Magiconomy

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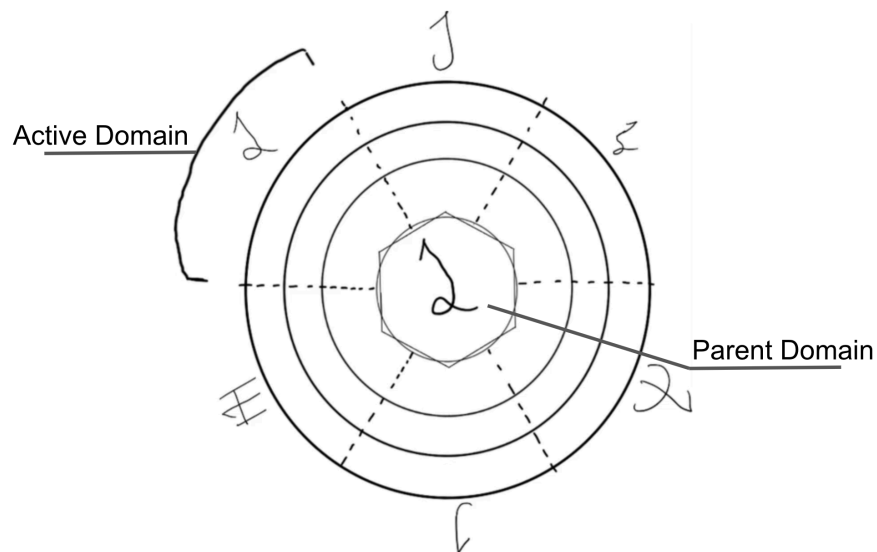
There are two types of domains:

Active Domain

Parent Domain

Parent Domain -
This is the magic group symbol (as shown in the Greater Hex Map) whose active domain the spell will start in. This is also the magic type that will apply the skill bonuses for your magic casts
For example, if you are skilled in Ley and use a Ley parent domain you get that +2 int bonus.
But if you use an End spell requiring an End parent domain and are only novice, then you will only get the +1 int bonus from that and NOT the +2 from your ley)

Active Domain -

This is the section of the Hex map (can be denoted by arrows as in the Magic group symbol: ↖Ley, ↑ Druidic, ↗ Shamanism, ↘ Dark Shamanism, ↓ Death, and ↙ End) that your glyph resides (dictated by the glyph's specified parent domain).

Basic Spell Grammar:

Glyph -

This is the base symbol of a "word" in a spell. This might be the ◺ glyph for light as used in Illuminate and Flash of Light. This is the base of spells, and each comes with its own unique description, like a pictographic alphabet, that can be seen in the Glyph Dictionary. They will have a natural AP cost, charge cost, range, and range type given to them that may go up or down based on modifiers explained in the modifiers section.

AP Cost (Bonds) -

As you need to use AP to perform actions in a turn, spells cost a specified number of AP. This is given by the number of connections or "bonds" between one glyph (or parent domain) and another glyph.

Charge cost (Energy Levels) -

Since spells are more mentally taxing than a normal action and require some magical aspect, they require charges (or in some cases Vigor as described by Druidism). These are represented by the arches, orbitals, or "energy levels" specified in the spell.

Range (Upper Accent) –

 Spells often vary in range: self, touch, or a ranged value in feet. These are represented by an "upper accent" on the glyph it is being applied to.

˟ = self

º = touch

• = ranged (5 ft)

▔ = ranged (10 ft)

゠ = ranged (20 ft)

Lack of Accent = in hand unless specified otherwise by Glyph

When Crafting Spells (regardless of domain) you cannot mix glyphs with the "self" or "touch" range with other ranged glyphs, unless otherwise specified in the glyph. E.g You can't mix the Glyph of Claws with the Glyph of Roots to try to get roots with clawed hands. But you can mix the Glyph of Thorns with the Glyph of Roots, as roots can naturally have thorns, to create thorny roots. Always consult the Glyph Dictionary.

Type of Range (Lower Accent) -

Spells also vary in range types: a radial spell that goes outward from a player, a beam (or point), and a cone that comes out in the direction the caster is facing. These are represented by a "lower accent" on the glyph it is being applied to.

◤ = radial

• = beam or point

< = cone

Lack of Accent = in hand unless specified otherwise by Glyph or Upper Accent

How to Write:

Although drawing the Hex Map would be the official scholarly way to write your spells, it is a rather complicated method that has a lot of excess ink not needed for every spell. So to write a spell, it can be done in two much simpler ways, *Ordered* and *Demotic*. The main difference is whether or not there are glyph circles. *Ordered* is necessary for wards, scripts, sigil writings, and fleshweaving, which will be discussed later.

E.g. Flash of Light

10 ft range

Glyph of Light

Radial

1Charge

1AP

Ley Magic Domain

Parent Domain in a larger circle

Ordered

Glyph and accents in circle

Demotic

Glyph and accents without circle

Parent Domain larger but without a circle

Conditional Marks:
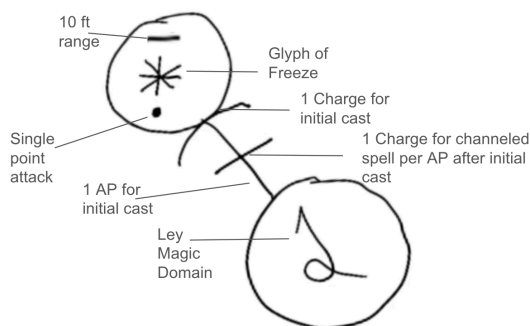
Channeled or Not -

Some spells are, by default, or have the option to be, channeled. This means that you have to use the amount of AP specified continuously to channel the spell over multiple actions or turns. This is represented by a cross/dash over the required amount of "bonds" that represent the specified number of charges needed to channel post the initial cast.
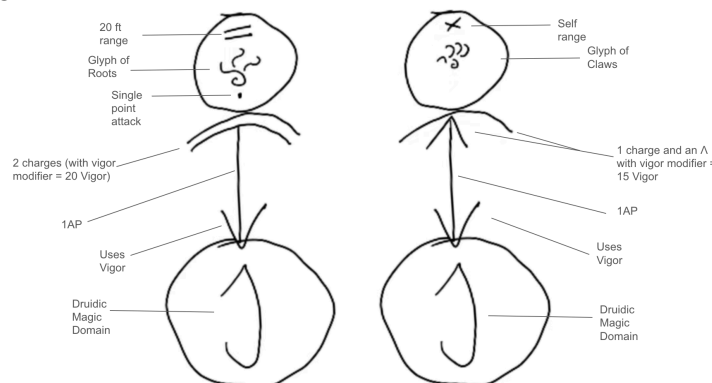E.g. Freeze

Charge or Vigor –

When considering some spells (like those in Druidism), the cost of a spell is not with a charge (SPI or INT based), but with your Vigor. As these are different from normal charge costs, the start of your bond to any Druidic spell (whether from your parent domain of Druidism, or the previous glyph) will be notated with a V as shown below on the left. If the spell then uses Vigor as denoted by the V than each energy level attached to the bond denoted to be using Vigor will be equivalent to 10 points of Vigor needed (e.g. 1 energy level = 10 vigor, 2 = 20 vigor, etc.). However as some spells require a multiple of 5 Vigor, this can be done by adding an upside-down V (Λ) to the end of the bond line, as shown on the bottom right (e.g. 1 energy level and a Λ mark = 15 vigor).
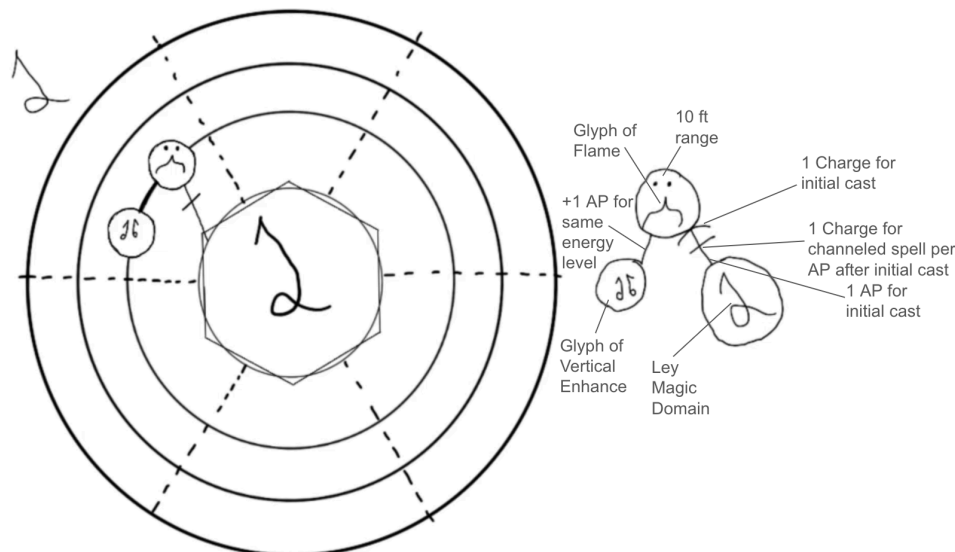E.g.) Left: Roots, Right: Claws

Focusing - (should this be a feature or just declared?)

Shaman spells can be Focused, allowing you to spend additional AP to increase their effect before casting. Each Shaman spell has a potential max damage. When initiating a cast, the initial potential damage will be a d% × max damage. For each additional AP you spend to Focus, add 10% to the initial roll. Roll for accuracy when unleashing the cast, not when you start focusing. To add this focus an addition of the Focus symbol (**}**) is added to your bond at it's base. For each AP spent to focus it another **}** is added, and the AP cost goes up by 1.

Crafting in Your Parental Active Domain:

If crafting a spell using glyphs in the active domain matching your parent domain, you are crafting in your Parental Active Domain. This means that you are not straying out of your respective magic types active domain region, as shown in the Greater Hex Map. Therefore, when writing the spell you must stay within that active domain region. You must also add a connecting line from your last glyph to the new one. For each additional glyph on the same energy level, you will increase your overall spell's AP cost by the glyphs specified amount, unless it is an enhancement glyph in which it is then an increase of 1 AP and no charge, unless otherwise stated by the glyph. For each "energy level" you go up or down (n) you will increase your overall spell's charge cost by that amount [n*Charges].

E.g.) Flame Wall (NOT Wall of Flame, see Modifiers) in both Greater Hex writing (left) and Ordered format (right)
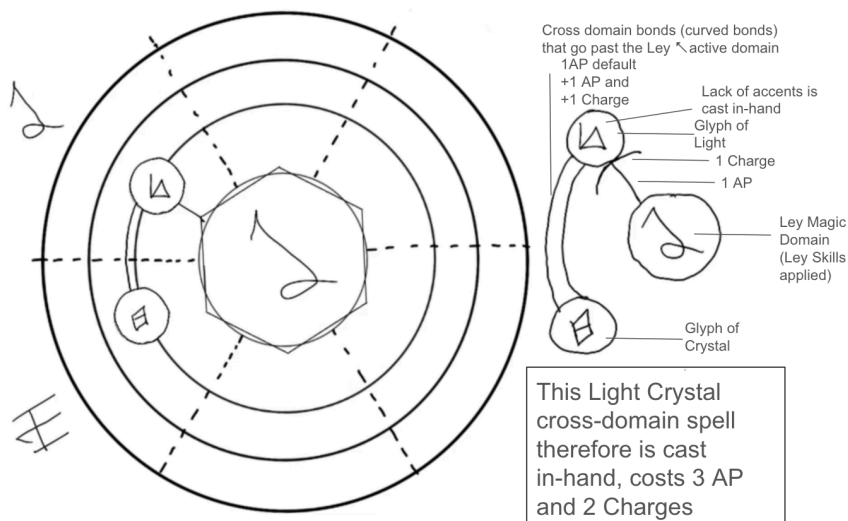
Mixing active domains:

If you are mixing active domains, straying from the active domain you are currently in into another, you must add a connecting line from your last glyph to the new one. For each additional glyph on the same energy level, you will increase your overall spell's AP cost by the glyphs specified amount +1 Charge and +1 AP. For each "energy level" you go up or down (n) you will add that many AP and Charge costs +1

$$[(n+1)AP \text{ and } (n+1)Charge] + GlyphAP$$

E.g.) if you link from a Ley magic glyph to an End magic glyph on the same energy level you would add 1AP and 1Charge to your spell cost.
If you went to an energy level above your last glyph it would cost 2AP and 2Charge more.

If you want to add a glyph that is default at a lower energy level, it will be automatically moved to the level of your last glyph.

Cross domain bonds (curved bonds) that go past the Ley active domain
1AP default
+1 AP and +1 Charge

Lack of accents is cast in-hand
Glyph of Light
1 Charge
1 AP

Ley Magic Domain (Ley Skills applied)

Glyph of Crystal

This Light Crystal cross-domain spell therefore is cast in-hand, costs 3 AP and 2 Charges

Modifiers:

Still testing…

Damage/Fortitude Increase

Add 2 charge per multiple of normal duration

Change Effect to Damage:

Ley Fire Burn → Burn + d12 x INT MD✨(Force), Add 5 AP Requirement: 16 INT and Master (If not, DEATH)
Add a radial fire effect to the Glyph this is applied to (see below)
—-----------------

Shoot Ice1 (Modifier for Glyph of Shoot Ice) Range limit: 20ft, Ice deals d6 × 2 (Piercing) PD ❌/2 PP, Add 1 AP (Foe rolls 1 medium AGI checks, if from point or beam, 2 medium AGI checks if cone, and 3 medium AGI checks if radial Glyph of Ice), Requirement: 16 INT and Master (If not, DEATH).
Add a boldened single lined square around the Glyph this is applied to (see below)

Shoot Ice2 (Modifier for Glyph of Shoot Ice) Range limit: 10ft, Ice deals 100 (Piercing) ❌/6 PP Add 3 AP, Requirement: 16 INT and Master (If not, DEATH)
Add a double lined square around the Glyph this is applied to (see below)

—-----------------
Crystal Projectile → Crystal or shards send toward target (if character this hits all limbs), shooting D4 projectiles (only 1 if single Crystal) dealing d10 (Piercing) ❌/1 PP (for shards) or dealing d10 (Force)❌, Add 1 AP
Add a single lined diamond around the Glyph this is applied to (see below)

AP Cost Reduction (Quicken)

2x charge (after all modifiers and glyphs) per AP lost for Novice and Adept
1.5x charge (after all modifiers and glyphs) per AP lost for Master (round down for result)
No cost for 1st AP lost for Master (if in Mastered Magic domain). E.g. If Ley fire Master removes 2 AP from a 3 AP ley magic spell, the 1st AP lost costs him nothing, and the 2nd is 1.5 x charge.

Range Increase

Add 1 charge per multiple of range increase for ranges with an initial range <20ft
-    This includes going from a range of at your fingertips to 10 ft
Add 2 charge per multiple of range increase for ranges with an initial range between 20-30ft
Add 3 charge per multiple of range increase for ranges with an initial range >30ft
Add 5 charge per multiple of range increase for ranges with an initial range 100ft or greater
E.g) Wall of Flame: By adding 1 charge the initial range of the Flame glyph is doubled from 10ft to 20 ft, allowing for a 20-foot-long wall of flame

20 ft range (modified from initial 10 ft)

Glyph of Flame

2 Charge for initial cast, increased from 1 Charge default due to modified range

1 Charge for channeled spell per AP after initial cast

1 AP for initial cast

Glyph of Vertical Enhance

Ley Magic Domain

Range Type Change

Changing the Type of range is a bit determined by the nature of the Glyph itself, but there are general rules.

Point → Beam, add 1 charge (for initial cast) and channeled (costing the original charge of the point Glyph) to a potentially channelable glyph (otherwise impossible)

Point(if channelable)/Beam → Cone, add 1 Charge per 5 feet added to the width of the cone and keep range (counts as added 5ft to total range if then changed to Radial, ie 10ft default beam → 10ft beam with 5ft width cone → 15 foot radial)
OR Add 1 AP to ½ range and add a width of 5ft (counts as added 5ft to total range if then changed to Radial, ie 10ft default beam → 10ft beam with 5ft width cone → 15 foot radial)

Cone → Radial, add 3 Charges to keep range (≤20ft), 4 Charges (≤30ft), 5 Charges(>40ft)
OR Add 1 AP to ½ range and add 1 Charge for (≤20ft default), 2 Charges (≤30ft default), 3 Charges (>40ft default)

The Incorporeal Magics:

Very little is known of the nonsecular magics. Monks with both Ndaiian and Vissiath abilities have had little similarity to those of the scholarly magics and are unable to be linked in any way to the 8 Greater Magic Groups as shown. However given the immaterial form of their systems we believe giving a short word on their style, potential source, and the current theory as has been disclosed would do scholars well.

Ndaiian:

Vissiath:

A Brief Word on Divinity:

The work of priestly folk is still much of a mystery. It is similarly not combinable with the Greater Magic groups like the Incorporeal Magics, but is in no way a magic like those either. It is simply a fact that some scholars may detest that the spirit of folk is impressionable, and that priests are some of the few folk that can impress upon us with greater ease. The belief in their god or gods links them to the followers like a parent to their kin and allows them to do some undeniably impressive feats.

Their miracles, however, are truly as they say… simply miracles. It seems that the forces of the universe, in whatever form they may take, bestow them upon those willing to listen.

Glyph Dictionary

Magic Group Symbols:

〜 - Ley
Description:

〕 - Druidism
Description:

ʃ - Shamanism
Description:

〢 - Dark Shamanism
Description:

ʅ - Death
Description:

⅀ - End
Description:

Glyphs:

Ley Glyphs:

Novice Glyphs:

△ - Light:
Emanate a light from your hand radially outward. It's shine is almost calming
Default Energy Level: 1 (0 Charge if alone, i.e. illuminate)
Default AP: 1, Instant
Default Range: 10 ft
Default Range Type: Radial
Can it be channeled: Yes

- Detect Magic:
Is this a spell? Or passive?
Default Energy Level: 1 (0 if alone, i.e. Detect Magic)
Default AP: 1
Default Range: Depending on level of magic detected Low: 20ft, Medium: 30ft, Strong: 40 ft.
Default Range Type: Radial

Can it be channeled: Yes

- Charge (Release/Damage)
Imbue a weapon with MD ✨ equal to 2 × INT. When the effect wears off, the weapon turns to ash
Default Energy Level: 2
Default AP: 2
Default Range: Touch
Default Range Type: Point
Can it be channeled: No
Default Duration: 3 turns (18 sec)

- Charge (Absorb/Resistance)
Imbue a piece of armor with MR 🔵 equal to 2 × INT. When the effect wears off, the armor turns to ash
Default Energy Level: 2
Default AP: 2
Default Range: Touch

Default Range Type: Point
Can it be channeled: No
Default Duration: 3 turns (18 sec)

Adept Glyphs:

✳ - Freeze:
The Ley winds caught within your cast halt almost to a stand still inflicting 4 Slow on targets within your range
Default Energy Level: 1
Default AP: 1
Default Range: 10ft
Default Range Type: Beam
Can it be channeled: Yes

⌒ - Flame:
Energize the Ley winds you cast upon making that which it touches burn. Causes Burn.
Default Energy Level: 1
Default AP: 1
Default Range: 10ft
Default Range Type: Point
Can it be channeled: Yes

- Socket:
If a weapon or piece of armor has a slot for a magical item or gemstone, you may use the Ley winds to fuse them together so the weapon or armor gains the effects of the magical item.
Default Energy Level: 1
Default AP: 2
Default Range: Touch
Default Range Type: Point
Can it be channeled: No
Duration: Continious

- Heat:
Heats up the Ley winds in front of you and pushes non-monstrous targets back 5ft
Default energy Level: 1
Default AP: 1, Instant
Default Range: 5ft
Default Range Type: Beam
Can it be channeled: Yes

- Chill:
The Ley winds caught within your cast slow down inflicting 1 Slow on targets within your range
Default Energy Level: 1
Default AP: 1, Instant
Default Range: 10ft
Default Range Type: Cone
Can it be channeled: No

- Ice:
You take away all of the energy within the Ley winds creating a thing of ice before you with the density of the weight (w) of the cast
Default Energy Level: (Depends on Weight (w =1,2,3,4etc) of Object, Charge = ½ weight value, round up. A spike/shard = 1 Charge)
Default AP: 1
Default Range: ≤10ft
Default Range Type: Point
Can it be channeled: No, but is long-lasting

- Shape Ice:
You cut away at the Ley ice shaping it into your desired form as long as there is

*enough material to do so. Can only be
added to Glyph of Ice*
Default Energy Level: 1
Default AP: 0
Default Range: Touch
Default Range Type: Point

Can it be channeled: No, but is long-lasting

Master Glyphs:

- Greater Flame:
*Energize the Ley winds you cast upon with
far greater power and control making that
which it touches burn and effect the natural
world around it. Damage: If caught in
flames, 2 x INT MD*✨*and Causes Burn.*
Default Energy Level: 2
Default AP: 1
Default Range: 30ft
Default Range Type: Point
Can it be channeled: Yes

Default Energy Level: 4
Default AP: 1, instant
Default Range: 30ft
Default Range Type: Cone
Can it be channeled: No

- Greater Chill:
*The Ley winds caught within your cast come
to stop briefly inflicting Inflict 6 Slow on
targets within your range*

Ley Enhancements:

Novice:

- Brightness Enhancement:
Adds the Stun effect to a spell with the Glyph of Light
Default Energy Level: 1

Adept:

🜊 - Vertical Enhancement:
*Adds 6ft to the height of the channeled or
long-lasting glyph attached (mass is
increased as would be expected)*
Default Energy Level: 1

⟩⟨ - Impact Enhancement:
*If spell makes contact, knock the enemy
Prone. If makes contact with inanimate
object, it will cause fracturing.*
Default Energy Level: 1
Requirements: +1 Charge instead of +1 AP
for glyph crafting in the Ley domain

- Shoot Ice:

If the caster chooses to release the Ley ice as it pulls away from them during formation it shoots their Ley Ice up to the Glyph of Ice's specified range

Default Energy Level: 1 (No AP or Charge cost unless modified i.e. Shoot Ice1 or Shoot Ice2)

🍃 - Greater Vertical Enhancement:
Adds 10ft to the height of the channeled or long-lasting glyph attached
Default Energy Level: 2

Druidism Glyphs:

Note: ALL have the Vigor modifier attached

Novice Glyphs:

🐍 - Roots:
Default Energy Level: 2
Default AP: 1
Default Range: 20ft
Default Range Type: Point
Can it be channeled: No

- Spirit Flame (Heal):
Cast green fire to restore the Vigor of a target at the cost of your own. Lose Spirit x 2 as Vigor and restore target's Vigor by the same amount. Restore targets Injury Units equal to your Spi. (Requires Medium Spirit Check)
Default Energy Level: 1 (Vigor cost is Spirit x2)
Default AP: 1
Default Range: 10ft
Default Range Type: Beam
Can it be channeled: Yes

- Spirit Flame (Damage):
Cast dark green fire to inflict MD 💥 *on a target, Damage: SPI × 2 MD* 💥

Default Energy Level: 1 (Vigor cost is Spirit x2)
Default AP: 1
Default Range: 10ft
Default Range Type: Beam
Can it be channeled: Yes

- Barkskin:
Harden your skin like tree bark, reinforcing your PR 🛡️. *Bark skin acts as another layer of armor with 10 NR, 10 FR, and 1 PT for all sources of PD* ❎. *Dispelling the bark skin restores the HP used to cast it*
Default Energy Level: 1
Default AP: 1, instant
Default Range: Self
Default Range Type: Self (cannot be changed)
Can it be channeled: No
Duration: 3 turns

- Thorns:
Grow bony thorns and spikes that protrude from your skin all over your body. If an enemy comes into contact with an area of

your body where you are wearing Light armor or less, they will take damage. If the enemy punches, kicks, or grapples you while they are wearing light armor or less in any area, they will take 10 (Piercing) ❌*/1 PP. Dispelling the thorns restores the HP used to cast it*

Default Energy Level: 1
Default AP: 1 AP, instant
Default Range: Self
Default Range Type: Self
Can it be channeled: No
Duration: 3 turns

Adept Glyphs:

꒰꒱ - Claws:
Default Energy Level: 1 (+5 Vigor)
Default AP: 1
Default Range: Self

Default Energy Level: 2
Default AP: 1
Default Range: Touch
Default Range Type: Touch

 - Remediate:
Cure yourself or a target of any poison, curses, or uncheck the Bleed Box.Cannot be performed during combat

Master Glyphs:

- Fire of Life:
Revert your Inner Fire to Inner Embers forever and in exchange you may resurrect one mortal entity at full Vigor and fully restoring their body, curing them of any ailments and healing any injuries (including missing limbs): Cost: Loss of Inner Fire forever
Default Energy Level: 3
Default AP: 6
Default Range: Touch
Default Range Type: Touch
Can it be channeled: No

Druidism Enhancements:

Novice:

Adept:

- Shoot Thorns:
Shoot Thorns in all directions (radial) for 5ft. If you are casting thorns from yourself you

must be wearing Light armor or less on your torso. Damage: 10 (Piercing) PD ❌*/2 PP, Instant*
Default Energy Level: 1

- Venom:

While Thorns is active, cause the thorns to secrete a poison. Inflicts 1 Poison on contact
Default Energy Level: 1

Duration: 1 turn?

Master:

Shamanism Glyphs:

Earth, Water, Fire, and Air can each be manipulated and each has their own unique uses and effects. The amount of each element you can manipulate changes as your power grows.
The increments in size (s) are Small (s=1), Medium (s=2), Large (s=3), and Tremendous (s=4).
Small: tennis ball sized
Medium: basketball sized
Large: yoga ball sized
Tremendous: refrigerator sized

Novice Glyphs:

Glyph of Earth (s=1):
Throw chunks of earth the size of a tennis ball from a source at a target up to 10ft away. Damage: d% +(10 x Focus) of 10 (Force)/1PP
Default Energy Level: 1
Default AP: 1, instant
Default Range: 10ft
Default Range Type: point
Can it be channeled: no

Glyph of Water (s=1):
Shoot a thin tendril of water toward your target from a source 10ft away. Damage: d% +(10 x Focus) of 10 (Force)/0PP
Default Energy Level: 1
Default AP: 1, instant
Default Range: 60ft
Default Range Type: beam
Can it be channeled: no

Glyph of Fire (s=1):
Pull fire of a small size from a source up to 10 ft away and hurl it at enemies, extinguishing the same amount of fire.
Damage: (d% + 10 × Focus) 30 MD, Causes Burn
Default Energy Level: 1
Default AP: 1, instant
Default Range: 60ft
Default Range Type: point
Can it be channeled: no

Glyph of Air (s=1):
Pull the air from 1 vessel you target (vessel includes lungs).Damage: (d% + 10 × Focus) 60 Vigor, Inflicts 1 Stun buildup
Default Energy Level: 1
Default AP: 1
Default Range: 30ft
Default Range Type: radial
Can it be channeled: no

Adept Glyphs:

Glyph of Earth (s=2):
Shifts a chunk of earth the size of a basketball. This can either set the chunk up as a new mound of the same size or hold it mid air for the action. IF THROWN: Damage: d% +(10 x Focus) of 150 (Force)/2PP
Default Energy Level: 1
Default AP: 1
Default Range: 10ft
Default Range Type: point
Can it be channeled: no

Glyph of Earth (s=3):
Pull up chunks of earth the size of a large yoga ball. This can either set the chunk on a surface or hold it mid air. IF THROWN: Damage: d% +(10 x Focus) of 300 (Force)/4PP
Default Energy Level: 1
Default AP: 2
Default Range: 10ft
Default Range Type: point
Can it be channeled: no

Glyph of Water (s=2):
Shoot a tendril of water toward your target from a source 10ft away. Damage: d% +(10 x Focus) of 20 (Force)/0PP
Default Energy Level: 1
Default AP: 1

Glyph of Water (s=3):
Shoot a large tendril of water toward your target from a source 10ft away. Damage: d% +(10 x Focus) of 40 (Cutting)/0PP
Default Energy Level: 2
Default AP: 2
Default Range: 30ft

Default Range Type: beam
Can it be channeled: no

Glyph of Fire (s=2):
Pull fire of a medium size from a source up to 10 ft away and hurl it at enemies, extinguishing the same amount of fire. Damage: (d% + 10 × Focus) 60 MD, Causes Burn
Default Energy Level: 2
Default AP: 1
Default Range: 60ft
Default Range Type: point
Can it be channeled: no

Glyph of Fire (s=3):
Pull fire of a medium size from a source up to 10 ft away and hurl it at enemies, extinguishing the same amount of fire. Damage: (d% + 10 × Focus) 90 MD, Causes Burn
Default Energy Level: 3
Default AP: 2
Default Range: 30ft
Default Range Type: point
Can it be channeled: no

Glyph of Air (s=2):
Pull the air from 2 vessel you target (vessel includes lungs).Damage: (d% + 10 × Focus) 60 Vigor, Inflicts 1 Stun buildup
Default Energy Level: 2
Default AP: 1
Default Range: 30ft
Default Range Type: radial
Can it be channeled: no

Glyph of Air (s=3):

Pull the air from 5 vessels you target (vessel includes lungs).Damage: (d% + 10 × Focus) 60 Vigor, Inflicts 1 Stun buildup
Default Energy Level: 3
Default AP: 2
Default Range: 15ft

Default Range Type: radial
Can it be channeled: no

Master Glyphs:

Glyph of Earth (s=4):
Pull up chunks of earth the size of a refrigerator. IF THROWN: Damage: d% +(10 x Focus) of 1000 (Force)/6PP
Default Energy Level: 5
Default AP: 2
Default Range: 10ft
Default Range Type: point
Can it be channeled: no

Glyph of Water (s=4):
Shoot a tremendous tendril of water toward your target from a source 10ft away. Damage: d% +(10 x Focus) of 80 (Force)/0PP
Default Energy Level: 3
Default AP: 2, instant
Default Range: 30ft
Default Range Type: beam

Glyph of Fire (s=4):
Pull fire of a medium size from a source up to 10 ft away and hurl it at enemies, extinguishing the same amount of fire. Damage: (d% + 10 × Focus) 180 MD, Causes Burn 2
Default Energy Level: 4
Default AP: 2
Default Range: 30ft
Default Range Type: point
Can it be channeled: no

Glyph of Air (s=4):
Pull the air from 10 vessels you target (vessel includes lungs).Damage: (d% + 10 × Focus) 60 Vigor, Inflicts 1 Stun buildup
Default Energy Level: 5
Default AP: 2
Default Range: 15ft
Default Range Type: radial
Can it be channeled: no

Shamanism Enhancements:

Novice:

Adept:

Glyph of Minor Throw Earth:*Throw an object of earth that is loose or suspended with a medium or large size (such as with Glyph of Earth(s=2 or 3)) up to 20 ft away, dealing the specified thrown damage.*
Default Energy Level: 1
Requirements: +1 Charge instead of +1 AP when crafting in the Shaman domain

Glyph of Water Grapple: *A tendril of water this is applied to initiate a Grapple on its target (only if s = 2,3,or 4).Use 2 × SPI instead of STR for appropriate checks.*
The Charge and Cast Time for Grappling is the same as the amount of water you're manipulating

Master:

Glyph of Major Throw Earth:*Throw an object of earth that is loose or suspended with a tremendous size up to 10 ft away, dealing the specified thrown damage.*
Default Energy Level: 1
Requirements: +1 Charge instead of +1 AP when crafting in the Shaman domain

Dark Shamanism Glyphs

Novice Glyphs:

Adept Glyphs:

Master Glyphs:

Dark Shamanism Enhancements:

Novice:

Adept:

Master:

Death Glyphs:

Novice Glyphs:

Adept Glyphs:

Master Glyphs:

Death Enhancements:

Novice:

Adept:

Master:

End Glyphs:

Novice Glyphs:

- Noxious:
Turn the End winds around you into a cloud of noxious gas. Caster is immune to the effects. Entities in the cloud lose 60 Vigor. Triggers if an entity ends their turn in the Noxious Cloud.

Default Energy Level: 1
Default AP: 1, instant
Default Range: 15ft
Default Range Type: Radial
Can it be channeled: No

- Volatility:
Turn the End winds around you into a volatile cloud of gas. Caster is immune to the effects. Entities in the cloud lose 30 Vigor. Triggers if an entity ends their turn in the Volatile Cloud. The cloud can be ignited from an external source. Entities in the cloud upon ignition will be inflicted with Burn
Default Energy Level: 2
Default AP: 1, instant
Default Range: 15ft
Default Range Type: Radial
Can it be channeled: No

- Devour:
Absorb the health of a target you are in contact with Deal 2 × INT MD ✨ and recover Injury Units equal to the ¼ final damage dealt. Fresh corpses have 5 injury units to steal.
Default Energy Level: 2
Default AP: 2
Default Range: Touch
Default Range Type: Touch
Can it be channeled: Yes (2 charge/2 AP per channeled turn

Adept Glyphs:

◇ - Crystal:
Condense the End winds into a hard blood red crystal before you (this is susceptible to gravity.).
Default Energy Level: 1
Default AP: 1
Default Range: 15ft
Default Range Type: Point
Can it be channeled: No

- Disenchant:
Turn weapons and armor imbued with magic into their Primal Essence, pure magic in crystalline form. This destroys the weapon or armorDisenchanting a weapon produces a Weapon Essence crystal with a stored magic value equal to the weapon's MD. This cannot be used on Ice Weapons Disenchanting a piece of armor produces one (1) Armor Essence crystal
Default Energy Level: 1
Default AP: 2
Default Range: Touch
Default Range Type: Touch
Can it be channeled: No
Limit: Unusable in combat

- Enchant (Weapon):
Use the power stored in a Weapon Essence crystal to enchant a weapon. This transfers the MD value stored in the Weapon Essence to the destination weapon. This can be done multiple times to the same weapon. If a single weapon is enchanted 2 times, it becomes Unstable, reducing it to 1 Strike and halving its durability. Attempting

to use Disenchant on this weapon will now just turn it to dust
If a single weapon is enchanted 5 times, it becomes Draining. Every turn this weapon is wielded in combat, it inflicts 10 ✨ to the wielder's arm.
Default Energy Level: 2
Default AP: 2
Default Range: Touch
Default Range Type: Touch
Can it be channeled: No

- Bloodstone (Craft):
By combining the End within 3 Armor Essences you can craft a Bloodstone
Default Energy Level: 2
Default AP: 2
Default Range: ≤10ft
Default Range Type: Point
Can it be channeled: No

- Endflame:
Turn the End winds against a target, unleash a flaming bolt of End magic.
Damage: INT + attack roll MD ✨
Default Energy Level: 1
Default AP: 2
Default Range: 20ft
Default Range Type: Beam
Can it be channeled: No

Master Glyphs:

- Demongate:

Using the End winds open a rift to hell. The rift to hell seals in 2 seconds or after an End

Pull whichever happens first unless stabilized.
Default Energy Level: 5
Default AP: 2
Default Range: 5ft
Default Range Type: Point
Can it be channeled: No
Table:
Roll a d20 to see what comes out of the portal when using End Pull

1	Cast Crystal Rain 3 times at the point the portal is opened. This can also hit the caster
2-10	2-10: A vortex of Endwind blows through the portal dealing your d20 roll × 10 MD ✨ to all entities in a 10 foot radius
11-15	Spirits of the damned flow out and inhabit any corpses within a 10 foot radius of the portal. The corpses are resurrected as feral undead who recklessly strike any nearby targets
16-19	A lesser demon emerges from the portal (at the GM's discretion)
20	A feral demon warrior bursts through the portal

- End Pull:
Beckon End winds and the creatures of which it flows through towards you. Is easiest to cast in areas with concentrated End (e.g. Hell). If linked with with the Glyph of Demongate consult the Demongate table.
Default Energy Level: 3
Default AP: 2
Default Range: 10ft
Default Range Type: Beam
Can it be channeled: No

- Enslave (demon)
Your control over the End that makes up their mind and soul submits to you. They heed your call.
Default Energy Level: 1
Default AP
: 2
Default Range: 10ft
Default Range Type: Point
Can it be channeled: No

- Soul Vessel (create)
Using the End winds
Default Energy Level: 2
Default AP: 2
Default Range: 5ft
Default Range Type: Point
Can it be channeled: No
Limit: This cannot be performed in combat

- Soul Vessel (store)
Default Energy Level: 1 charge for each 10 Vigor stored from a target (or becomes a vigor modified glyph if self)
Default AP: 2
Default Range: Touch
Default Range Type: Touch
Can it be channeled: No

- Soul Vessel (resurrect)
Default Energy Level: 1
Default AP: 2 AP
Default Range: Touch
Default Range Type: Touch
Can it be channeled: No

End Enhancements:

- Shadowfire:
This gives Ley Fire magic spells the additional Shadowfire effect, dealing 2 × INT MD ✨ to any limb instantly upon initial contact (if you are completely engulfed in Shadowfire this will afflict all targets you come in contact with). This includes contact with existing Walls of Flame and areas burning with the Shadowfire effect.
Default Energy Level: 1 (0 Charge cost even though only used in cross-domain crafting)
Requirements: Upon learning this Glyph, you become a Traitor to Ley. You can no longer put skill points into leveling Ley Magic, Druidism, or Shamanism skills from this point onward

- Crystal Growth:
Grows the initial crystal from the Crystal Glyph far enough outward up to a total of 10ft away from you (add the proper Upper Accent to the crystal glyph, and this overwrites the default 15 ft). If hit by the point of a growing crystal while it grows (during the initial cast), you will take 40 (Piercing) PD ❌/7 PP. If range is increased increase the damage by that multiple (e.g. 30ft range = 3x40 → 120 PD ❌/7 PP.)
Default Energy Level: 1

- Crystal Grove:
Splits the Glyph of Crystal attached into an area covering 10 ft radial circle of shards.
Default Energy Level: 1