: -

Make a melee major attack roll at a target in range. This spell's damage is 6 HP Earth Spell damage.

Rank 1 (Level: 1+)

MP: 5

Range: 0

Duration: -

Make a melee major attack roll at a target in range. This spell's damage is 6 HP Earth Spell damage. When a medium (M) or smaller sized target is hit by this spell, you can choose to push it 10m (1 zone) towards your chosen direction. Pushed targets do not provoke opportunity strike.

Rank 2 (Level: 5+)

MP: 10

Range: 0

Duration: -

See above (rank 1). But the spell now deal 12 HP Earth Spell damage. When a Large (L) or smaller sized target is hit by this spell, you can choose to push it up to 20m (2 zones) towards your chosen direction. Pushed targets do not provoke opportunity strike.

Rank 3 (Level: 9+)

MP: 15

Range: 0

Duration: -

See above (rank 1). But the spell now deal 18 HP Earth Spell damage. When a Large (L) or smaller sized target is hit by this spell, you can choose to push it up to 20m (2 zones) towards your chosen direction. Pushed targets do not provoke opportunity strike. Instead of pushing it away, you can choose to knock it prone instead.

Stone Body

Attunement: Earth

Action: minor

Glyph: No

Requirement: Verbal & Mastered Weapon

Description: Create defensive stone barriers around targets you want to protect.

Rank 1 (Level: 1+)

MP: 7

Range: 0-2

Duration: 1 hour

Grant a target in range 1 barrier token. Barrier lasts for 1 hour from last gain.

Rank 2 (Level: 5+)

MP: 10

Range: 0-2

Duration: 1 hour

See above (rank 1). But the spell now grants 2 barrier tokens.

Rank 3 (Level: 9+)

MP: 14

Range: 0-2

Duration: 1 hour

See above (rank 1). But the spell now grants 3 barrier tokens.

Stonewall

Attunement: Earth

Action: minor

Glyph: No

Requirement: Verbal & Mastered Weapon

Description: Conjure sturdy earthen walls to block your enemies or for other purposes such as a bridge. These magical constructs can also be used to reduce Epic Trap HP damage.

Rank 0 (Level: 1+)

MP: 0

Range: 0-2

Duration: Continuous (Focus)

You can use this spell to move earth slowly, as if you have a floating invisible shovel.

Rank 1 (Level: 1+)

MP: 4

Range: 0-2

Duration: 1 minute (Focus)

Raise a 10m (1 zone) wide, 3 meters high earthen slab from the ground that separate two zones. It can be used as wall to block enemy from entering the zone from one direction. It has 20HP, 8 DEF, 8 P.Fort & no MP. If reduced to 0 HP the slab is destroyed and disappears. This structure can also be oriented to be

used for other purposes, such as a bridge. It can bear up to 3,000kg of load.

Rank 2 (Level: 5+) **MP: 8**
Range: 0-2 **Duration:** 1 minute (Focus)
See above (rank 1). But, you can now create 2 sections of slabs instead. It can be straight continuous line or angled in your preferred way. Alternatively you can layer them together to make sturdier wall section and every layer of slab has 20HP, 9 DEF, 9 P.Fort & no MP.

Rank 3 (Level: 9+) **MP: 12**
Range: 0-2 **Duration:** 1 minute (Focus)
See above (rank 1). But, you can now create 3 sections of slabs instead. It can be straight continuous line or angled in your preferred way. Alternatively you can layer them together to make sturdier wall section and every layer of slab has 20HP, 10 DEF, 10 P.Fort & no MP.

METAL SPELLS

Ferrokinesis

Attunement: Metal
Action: minor **Glyph:** Yes
Requirement: Mastered Weapon

Description: Use your mastery over metal to turn metallic objects as flying weapons or wrest them away from your enemies.

Rank 1 (Level: 1+) **MP: 3**
Range: 0-3 **Duration:** 1 Hour (Focus)
Using your minor action, you can target metallic objects up to 1 kg in weight or a metallic light (L) melee weapon within range to levitate it. Alternatively, you can target a metallic object or light (L) weapon held by an enemy and make a spell attack roll against your enemy's defense. If you match or beat their defense, then you disarm your enemy and the object or weapon is under the effect of this spell.

While controlling this object, you can use your minor action to move it 10m (1 zone) through air. Using your Major action, you can order it to fly up to 10m (1 zone) away and attack an enemy occupying the same zone as the object. To attack with the object, make a melee major attack roll. The controlled object deals 6 metal spell damage or the weapon damage of the light melee weapon used. Machinarms and machinised weapons' cinderblast trigger will be locked while affected by this spell and do not benefit from this spell's effects.

Rank 2 (Level: 5+) **MP: 6**
Range: 0-3 **Duration:** 1 Hour (Focus)
See above (rank 1). But the spell can now target metallic objects up to 5kg in weight or medium (M) or lighter weapons. You can also choose to deal 8 metal spell damage with the object.

Rank 3 (Level: 9+) **MP: 9**
Range: 0-3 **Duration:** 1 Hour (Focus)
See above (rank 1). But the spell can now target metallic objects up to 10kg in weight or heavy (H.wp) or lighter weapons. You can also choose to deal 10 metal damage with the object.

Satellite Shell

Attunement: Metal
Action: minor **Glyph:** No
Requirement: Verbal & Mastered Weapon

Description: Create floating metal panels in a zone that defends against ranged attack.

Rank 1 (Level: 1+) **MP: 3**
Range: 0-2 **Duration:** 1 minute (Focus)
You create a dome protected by floating metal plates that catches ranged attacks shot into a zone of your choice within the spell's range. Creatures in that zone with lower than 12 defense can use the 12 defense provided by the satellite shell instead when attacked by a range attack. The defence provided by this spell cannot be increased by any other bonuses.

Rank 2 (Level: 5+) **MP: 6**
Range: 0-2 **Duration:** 1 minute (Focus)
See above (rank 1). But the dome now provides 13 defense.

Rank 3 (Level: 9+) **MP: 9**
Range: 0-2 **Duration:** 1 minute (Focus)
See above (rank 1). But the dome now provides 14 defense.

Scan

Attunement: Metal
Action: minor **Glyph:** No
Requirement: Mastered Weapon

Description: This magical radar can be used to detect and reveal invisible creatures, along with metal.

Rank 0 (Level: 1+) **MP: 0**
Range: 0-3 **Duration:** Instant
You scan the area within the spell's range. It reveals the position of all living creatures and metallic objects, even invisible ones in the range of this spell in your mind's eye.

Rank 1 (Level: 1+) **MP: 3**
Range: 0-3 **Duration:** 1 minute (Focus)
See above (rank 0). But you cannot choose to reveal 1 invisible creatures within your scan range. You create an electro magnetic distortion around it, revealing its outline.

Rank 2 (Level: 5+) **MP: 6**
Range: 0-3 **Duration:** 1 minute (Focus)
See above (rank 0). But you can now reveal all invisible creatures in a zone your selected.

Rank 3 (Level: 9+) **MP: 9**
Range: 0-3 **Duration:** 1 minute (Focus)
See above (rank 0). But you can now reveal all invisible creatures in the spell's range.

COMBINED ARCANE ELEMENTS

Fog

Attunement: Fire & Water
Action: Major **Glyph:** No
Requirement: Verbal & Mastered Weapon

Description: Create a sphere of thick suffocating fog that obscures vision and irritates the throat of spellcasters. Great for escapes.

Rank 1 (Level: 1+) **MP: 6**
Range: 0-1 **Duration:** 1 minute (Focus)
Spell effect size: 5m sphere (1 zone). Choose a zone in the spell's range and create a sphere of fog that suffocates and obscures vision. Creatures inside the fog can't fulfil verbal spellcasting component and can't see anything through the zone. Attack rolls made by creatures in the sphere and attacks directed into the fog sphere are made with setback unless the creatures has astral sight, or ability to perceive without sight. Strong winds, natural or those created by Ventomacy can blow this fog away.

Rank 2 (Level: 5+) **MP: 12**
Range: 0-2 **Duration:** 1 minute (Focus)
See above (rank 1). But the spell's sphere radius is increased to 10m (expanded 1 zone away from target zone).

Rank 3 (Level: 9+) **MP: 18**
Range: 0-3 **Duration:** 1 minute (Focus)
See above (rank 1). But the spell's sphere radius is increased to 20m (expanded 2 zones away from target zone).

Burning Crown

Attunement: Fire & Wood
Action: minor **Glyph:** No
Requirement: Verbal & Mastered Weapon

Description: Create a burning crown of thorns over your enemy and exacerbate the damage they receive.

Rank 1 (Level: 1+) **MP: 4**
Range: 0-3 **Duration:** 1 round
Choose a target you can see in the spell's range and create a burning crown of thorns over it. When the target receives an instance of damage, dealt by yourself or others, you can use your free action to make your burning crown deal 2 HP Fire or Wood Spell damage to the target. (Remember to keep track of your party members' damages). This effect lasts until the start of your next turn. A target cannot be affected by more than one Burning Crown spell.

Rank 2 (Level: 5+) **MP: 8**
Range: 0-3 **Duration:** 1 round
See above (rank 1). But the spell now deals 3 damage.

Rank 3 (Level: 9+) **MP: 12**
Range: 0-3 **Duration:** 1 round
See above (rank 1). But the spell now deals 4 damage.

Fire Blast (Friendly Fire Warning!)

Attunement: Fire & Wind
Action: Major **Glyph:** Yes
Requirement: Movement, Verbal & Mastered Weapon

Description: A classic zone damage spell that reliably devastates multiple enemies. Create an explosion of wind and fire that affects a single zone.

Rank 1 (Level: 1+) **MP: 8**
Range: 0-3 **Duration:** -
Spell effect size: 5m sphere (1 zone). Choose a zone in the spell's range and make a Physical Spell Effect roll against all the targets occupying the zone. The spell's damage is the result of the roll + 8, reduced by each target's physical fortitude, the damage is HP Fire Spell damage.

Rank 2 (Level: 5+) **MP: 16**
Range: 0-3 **Duration:** -
See above (rank 1). But the spell damage bonus is now +16.

Rank 3 (Level: 9+) **MP: 20**
Range: 0-3 **Duration:** -
See above (rank 1). But the spell's sphere radius is increased to 10m (expanded 1 zone away from target zone). The spell damage bonus is now +20.

Meteor (Friendly Fire Warning!)

Attunement: Fire & Earth

Action: Major

Glyph: Yes

Requirement: Movement, Verbal & Mastered Weapon

Description: Conjures a high velocity meteor that knocks enemies off their feet. At rank 3, this spell crates a meteor shower.

Rank 1 (Level: 1+)

MP: 8

Range: 0-3

Duration: -

Make a medium ranged major attack roll at a target in range. This spell's damage is 12 HP Earth Spell damage. If you hit a medium (M) or smaller sized target, you can push it 10m (1 zone) towards your chosen direction. Pushed targets do not provoke opportunity strike.

Rank 2 (Level: 5+)

MP: 16

Range: 0-3

Duration: -

Make a medium ranged major attack roll at a target in range. This spell's damage is 20 HP Earth Spell damage. If you hit a large (L) or smaller sized target, you can push it 10m (1 zone) towards your chosen direction. Pushed targets do not provoke opportunity strike.

Rank 3 (Level: 9+)

MP: 24

Range: 0-3

Duration: -

This spell becomes a zone effect spell. Spell effect size: 5m sphere (1 zone). Choose a zone in the spell's range and make a Physical Spell Effect roll against all the targets occupying the zone. All Large (L) or smaller sized targets afflicted by this effect are pushed 20m (2 zones) away towards your chosen direction. The spell's damage is the result of the roll + 24, reduced by each target's physical fortitude, the damage is HP Earth Spell damage. Pushed targets do not provoke opportunity strike.

Burn Metal

Attunement: Fire & Metal

Action: Major

Glyph: No

Requirement: Verbal & Mastered Weapon

Description: Radiate intense heat from a metallic object and burn the creature that's in contact with it.

Rank 1 (Level: 1+)

MP: 4

Range: 0-3

Duration: 1 minute (Focus)

Target a metallic weapon, armor or other objects, larger than the size of a fist, that's being held or worn by a creature. The holder or wearer receives 2d6 fire damage at the end of your turn while the spell is active. The creature can choose to discard the affected weapon or object on its turn with its free

action or take off its armor using a major action. You can choose to have the metallic object be unaffected by the fire damage and only burn the creature. When a machinarms weapon is affected by this spell, the cinderblast trigger can't be activated.

Rank 2 (Level: 5+)

MP: 8

Range: 0-3

Duration: 1 minute (Focus)

See above (rank 1). But the spell now deals 2d6 + 4 damage.

Rank 3 (Level: 9+)

MP: 12

Range: 0-3

Duration: 1 minute (Focus)

See above (rank 1). But the spell now deals 2d6 + 8 damage.

Cleanse

Attunement: Water & Wood

Action: minor

Glyph: No

Requirement: Verbal & Mastered Weapon

Description: This spell cures poison and dispel most spell effects, except for deep curses.

Rank 1 (Level: 1+)

MP: 3

Range: 0-2

Duration: -

Cures a target from poison and sick condition, dispel spell effects and also suppress the effects of disease for 1 hour. This spell cannot lift deep curses and can only suppress the persistent effects of magical items or contraption for 1 minute.

Rank 2 (Level: 5+)

MP: 6

Range: 0-2

Duration: -

See above (rank 1). you can now choose as many targets as you want in a single zone.

Rank 3 (Level: 9+)

MP: 12

Range: 0-2

Duration: 1 minute (Focus)

The target you choose becomes immune to all spell and magical effects besides this spell.

Fly

Attunement: Water & Wind

Action: minor

Glyph: No

Requirement: Verbal & Mastered Weapon

Description: This spell allows you to hover above ground and fly freely at higher rank.

Rank 1 (Level: 1+)

MP: 4

Range: 0-1

Duration: 5 minute (Focus)

Choose a willing target. The target can now hover up to 2m above ground or water and fly as fast as they can normally move. The target. do not take fall damage while this spell is in effect.

Rank 2 (Level: 5+) **MP: 8**
Range: 0-1 **Duration:** 5 minute (Focus)
Choose a willing target. The target can now fly and its movement is 30m/60m (3/6 zones) per turn. Or the same movement speed as it has if it's faster.

Rank 3 (Level: 9+) **MP: 16**
Range: 0-1 **Duration:** 5 minute (Focus)
See above (rank 2). You can now choose as many willing targets in your spell's range as you want.

Golem

Attunement: *Water & Earth*

Action: *minor* **Glyph:** *No*

Requirement: *Verbal & Mastered Weapon*

Description: Create a powerful mud golem that obeys all your commands.

Rank 1 (Level: 1+) **MP: 8**
Range: 0-1 **Duration:** 1 Hour (Focus)
Create a medium sized golem within the spell's range. The golem has 15 HP, 8 DEF and 8 P.Fort. It doesn't have any M.Fort or MP and it's immune to MP damage. It has +3 attack bonus and deal 6 (blunt) unarmed damage. Using your Major action, you can order it to attack. Using your minor action, you can order it to move 1 zone or to interpose and redirect an attack made at another target in the same zone as to itself. The golem can make opportunity strikes. It has 3 strength, can carry up to 100kg and 0 on all other attributes. It disappears early if you lose focus or it's reduced to 0HP. (Golem also has scuffle mastery, using your mastery bonus).

Rank 2 (Level: 5+) **MP: 16**
Range: 0-1 **Duration:** 1 Hour (Focus)
See above (rank 1). The golem now has 25 HP, 9 DEF, 9 P.Fort, +4 attack, deals 8 damage, has 4 strength and can carry up to 500kg.

Rank 3 (Level: 9+) **MP: 24**
Range: 0-1 **Duration:** 1 Hour (Focus)
See above (rank 1). The golem now has 35 HP, 10 DEF, 10 P.Fort, +5 attack, deals 10 damage and has 5 strength and can carry up to 1000kg.

Effect Dampener

Attunement: *Water & Metal*

Action: *minor* **Glyph:** *No*

Requirement: *Verbal & Mastered Weapon*

Description: Create a shimmering bubble around your enemy and reduce the potency of their effect rolls.

Rank 1 (Level: 1+) **MP: 4**
Range: 0-3 **Duration:** Instant
When a target you can see is making an effect roll, you can dampen the effect with your own spell effect roll. Make a spell effect roll and reduce their result by yours. This reduced result becomes the target's new effect roll result. If you reduce your opponent's effect roll to 0 or below, their effect fizzles and disappears.

Rank 2 (Level: 5+) **MP: 8**
Range: 0-3 **Duration:** Instant
See above (rank 1). Additionally, reduce any HP or MP damage dealt by that spell by 5 points.

Rank 3 (Level: 9+) **MP: 16**
Range: 0-3 **Duration:** Instant
See above (rank 1). Additionally, reduce any HP or MP damage dealt by that spell by 10 points.

Healing Wind

Attunement: *Wood & Wind*

Action: *Major* **Glyph:** *No*

Requirement: *Verbal & Mastered Weapon*

Description: Create a swirl of healing wind that mends the wound of all creatures in range.

Rank 1 (Level: 1+) **MP: 10**
Range: 0-2 **Duration:** -
Choose as many targets in the spell's range and recover their HP by 2d6.

Rank 2 (Level: 5+) **MP: 15**
Range: 0-2 **Duration:** -
Choose as many targets in the spell's range and recover their HP by 2d6 + 4.

Rank 3 (Level: 9+) **MP: 20**
Range: 0-2 **Duration:** -
Choose as many targets in the spell's range and recover their HP by 2d6 + 8.

Burrow

Attunement: *Wood & Earth*

Action: *minor* **Glyph:** *No*

Requirement: *Verbal & Mastered Weapon*

Description: Create an air pocket around yourself and magically burrow into wood and soil. Burrowing can reduce Epic Trap damage by 10 HP.

Rank 1 (Level: 1+) **MP: 4**
Range: Self **Duration:** 5 minute (Focus)
You create an air pocket around yourself and instantly burrow 30cm underground into the soil. While burrowed, you can't be targeted by attacks & effects

from the surface. You can breathe, but you are unable to move while you are focusing on this spell. You can't burrow into other materials beside earth and stone. When this spell ends, you are pushed out to the nearest surface. This spell ends early if a unit in the same zone as you uses its minor action to dig.

Rank 2 (Level: 5+) **MP: 8**
Range: Self **Duration:** 5 minute (Focus)
You create an air pocket around yourself and instantly burrow 30cm underground into the soil. While burrowed, you can't be targeted by attacks & effects from the surface. You can breathe, and also move at your usual speed while you are focusing on this spell. Any other materials not made of earth or stone, such as wood or metal blocks your way. When this spell ends, you are pushed out to the nearest surface. This spell ends early if a unit in the same zone as you uses its minor action to dig or you have moved 100m (10 zones) while burrowing.

Rank 3 (Level: 9+) **MP: 16**
Range: Self **Duration:** 5 minute (Focus)
See above (rank 2). But when you cast the spell, you can choose to bring as many willing creatures within the same zone as you into your air pocket.

Barbed Chain

Attunement: Wood & Metal
Action: Major **Glyph:** Yes
Requirement: Movement, Verbal & Mastered Weapon

Description: Create a magical anchor and pull creatures towards it with barbed chains. Resisting creatures will be damaged.

Rank 1 (Level: 1+) **MP: 5**
Range: 0-3 **Duration:** 5 minute (Focus)
Choose 2 targets in range, one as the anchor and another as hooked target. When this spell is cast, the hooked unit can choose to be moved to the zone where the anchor is located immediately. If the creature choose not to be moved to the anchor, it takes 5 metal damage. Each time the creature moves or is moved into a zone further away from its anchor, you can deal 5 metal damage to it with your free action. You can also deal 5 damage to the creature with your free action if it does not end its turn inside the zone containing the anchor by the end of its turn. (Hordes are counted as one target but will inevitably take damage when moving and ending their turn.) Alternatively, you can pull medium (M) sized objects with this spell. Objects can't resist being moved.

Rank 2 (Level: 5+) **MP: 10**
Range: 0-3 **Duration:** 5 minute (Focus)

See above (rank 1). But you can now choose up to 2 hooked targets. The damage you deal is increased to 10 and you can pull large (L) sized objects.

Rank 3 (Level: 9+) **MP: 15**
Range: 0-3 **Duration:** 5 minute (Focus)
See above (rank 1). But you can now choose up to 3 hooked targets. The damaged is increased to 15 and you can pull extra large (XL) sized objects.

Stone Bodies

Attunement: Wind & Earth
Action: minor **Glyph:** No
Requirement: Verbal & Mastered Weapon

Description: Create a defensive layer of floating stone barrier around multiple targets you want to protect.

Rank 1 (Level: 1+) **MP: 10**
Range: 0-2 **Duration:** 1 hour
Choose as many willing targets in the spell's range and they gain 1 barrier token. Barrier lasts for 1 hour from last gain.

Rank 2 (Level: 5+) **MP: 15**
Range: 0-2 **Duration:** 1 hour
See above (rank 1). But the spell now grants 2 barrier tokens. Barrier lasts for 1 hour from last gain.

Rank 3 (Level: 9+) **MP: 20**
Range: 0-2 **Duration:** 1 hour
See above (rank 1). But the spell now grants 3 barrier tokens. Barrier lasts for 1 hour from last gain.

Dagger Cloud

Attunement: Wind & Metal
Action: Major **Glyph:** Yes
Requirement: Movement, Verbal & Mastered Weapon

Description: Control a swarm of finger sized daggers to attack your enemies.

Rank 1 (Level: 1+) **MP: 10**
Range: 0-3 **Duration:** 1 minute (Focus)
Create a cloud of daggers that occupies a zone. While on your turn, you can use your minor action to move the dagger cloud by 10m (1 zone). At the end of your turn, you can choose to deal 5 metal damage any number of targets or objects that have been in the same zone as the dagger. You can also deal 5 metal HP damage as free action whenever: (A) A target moves into the zone occupied by the daggers. (B) A target ends its turn in the zone occupied by the daggers.

Rank 2 (Level: 5+) **MP: 15**
Range: 0-3 **Duration:** 1 minute (Focus)
See above (rank 1). But the spell now deal 10 damage.

Rank 3 (Level: 9+) **MP: 20**
Range: 0-3 **Duration:** 1 minute (Focus)
See above (rank 1). But the spell now deal 15 metal damage.

Sword & Shield

Attunement: Earth & Metal

Action: minor

Glyph: No

Requirement: Movement, Verbal & Mastered Weapon

Description: Transmute your spellcasting tool into magical weapons.

Rank 1 (Level: 1+) **MP: 4**
Range: 0 **Duration:** 5 minute
You turn your Mastered Weapon you're casting your spell with or other spell casting tool into a single handed medium sword. You can also create a shield in your other hand, which grants you +1 (Defensive Weapon) defense, or turn the object in your other hand into a shield. These weapons can't be machinarms. You have mastery over these created weaponry and you can choose that they deal wood or metal damage when you create them. The weapon retains the combat roll bonus and deal 6 HP Metal Spell Damage. You can use your minor action to dispel this effect.

Rank 2 (Level: 5+) **MP: 8**
Range: 0 **Duration:** 5 minute
See above (rank 1). But the weapon now deals 8 HP Metal Spell Damage.

Rank 3 (Level: 9+) **MP: 12**
Range: 0 **Duration:** 5 minute
See above (rank 1). But the weapon now deals 10 HP Metal Spell Damage.

ADVANCED ARCANE ELEMENTS

LIGHTNING SPELLS

Chain Lightning

Attunement: Water, Wind & Metal

Action: Major

Glyph: Yes

Requirement: Movement, Verbal & Mastered Weapon

Description: Launch a series of lighting bolts that emit electro resonance if multiple enemies are hit.

Rank 1 (Level: 1+) **MP: 7**
Range: 0-3 (Curvable) **Duration:** -
Make a medium ranged major attack roll at a target in range. This spell deals 12 HP lightning spell damage.

Rank 2 (Level: 5+) **MP: 14**
Range: 0-3 (Curvable) **Duration:** -
See above (rank 1). But you can now make one additional follow-up attack that also deals 12 HP lightning spell damage (No excess). If the spell hit more than 1 different targets, then each of those hit targets takes another instance of 6 HP lightning spell damage.

Rank 3 (Level: 9+) **MP: 21**
Range: 0-3 (Curvable) **Duration:** -
See above (rank 1). But you can now make two additional follow-up attack that also deals 12 HP lightning spell damage (No excess). If the spell hit more than 1 different targets, then each of those hit targets takes another instance of 6 HP lightning spell damage.

Energize

Attunement: Water, Wind & Metal

Action: minor

Glyph: No

Requirement: Verbal & Mastered Weapon

Description: Energize devices or your allies, providing them with additional minor actions.

Rank 0 (Level: 1+) **MP: 0**
Range: 0 **Duration:** Continuous (Focus)
When you touch a piece of device that requires energy to run, you can provide the energy to power it. This requires continuous focus and it doesn't refill the device's battery.

Rank 1 (Level: 1+) **MP: 6**
Range: 0-3 **Duration:** 1 minute (Focus)
Choose a willing target in range. While this spell is in effect, the target will gain an additional minor action at the start of its turn.

Rank 2 (Level: 5+) **MP: 15**
Range: 0-3 **Duration:** 1 minute (Focus)
See rank 1, but you can target up to 3 creatures at once.

Rank 3 (Level: 9+) **MP: 15**
Range: 0-3 **Duration:** 1 minute (Focus)
Choose a willing target in range. While this spell is in effect, the target will gain an additional minor action at the start of its turn. Its will also receive +1 bonus to its combat roll, defense, physical fortitude and mental fortitude.

TOXIC SPELLS

Befoul (Friendly Fire Warning!)

Attunement: Fire, Wood & Earth

Action: Major **Glyph:** No

Requirement: Verbal & Mastered Weapon

Description: Create a toxic vapour to choke and reduce the HP & MP of affected creatures.

Rank 1 (Level: 1+) MP: 10
Range: 0-3 **Duration:** 1 minute (Focus)

Choose a target creature within range. A magical cloud of foul vapour follows the creature and seeps into its respiratory system. Creatures inside the vapour can't fulfil verbal spellcasting component. The creature takes 2d6 HP & MP toxic spell damage at end of your turn.

Rank 2 (Level: 5+) MP: 15
Range: 0-3 **Duration:** 1 minute (Focus)

Choose a zone in the spell's range for the foul vapour to appear in. It indiscriminately affects all targets in it. Targets inside the zone can't fulfil verbal spellcasting component. They also take 2d6 +4 toxic HP & MP damage at end of your turn.

Rank 3 (Level: 9+) MP: 20
Range: 0-3 **Duration:** 1 minute (Focus)

See above (rank 2). But the spell's sphere radius is increased to 10m (expanded 1 zone away from target zone). The spell damage bonus is now 2d6 +8 toxic HP & MP damage at end of your turn.

Intoxicate

Attunement: Fire, Wood & Earth

Action: minor **Glyph:** No

Requirement: Verbal & Mastered Weapon

Description: Use toxic vapour to Intoxicate creatures & order them to do your bidding.

Rank 1 (Level: 1+) MP: 6
Range: 0-3 **Duration:** 1 minute (Focus)

Choose a target you can see in the spell's range and make a Mental spell effect roll against it. Target afflicted by this effect becomes intoxicated and attacks made on this intoxicated target is made with edge and the intoxicated target can't make opportunity strikes unless you allow it to.

Rank 2 (Level: 5+) MP: 12
Range: 0-3 **Duration:** 1 minute (Focus)

See above (rank 1). But you can now order the intoxicated creature to follow your order. Using your

minor action on your turn, you can order the creature you intoxicate to do the following: move 1 zone or lie prone. You can only order an intoxicated creature to do your bidding once on your turn.

Rank 3 (Level: 9+) MP: 18
Range: 0-3 **Duration:** 1 minute (Focus)
See above (rank 2). But you can now use your Major action to force your intoxicated target to immediately attack a target of your choosing, even itself. You can only order an intoxicated creature to do your bidding once on your turn.

ICE SPELLS

Blizzard (Friendly Fire Warning!)

Attunement: Fire, Water, Wood, Wind, Earth & Metal

Action: Major **Glyph:** Yes

Requirement: Movement, Verbal & Mastered Weapon

Description: Create a violent sphere of localized blizzard. This is the most powerful Arcane zone damage spell.

Rank 1 (Level: 1+) MP: 12
Range: 0-5 **Duration:** -
Spell effect size: 5m sphere (1 zone). Choose a zone in the spell's range and make a Physical Spell Effect roll against all the targets occupying the zone. The spell's damage is the result of the roll + 12, reduced by each target's physical fortitude, the damage is HP Ice Spell damage.

Rank 2 (Level: 5+) MP: 22
Range: 0-5 **Duration:** -
See above (rank 1). But the spell's sphere radius is increased to 10m (expanded 1 zone away from target zone) and the spell damage bonus is now +22.

Rank 3 (Level: 9+) MP: 30
Range: 0-5 **Duration:** -
See above (rank 1). But the spell's sphere radius is increased to 20m (expanded 2 zones away from target zone) and the spell damage bonus is now +30.

Form Ice

Attunement: Fire, Water, Wood, Wind, Earth & Metal

Action: Major **Glyph:** No

Requirement: Verbal & Mastered Weapon

Description: Conjure and shape ice structures to your will. These magical constructs can also be used to reduce Epic Trap HP damage.

Rank 0 (Level: 1+) **MP: 0**
Range: 0 **Duration: 15 minutes**
You can build an ice hut that can house up to 10 people. It will start melting after 12 hours. It has 45 HP, 10 DEF and 10 P.Fort. The hut absorbs all incoming HP damage to the occupants from outside using its HP. Excess damage will be dealt to the occupants if the hut's HP is reduced to 0. This hut can also absorb damage from traps and epic traps.

Rank 1 (Level: 1+) **MP: 8**
Range: 0-1 **Duration: 1 minute (Focus)**
Create a stationary floating circular ice platform up to 10m wide (1 zone). You can orient the platform in any direction you like. It can bear up to 1,000kg of load. It has the same defense & fortitude as you and 15HP. The object will start melting after 1 hour.

Rank 2 (Level: 5+) **MP: 16**
Range: 0-1 **Duration: 1 minute (Focus)**
Create a perfect duplicate of any large (L) or smaller sized objects you have seen or imagined with ice. This spell cannot replicated the magical properties of the original object or the technological function, such as a key card. But a physical key can work. The object will start melting after 1 hour.

Rank 3 (Level: 9+) **MP: 32**
Range: 0-1 **Duration: Instant**
Build the ice hut from Rank 0 in an instant around you, or in a zone within the spell's range. You can use this spell as your last resort to mitigate the damage of an epic trap.

COSMIC ELEMENTS

ORDER SPELLS

Guiding Light

Attunement: Order
Action: Major **Glyph:** Yes
Requirement: Movement, Verbal & Mastered Weapon
Description: Shine a guiding light upon your opponent and assist the attack of your allies.

Rank 0 (Level: 1+) **MP: 0**
Range: 0 **Duration: 1 hour**
When you touch an object and cast this spell, a fist sized glowing ball of light will appear on the surface of the object you touch. It provides up to 10m (1 zone) radius of illumination. The spell ends early when you use your minor action to dismiss it or when you cast this spell again on another object.

Rank 1 (Level: 1+) **MP: 4**
Range: 0-3 **Duration: -**
Choose a target you can see in the spell's range and make a physical spell effect roll against it. The spell's damage is the result of the roll + 4, reduced by the target's physical fortitude, the damage is HP Order Spell damage. The next single attack roll made against that target is made with edge. If a creature without HP, such as apparitions or certain abberations is affected by this spell, then the HP damage is converted into double MP damage instead.

Rank 2 (Level: 5+) **MP: 8**
Range: 0-3 **Duration: -**
See above (rank 1). But the spell damage bonus is now +8.

Rank 3 (Level: 9+) **MP: 12**
Range: 0-3 **Duration: -**
See above (rank 1). But the spell damage bonus is now +12.

Mend

Attunement: Order
Action: minor **Glyph:** No
Requirement: Movement, Verbal & Mastered Weapon
Description: This handy spell can be used to repair objects and heal wounds.

Rank 0 (Level: 1+) **MP: 0**
Range: 0 **Duration: 12 secs (1 round)**
This spell can be used to reattach broken or torn objects perfectly, as long as the break is not wider than 30cm across any dimension.

Rank 1 (Level: 1+) **MP: 7**
Range: 0-2 **Duration: -**
Recover the HP of a target in range by 2d6 HP. The target also gains 1 barrier token. Barrier lasts for 1 hour from last gain. (Arcane Boost) If you are also attuned with the Wind element, then you can double the mp cost to choose any number of targets to be affected by this spell within the spell's range.

Rank 2 (Level: 5+) **MP: 10**
Range: 0-2 **Duration: -**
See above (rank 1). But the spell now recovers 2d6 + 4 HP and grant 1 barrier token.

Rank 3 (Level: 9+) **MP: 14**
Range: 0-2 **Duration: -**
See above (rank 1). But the spell now recovers 2d6 + 8 HP and grant 1 barrier token.

Blessed Arms

Attunement: Order

Action: minor

Glyph: No

Requirement: Verbal & Mastered Weapon

Description: Empowers the weapons wielded by you and your allies.

Rank 1 (Level: 1+)

MP: 3

Range: 0-2

Duration: 1 minute (Focus)

Target weapon in the spell's range becomes enchanted with order element. The weapon gain +1 combat roll bonus and +2 damage bonus. The weapon now deals Order Spell damage. When a machinarms weapon is enchanted by this spell, the cinderblast trigger can't be activated and it receives no bonuses from this spell.

(Arcane Boost) If you are also attuned with the fire element, then you can double the mp cost of this spell to increase the bonus to +1 attack and +4 damage.

Rank 2 (Level: 5+)

MP: 6

Range: 0-2

Duration: 1 minute (Focus)

See above (rank 1). But you can now choose 2 target weapons.

Rank 3 (Level: 9+)

MP: 9

Range: 0-2

Duration: 1 minute (Focus)

See above (rank 1). But you can now choose 3 target weapons.

Rigid Mind

Attunement: Order

Action: minor

Glyph: No

Requirement: Verbal & Mastered Weapon

Description: Boosts your allies' mental fortitude & prevent lies from being told.

Rank 0 (Level: 1+)

MP: 0

Range: 0

Duration: Continuous (Focus)

While you touch a creature and focus on this spell, that creature is unable to tell any lies. However, it may choose to keep quiet.

Rank 1 (Level: 1+)

MP: 4

Range: 0-2

Duration: 1 minute (Focus)

Choose any number of targets in the spell's range. While this spell last, targets affected by this spell gain +5 mental fortitude bonus.

Rank 2 (Level: 5+)

MP: 8

Range: 0-2

Duration: 1 minute (Focus)

See above (rank 1). But the spell's mental fortitude bonus is +10.

Rank 3 (Level: 9+)

MP: 16

Range: 0-2

Duration: 1 minute (Focus)

See above (rank 1). But the spell's mental fortitude bonus is +15.

Dispel

Attunement: Order

Action: minor

Glyph: No

Requirement: Verbal & Mastered Weapon

Description: Dispel spell effects and cure poisons. However, this spell can't lift deep curses.

Rank 1 (Level: 1+)

MP: 3

Range: 0-2

Duration: -

Cures a target from poison and sick condition, dispel spell effects and also suppress the effects of disease for 1 hour. This spell cannot lift deep curses and can only suppress the persistent effects of magical items or contraption for 1 minute.

Rank 2 (Level: 5+)

MP: 6

Range: 0-2

Duration: -

See above (rank 1), you can now choose as many targets as you want in a single zone.

Rank 3 (Level: 9+)

MP: 9

Range: 0-2

Duration: 1 minute (Focus)

Choose a zone in the spell's range and turn it into an anti-magic zone. All spell effects in this zone is dispelled. Additionally, creatures inside the zone cannot cast spells and spells cannot be cast through it. If you enter this zone yourself, this spell will end.

CHAOS SPELLS

Wither

Attunement: Chaos

Action: Major

Glyph: Yes

Requirement: Movement, Verbal & Mastered Weapon

Description: Use entropy for combat or to trash an object forever.

Rank 0 (Level: 1+)

MP: 0

Range: 0

Duration: 1 minute (Focus)

When you touch a mundane object and cast this spell for a full minute, you can collapse an object until not a trace of it is left. The object must be no larger than 20cm across any dimension. This spell does not produce any sound or visual effects and the collapsed object is forever gone. Magical objects such as spiritarms are immune to this effect.

Rank 1 (Level: 1+) **MP: 4**
Range: 0-3 **Duration:** -
Choose a target you can see in the spell's range and make a mental spell effect roll against it. The spell's damage is the result of the roll + 4, reduced by the target's mental fortitude, the damage is HP and MP (both) Chaos Spell damage. Alternatively, you can choose to damage the creature's MP only.

Rank 2 (Level: 5+) **MP: 8**
Range: 0-3 **Duration:** -
See above (rank 1). But the spell damage bonus is now +8.

Rank 3 (Level: 9+) **MP: 12**
Range: 0-3 **Duration:** -
See above (rank 1). But the spell damage bonus is now +12.

Muddle

Attunement: Chaos
Action: minor **Glyph:** No
Requirement: Mastered Weapon

Description: You can muddle the flow of air and light to create a sphere of silence or darkness.

Rank 0 (Level: 1+) **MP: 0**
Range: 0 **Duration:** Continuous (Focus)
While casting this spell and you are touching a creature, that creature make all its task rolls with setback. You can also make it speak nonsensical gibberish or prevent it from producing any noise at your will while the spell is in effect.

Rank 1 (Level: 1+) **MP: 4**
Range: 0-3 **Duration:** 5 minute (Focus)
Spell effect size: 5m sphere (1 zone). Choose a zone in the spell's range and choose to create a sphere of silence or a sphere of darkness. No noise can be produced or pass through the transparent sphere of silence. Spells with verbal requirements cannot be cast by creatures inside it. No light can travel through the sphere of darkness, which appears as a opaque ball of black gloom from outside. Creatures inside the sphere cannot see anything but pitch black. Without astral sight, or ability to perceive without sight, attack rolls made from inside or into the sphere are made with setback.
(Arcane Boost) *If you are also attuned with the water element, then you can double the cost of this spell to create nightmarish illusions to deal 2d6 MP water damage to all creatures in the sphere at the end of your turn.*

Rank 2 (Level: 5+) **MP: 8**
Range: 0-3 **Duration:** 5 minute (Focus)
See above (rank 1). But the spell's sphere radius is increased to 10m (expanded 1 zone away from target zone).
(Arcane Boost) *MP damage is increased to 2d6 +4 MP.*

Rank 3 (Level: 9+) **MP: 16**
Range: 0-3 **Duration:** 5 minute (Focus)
See above (rank 1). But the spell's sphere radius is increased to 20m (expanded 2 zones away from target zone).
(Arcane Boost) *MP damage is increased to 2d6 +8 MP.*

Curse

Attunement: Chaos
Action: minor **Glyph:** No
Requirement: Verbal & Mastered Weapon

Description: Create an invisible curse glyph that you can see over your enemy and deal additional HP or MP damage.

Rank 1 (Level: 1+) **MP: 4**
Range: 0-3 **Duration:** 1 round
Choose a target you can see in the spell's range and place an invisible curse glyph on it. When the target receives an instance of damage, dealt by yourself or others, you can use your free action to make your curse glyph to deal 2 HP or MP Chaos damage to the target. A target cannot be affected by more than one Curse spell.

Rank 2 (Level: 5+) **MP: 8**
Range: 0-3 **Duration:** 1 round
See above (rank 1). But the spell now deals 3 damage.

Rank 3 (Level: 9+) **MP: 12**
Range: 0-3 **Duration:** 1 round
See above (rank 1). But the spell now deals 4 damage.

Dissipate Force

Attunement: Chaos
Action: minor **Glyph:** No
Requirement: Verbal & Mastered Weapon

Description: Boosts physical fortitude by dissipating incoming physical force.

Rank 1 (Level: 1+) **MP: 4**
Range: 0-2 **Duration:** 1 minute (Focus)
Choose any number of targets in the spell's range. While this spell last, the targets affected by this spell

gain +5 physical fortitude bonus.

Rank 2 (Level: 5+) **MP: 8**
Range: 0-2 **Duration:** 1 minute (Focus)
See above (rank 1). But the spell's physical fortitude bonus is +10.

Rank 3 (Level: 9+) **MP: 12**
Range: 0-2 **Duration:** 1 minute (Focus)
See above (rank 1). But the spell's physical fortitude bonus is +15.

Terror

Attunement: Chaos

Action: minor

Glyph: No

Requirement: Verbal & Mastered Weapon

Description: Instill fear into your enemies and inhibit them from attacking you.

Rank 1 (Level: 1+) **MP: 5**
Range: 0-2 **Duration:** 1 minute (Focus)
Choose a target you can see in the spell's range and make a Mental spell effect roll against it. Targets afflicted by this effect suffers the "fear" condition while the spell lasts. The spell will end early if the target leaves the spell's range. (Creatures suffering from fear make their combat rolls with setback, can't approach the caster and intimidation skill rolls made against it has edge).

(Arcane Boost) *If you are also attuned with the earth element, then you can double the mp cost to inhibit the target's movement. It now needs to spend double the amount of minor actions to make a move action.*

Rank 2 (Level: 5+) **MP: 10**
Range: 0-2 **Duration:** 1 minute (Focus)
See above (rank 1). But when you successfully cause fear to a target, it also falls prone.

Rank 3 (Level: 9+) **MP: 15**
Range: 0-2 **Duration:** 1 minute (Focus)
See above (rank 1). But when you successfully cause fear to a target, it falls prone and takes 2d6 chaos MP damage at the end of your turn while this spell is still active.

ASTRAL SPELLS

Astral Window

Attunement: Astral

Action: minor

Glyph: Yes

Requirement: Movement, Verbal & Mastered Weapon

Description: Create small portal windows to allow you to

attack or interact with objects from a distance.

Rank 1 (Level: 1+) **MP: 3**
Range: 0-3 **Duration:** -
You tear a small astral portal in your zone that connects to another zone within this spell's range. You can use your action to attack with edge through the portal, or interact with an object at the opposite side with your hands or toolkit. This portal disappear after you have used your action to intect with a target at the opposite side or after 3 seconds. If part of you or an object is caught in the portal as it closes, those objects are pushed back to their original position. Damage you deal on targets with using this spell ignores barriers and reduces HP directly. When you attack a target without any HP through this portal, you damage its MP instead.

Rank 2 (Level: 5+) **MP: 9**
Range: 0-3 **Duration:** Instant
When you are attacked, you can make a contested spell attack roll against your enemy's attack roll. If you rolled higher, you catch the attack in your portal and rerout it. You can rerout it to miss you or hit your attacker back, as long as the attacker is within the spell's range. Your attacker takes the attack's damage without excess. If you tied or lose the roll, then the attack is carried out as normal.

Rank 3 (Level: 9+) **MP: 12**
Range: 0-3 **Duration:** 1 round
Choose a target you can see in the spell's range and create a floating portal that follows it. You also create a spherical portal in your zone that connects to the floating portal that follows target. This portal lasts until the start of your next turn or until you create a new one. Any attack rolls made at the spherial portal is treated as an attack at the target followed by the floating portal. If part of you or an object is caught in the portal as it closes, it is pushed back to its original position. Damage you deal on targets with using this spell ignores barriers and reduces HP directly. When you attack a target without any HP through this portal, you damage its MP instead.

Astral Leap

Attunement: Astral

Action: minor

Glyph: No

Requirement: Verbal & Mastered Weapon

Description: Teleport your friends and yourself a short distance away. Great for getting out of trouble.

Rank 1 (Level: 1+) **MP: 6**

Range: 0-2 **Duration:** -
You teleport up to 2 zones (20m) away to a location you can see. (Teleportation does not provoke opportunity strike)

Rank 2 (Level: 5+) **MP:** 12
Range: 0-3 **Duration:** -
You may teleport up to 3 zones (30m) away to a location you can see and you have the option to bring another willing target in the same zone you currently occupy to the new location.

Rank 3 (Level: 9+) **MP:** 24
Range: 0-5 **Duration:** -
You may teleport up to 5 zones (50m) away to a location you can see and you have the option to bring all your chosen willing targets in the zone you currently occupy to the new location.

Vacuum

Attunement: Astral
Action: Major **Glyph:** Yes
Requirement: Verbal & Mastered Weapon

Description: Create a vacuum sphere that rips at your enemies if they move away from it.

Rank 1 (Level: 1+) **MP:** 5
Range: 0-3 **Duration:** 1 minute (Focus)
Choose a zone in the spell's range to create a vacuum sphere and choose one target in the spell's range to be affected by it. Any time that target move towards any direction away from the vacuum, you can deal 5 astral damage to it with your free action. You can also deal 5 damage to the target with your free action if they do not end their turn inside the zone containing the vacuum sphere. (Hordes are counted as one target but will inevitably take damage when moving and ending their turn.)

You can use your minor action to move your vacuum sphere by 10m (1 zone). The sphere can't move out of the spell's range. (Arcane Boost) If you are also attuned with the metal element, then the creatures affected by the vacuum make their ranged attack rolls with setback.

Rank 2 (Level: 5+) **MP:** 10
Range: 0-3 **Duration:** 1 minute (Focus)
See above (rank 1). But you deal 10 astral damage now and you can choose as many creatures in the spell's range you want to be affected by it.

Rank 3 (Level: 9+) **MP:** 15
Range: 0-3 **Duration:** 1 minute (Focus)
See above (rank 1). But you deal 15 astral damage now and you can choose as many creatures in the

spell's range you want to be affected by it.

Astral Mind

Attunement: Astral
Action: minor **Glyph:** No
Requirement: Mastered Weapon

Description: Grant yourself or your allies limited psychic abilities.

Rank 0 (Level: 1+) **MP:** 0
Range: 0-2 **Duration:** Continuous (Focus)
You can telepathically communicate with a sentient creature you can see within range and you can understand each other regardless of the languages you know. The communication can go both ways, with you in control of the flow of information.

Rank 1 (Level: 1+) **MP:** 4
Range: Self (0-3) **Duration:** 5 minute (Focus)
Using this spell gives you temporary psychokinetic power while it lasts. Using your minor action, you can move objects weighing up to 5kg around within the spell's range limit. With each minor action, you can move the object by 10m (1 zone).

Rank 2 (Level: 5+) **MP:** 8
Range: Self **Duration:** 5 minute (Focus)
Using this spell grants you and the items you wear and carry invisibility while it lasts. While invisible, you can't be targetted by opportunity strikes when you move out of a zone occupied by your enemy. Attacking a target or casting a spell will end this spel.

Rank 3 (Level: 9+) **MP:** 12
Range: 0-3 **Duration:** 5 minute (Focus)
Grant a target within this spell's range astral sight while this spell last. Astral sight grants you the ability to see through material objects up to 30m (3 zones) away and reveal any invisible creatures or spirits.

Portal (Friendly Fire Warning!)

Attunement: Astral
Action: Major **Glyph:** No
Requirement: Verbal & Mastered Weapon

Description: Use a portal to teleport a long distance away or use it to blast pressurized deep sea water or magma at your. enemies.

Rank 0 (Level: 1+) **MP:** 0
Range: 0 **Duration:** Continuous (Focus)
After casting this spell for a full minute, you can home in on portal stations you have personally visited before and open an astral gate before you that leads

there. The gate closes and disappears after 12 seconds (1 round).

(Arcane Boost) *If you are also attuned to the wood element, then you can open a portal next to a tree you have resonated with within 10km range. To resonate with a tree, it needs to be taller than 2m and you had cast vegetation on it for 1 full minute. You can only resonate with one tree at a time, which is the last tree you resonated with.*

Rank 1 (Level: 1+)

MP: 5

Range: 0

Duration: 5 minute (Focus)

While you're casting this spell, you can order a single item or weapon from the central portal shop. After full minutes of casting, you open a portal window and the item you ordered is delivered to you. The items you can purchase are the standard purchasable items from the common items & equipment list. The items cost is unchanged, but the portal commission fee is 100 cred. Alternatively, you can pick up your own stored item at a Cloudbreaker guild. You have no access to your party members' stored equipment unless they grant it to you for that casting.

Rank 2 (Level: 5+)

MP: 10

Range: 0-2

Duration: Instant

You create an unstable portal into the depth of the Eastern ocean, and blast the heavily pressured water at a zone. When you cast this spell, you can choose to position the portal above a zone to knock targets below it prone or sideways to hose away the creatures from the zone. Make a physical spell effect roll against all creatures in the zone. Targets afflicted by this effect are then knocked prone or pushed up to 20m (2 zones) away, to a location of your choice, depending on the position of your portal. Pushed targets do not provoke opportunity strike. The spell's damage is the result of the roll + 4, reduced by each target's physical fortitude, the damage type is HP blunt spell damage.

Rank 3 (Level: 9+)

MP: 20

Range: 0-2

Duration: 5 minute

You create an unstable portal into the volcanoes of the Northern ranges, and blast the heavily pressured magma at a zone. When you cast this spell, you can choose to position the portal above a zone to knock targets below it prone or sideways to hose away the creatures from the zone. Make a physical spell effect roll against all creatures in the zone. Targets afflicted by this effect are then knocked prone or pushed up to 20m (2 zones) away, to a location of your choice, depending on the position of your portal. Pushed targets do not provoke opportunity strike. The spell's damage is the result of the roll + 12, reduced by

each target's physical fortitude, the damage type is HP Fire Environment damage. The portal also leaves a messy pool of magma in the zone. For the next 5 minutes, any target ending its turn in the magma filled zone that's not flying or hovering will take 10 HP Fire Environment damage.

COMBINED COSMIC ELEMENTS

Transmute

Attunement: *Order & Chaos*

Action: *minor*

Glyph: *No*

Requirement: *Verbal & Mastered Weapon*

Description: This spell allows you to transform your target into different creatures or objects.

Rank 1 (Level: 1+)

MP: 4

Range: 0 (Touch)

Duration: 1 hour (Focus)

You can transform yourself or a willing creature you touch into the form of a random or specific persons (sapienoid). To transform into a specific person, you must have touched the person you want to transform into in the last 24 hours and think of that person during the transformation process. The transformation is flawless and feels real to the touch, but the creature's clothing remains the same.

Rank 2 (Level: 5+)

MP: 8

Range: 0 (Touch)

Duration: 1 hour (Focus)

You can turn yourself or a willing allied target you touch into the form of any large (L) sized creature such as a bear, to very small (VS) ones such as a carp. When a creature is transformed, all its clothing and belongings are melded into the new naked form. The temporary magical form has 8 defense and 1 HP. If the animal form receives enough damage to reduce its HP to 0, it will revert back to its original form and the excess damage is dealt to the original form. The creature's movement distance is 20m, with 40m max. It can move as quickly in its natural medium of movement, such as fish in water and birds in the sky. The transformation can draw suspicion when a creature rolled 10 on its psychology roll. The transformed creature retains its Awareness and Empathy, but the following strength and agility: (LARGE: STR 5, AGI 0) (MEDIUM: STR 3, AGI 2) (SMALL: STR 1, AGI 2) (V. SMALL: STR -1, AGI 5)

Rank 3 (Level: 9+) **MP: 16**
Range: 0 (Touch) **Duration:** 1 hour (Focus)
You can turn yourself or a willing target you touch into an object you imagined or a specific object of medium size or smaller up the size of a pea. To transform into a specific object, you must have touched the object you want to transform into within the last 24 hours and think of the object during the transformation process. The transformation is flawless and feels real to the touch. You can also replicate the technological functions of an object, such as the magnetic codes of keycards. But you can't replicate the effects and abilities of magic items.

Summon

Attunement: Chaos & Astral
Action: Major **Glyph:** No
Requirement: Verbal & Mastered Weapon
Description: Call upon the various elemental forces to assist you and attack your enemies.

Rank 1 (Level: 1+) **MP: 9**
Range: 0-3 **Duration:** 1 minute (Focus)
You can summon elemental warrior spirits to occupy yourself or a target willing creature. The creature affected by this spell gains +1 to its combat rolls, defense and fortitudes, and also resistance to a chosen element you're attuned to while the spell lasts.

Rank 2 (Level: 5+) **MP: 18**
Range: 0-3 **Duration:** -
You order an elemental guardian of one of your attuned elements to attack your enemies. Choose a zone in the spell's range and make a Physical or Mental spell effect roll against all your chosen targets occupying the zone. If you choose Physical Spell effect roll, you deal HP damage and if you choose Mental Spell effect roll, you deal MP damage. Add +18 to the result of the roll and reduce it with the target's relevant fortitude. The damage you deal is Spell damage of an element you're attuned to.

Rank 3 (Level: 9+) **MP: 24**
Range: 0-3 **Duration:** -
You beseech an eldritch warden of one of your attuned elements to attack your enemies. See above (rank 2). But the spell damage bonus is now +24.

Banish

Attunement: Order & Astral
Action: Major **Glyph:** No
Requirement: Verbal & Mastered Weapon

Description: Banish a creature to another plane or location with this spell.

Rank 1 (Level: 1+) **MP: 8**
Range: 0-3 **Duration:** 1 Round
Choose a target you can see other than yourself in the spell's range and make a Mental spell effect roll against it. Target afflicted by this effect is temporarily transported into a harmless empty realm for 12 seconds (1 round). It will be transported back at the start of your next turn.

Rank 2 (Level: 5+) **MP: 24**
Range: 0-3 **Duration:** 1 minute (Focus)
Choose a target you can see other than yourself in the spell's range and make a Mental spell effect roll against it. The target afflicted by this effect is temporarily transported into a realm of mind-numbing serenity and take HP & MP (both) order spell damage equal to the result of your roll reduced by the target's mental fortitude. At the start of your next turn, you need to use your Major action to make another Mental Spell Effect roll. If you successfully afflict the target, it will remain in the realm and take another round of damage. If you fail your roll, lose your focus or the spell's duration ends, the creature will be transported back to its original position.

Rank 3 (Level: 9+) **MP: 24**
Range: 0-3 **Duration:** 1 minute (Focus)
Choose a target you can see other than yourself in the spell's range and make a Mental spell effect roll against it. The target afflicted by this effect is temporarily transported into its place of birth or creation. At the start of your next turn, you need to use your Major action to make another Mental Spell Effect roll. If you successfully afflict the target, it will remain in the location. If you fail your roll or lose your focus, the creature will be transported back to its original position. If this spell is maintained for 1 full minute, then the creature will not be transported back from the place it's banished to. Undead creatures and malevolent spirits banished for the full minute will disappear and their spirit pacified.

Revival

Attunement: Order, Chaos & Astral

Action: Major **Glyph:** No

Requirement: Verbal & Mastered Weapon

Description: This spell brings your allies back to consciousness and it can even revive the dead.

Rank 0 (Level: 1+) **MP:** 0
Range: 0 (Touch) **Duration:** 1 minute (Focus)

When you touch a target and cast this spell for a full minute, it will put its HP & MP to 1 if any of them are below 1.

Rank 1 (Level: 1+) **MP:** 9
Range: 0 (Touch) **Duration:** -

When you touch a target and cast this spell, it will instantly recover 1 HP, 1 MP & 1 Resolve..

Rank 2 (Level: 5+) **MP:** 27
Range: 0 (Touch) **Duration:** -

When you touch a target and cast this spell, it will instantly recover 10 HP, 10 MP & 10 Resolve.

Rank 3 (Level: 9+) **MP:** 81
Range: 0 (Touch) **Duration:** 1 hour (Focus)

When you touch a creature that did not die of old age or natural causes, and cast this spell for a full hour, you can potentially bring it back to life. The creature must not have died for longer than 30 days and it should have enough body parts to live when brought back to life. Revival has a risk of failure. To bring a creature back from death, you need to roll 2d6, against the creature's Destiny's End points and match or beat the number. Successful revival will increase the creature's Destiny's End points by 4. Failure in reviving a creature will sever its souls and spirits from its body forever and it can no longer be revived. See Chapter 10 - MAGIC & SPELLCASTING for more details.

HIGH SPELLS

ARCANE HIGH SPELLS

Skyfire

Attunement: Fire & Lightning

Action: Major **Glyph:** No

Requirement: Movement, Verbal & Special Catalyst

Situation: When there is a storm and forest fire within 100m (10 zones) of you.

Description: Discharge burning red lightning at a target and maintain the burn with your minor actions.

Rank 4 (3 Spirit Tokens) **MP:** 0
Range: 0-3 **Duration:** -

Make a medium ranged major attack roll at a target in range. This spell's damage is 20 HP Fire Spell damage. Using your minor action, you can make a follow-up attack at the same target, dealing 20 HP Fire Spell damage upon hit. You can make as many follow-up attacks as you want, as long as you have the minor action to expend.

Redwood Uppercut

Attunement: Wood, Earth & Lightning

Action: Major **Glyph:** No

Requirement: Movement, Verbal & Special Catalyst

Situation: Springtime morning with light drizzle.

Description: Grow a redwood tree rapidly and punch a target into the sky. Then watch it fall.

Rank 4 (3 Spirit Tokens) **MP:** 0
Range: 0-3 **Duration:** -

Make a medium ranged major attack roll at a target in range. The zone needs to have a solid ground. This spell's damage is 30 HP Wood Spell damage. The hit target is moved 40m (4 zones) up into the sky and if it doesn't have the ability to fly, it will fall 40m down to the ground and take 2d6 + 30 HP Environment damage. (If it falls further than 40m, then adjust as per fall rule.)

COMSIC HIGH SPELLS

Displace

Attunement: Chaos & Astral

Action: Major

Glyph: No

Requirement: Movement, Verbal & Special Catalyst

Situation: When there is a meteor shower above you and you are standing on the peak of a mountain.

Description: Teleport a unit in the spell's range into another zone within the spell's range.

Rank 4 (2 Spirit Tokens) **MP:** 0

Range: 0-3

Duration: -

Choose a Large sized unit or smaller you can see in the spell's range and make a Mental spell effect roll against it. The unit afflicted by this effect is teleported to your chosen zone within the spell's range. The unit may choose to let itself be afflicted by this spell.

Unstoppable Arm

Attunement: Chaos & Astral

Action: minor

Glyph: No

Requirement: Movement, Verbal & Special Catalyst

Situation: When lightning strikes a sword during a thunderstorm.

Description: Imbue a weapon with incredible cosmic power.

Rank 4 (5 Spirit Tokens) **MP:** 0

Range: 0-3

Duration: Instant, 1 turn

Target weapon in the spell's range becomes enchanted with Astral element. The weapon gain +5 combat roll bonus and +10 damage bonus. The weapon now deals Astral Spell damage. This weapon ignores damage resistances, immunities, barriers and any damage reduction features. When you attack a target without any HP with this weapon, you damage its MP instead. This effect lasts until the end of the current turn.

Immovable Armor

Attunement: Order & Astral

Action: minor

Glyph: No

Requirement: Movement, Verbal & Special Catalyst

Situation: When a buried armor is revealed by a landslide.

Description: Imbue a target with an enchantment that prevents it from all harm.

Rank 4 (5 Spirit Tokens) **MP:** 0

Range: 0-3

Duration: Instant, 1 turn

Your chosen target in range becomes immune to all afflictions it does not choose to have and all damages (HP, MP & Resolve). This effect lasts until the end of the current turn.

If a weapon enchanted by Unstoppable Arm comes into contact with a target enchanted by this spell, both spells disappear in an astral explosion. All targets in the zone of contact takes 2d6 + 40 HP & MP Astral Spell damage.