

Magiconomy

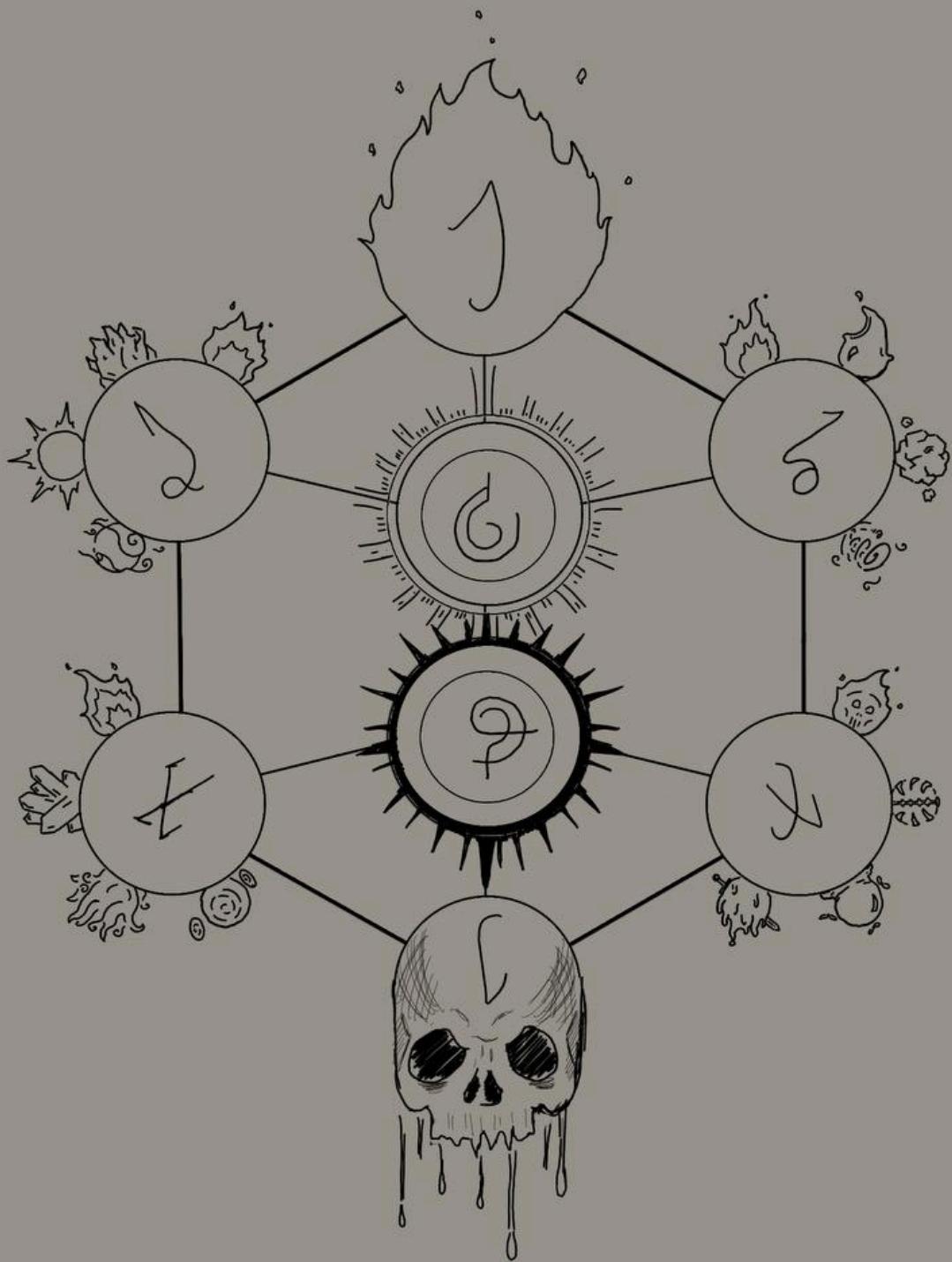
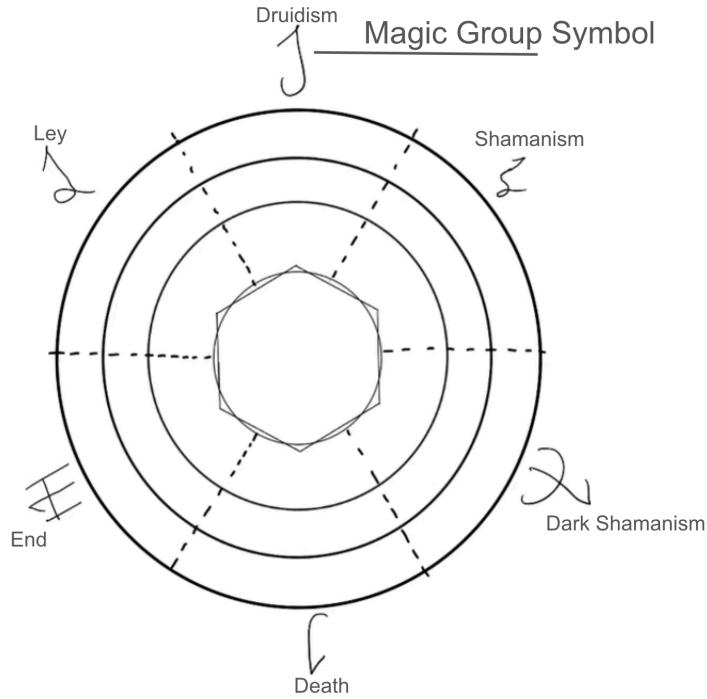


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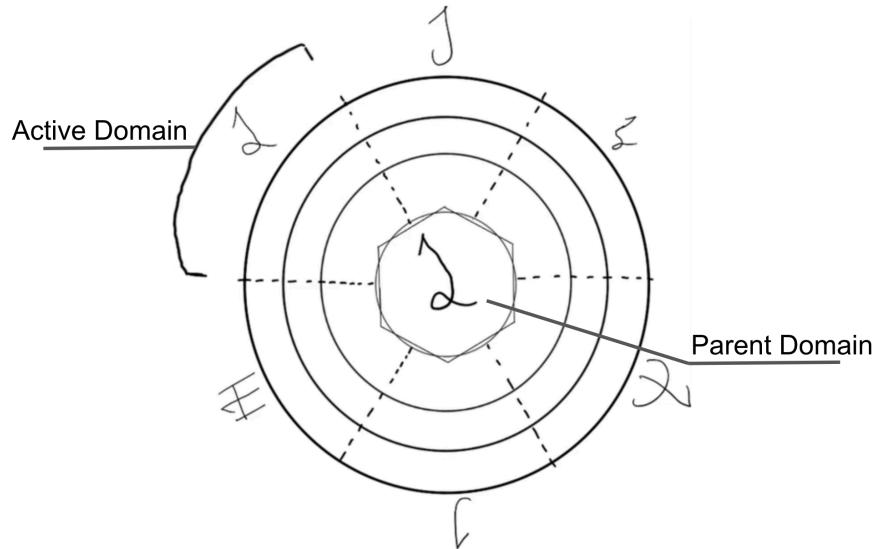
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General Layout: Greater Hex Map



Domains:

There are two types of domains:



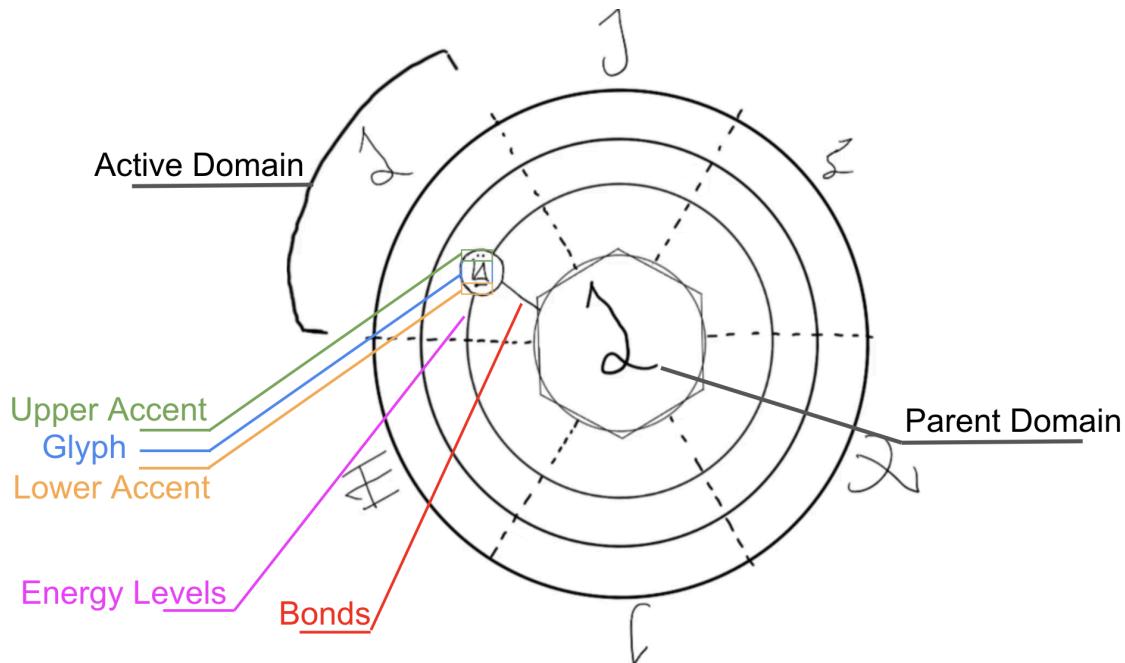
Parent Domain -

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, ↙ Witchcraft, ↓ 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.

Glyph Subset: Enhancement (EN) Glyphs

EN glyphs are glyphs purely meant to alter other glyphs in the spell to give your spell some more oomph. These EN glyphs CANNOT be cast on their own as the words of creation needed for them are fickle and wild, giving them no range, so they can only hitch a ride on a previously used glyph. They too can be seen in the [Glyph Dictionary](#). However, they only have a natural [AP cost](#) and/or [charge cost](#) as specified.

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
- ° = 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.

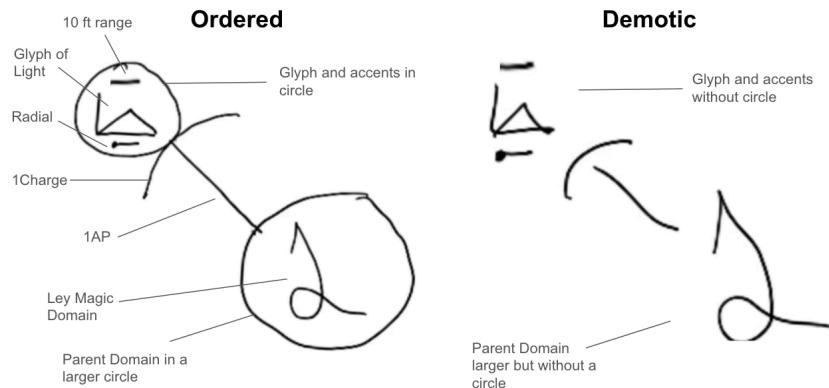
- * = self
- ° = touch
- . = point
- _ = beam
- <= cone
- = radial

Lack of Accent = No range or, 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

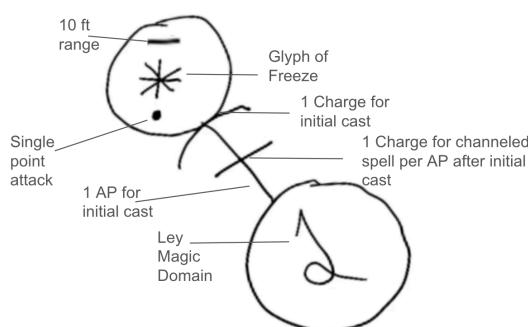


Conditional Marks:

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

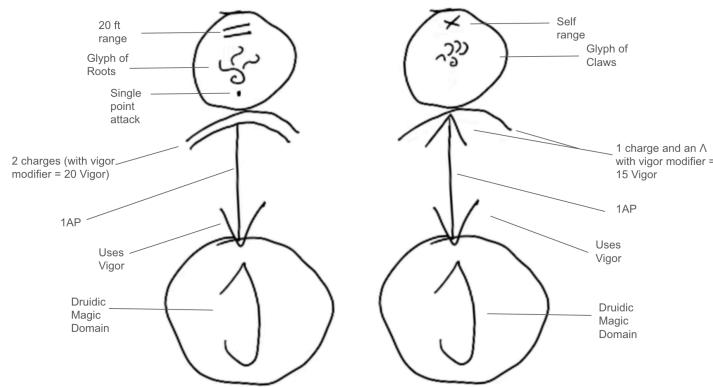


Charge or Vigor -

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



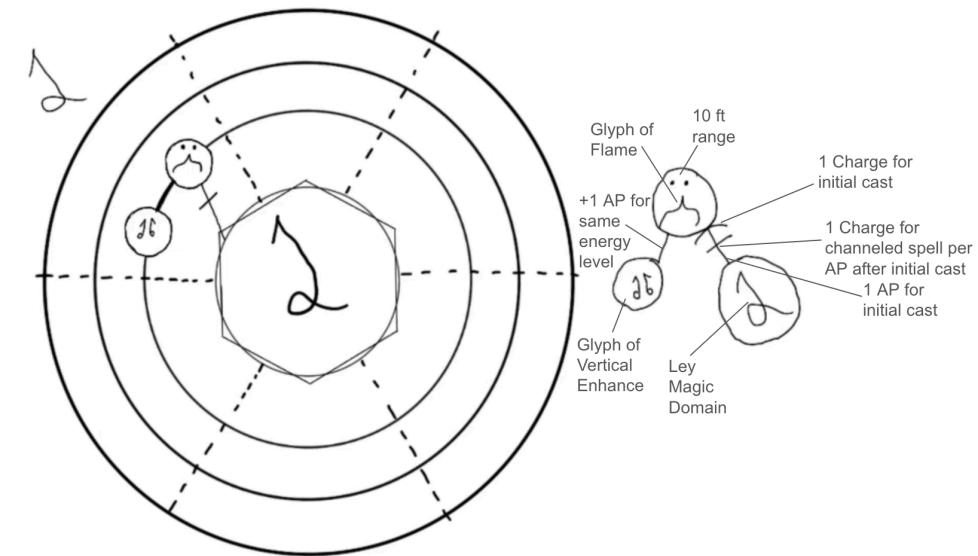
Focusing -

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 $d\% \times \text{max damage}$. 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. As you focus though, it may become ever more apparent that you are communing with the elemental spirits as the spell almost appears to solidify around you.

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 either an AP and/or Charge addition as stated by the EN glyph. For each "energy level" you go up or down (n) you will increase your overall spell's charge cost by that amount [$n * \text{Charges}$] and the specified AP.

E.g.) Flame Wall (NOT Wall of Flame, see [Modifiers](#)) in both Greater Hex writing (left) and Ordered format (right)



Mixing active domains:

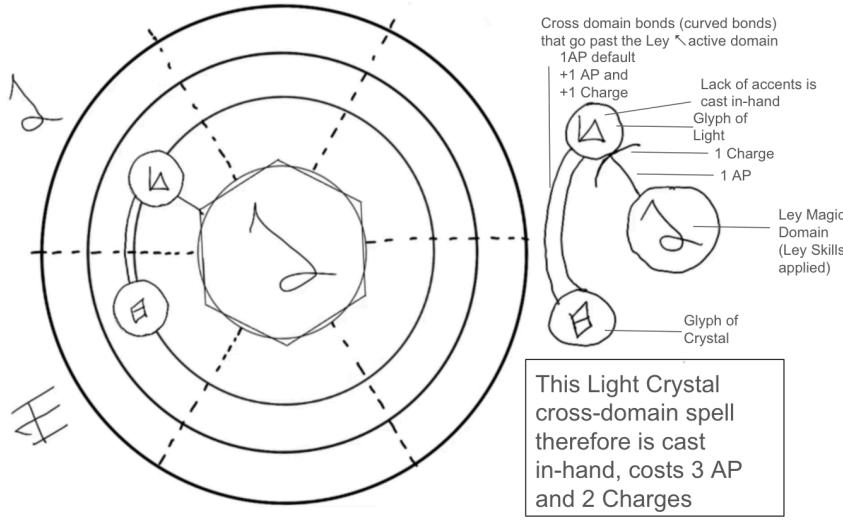
If you are mixing active domains, straying from the active domain you are currently in into another, you must add a connecting line from your last glyph to the new one. For each additional glyph on the same energy level, you will increase your overall spell's AP cost by the glyphs specified amount +1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

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

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.



Modifiers:

Still testing...

Damage/Fortitude Increase

Add 2 charge per multiple of normal duration

Change Effect (Glyph Specific):

Ley Fire Burn → Modifier for Glyph of Flame/ Greater Flame) Burn + d12 x INT MD (Force),

Add 5 AP Requirement: 16 INT and Master (If not, DEATH)

Add a radial circle effect to the Glyph this is applied to (see below)

Shoot Ice1 (Modifier for Glyph of Shoot Ice) Range limit: up to 20ft, Ice deals $d6 \times 2$ (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: Ice w<=2 ,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: up to 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)

Shape Ice1 (Modifier for Glyph of Ice w=1 and Ice w=2) Range limit: touch, You move the Ley ice with more intent shaping it into your desired form as long as there is enough material to do so. Adds 1 Charge

Add a triangle around the Glyph this is applied to (see below)

Shape Ice2 (Modifier for Glyph of Ice w=2 and Ice w=3) Range limit: touch, You move the Ley ice with more intent shaping it into your desired form as long as there is enough material to do so. Adds 2 Charge

Add a triangle around the Glyph this is applied to (see below)

Shape Ice3 (Modifier for Glyph of Ice w=5) Range limit: touch, You move the Ley ice with more intent shaping it into your desired form as long as there is enough material to do so. Adds 3 Charge

Add a triangle around the Glyph this is applied to (see below)

Crystal Projectile → (Modifier for Crystal) Crystal or shards send toward target (if character this hits all limbs), shooting D4 projectiles (only 1 if single Crystal) dealing d10 (Piercing) ~~X~~/1 PP (for shards) or dealing d10 (Force) ~~X~~, Add 1 AP

Add a single lined diamond around the Glyph this is applied to (see below)

Crystal Growth (Modifier for Crystal) Requires: Glyph of Crystal with beam range type Grows the initial crystal from the Crystal Glyph far enough outward up to the total range of the Glyph of Crystal away from you. If hit by the point of a growing crystal while it grows (during the initial cast), you will take 60 (Piercing) PD ~~X~~/7 PP per 15ft of growth. If range is increased increase the damage by that multiple (e.g. 30ft range = 2x60 → 120 PD ~~X~~/7 PP.). Add 2 AP

Add a double lined diamond around the Glyph this is applied to (see below)

Crystal Grove (Modifier for Crystal) *Splits the Glyph of Crystal attached into an area covering 10 ft radial circle of shards.* Add 1 Charge.

Ranged Curse → (Modifier for Glyph of Demise, Pestilence, Famine and Rage) With extra effort (adding 1AP) curses can now be cast at range at a point 20ft away. This is the ONLY way to convert the touch range glyph of a curse to a ranged spell that can be effected by a Range increase and Range Type Change.

Add ripples below the Glyph this is applied to (see below)

^WIP^

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

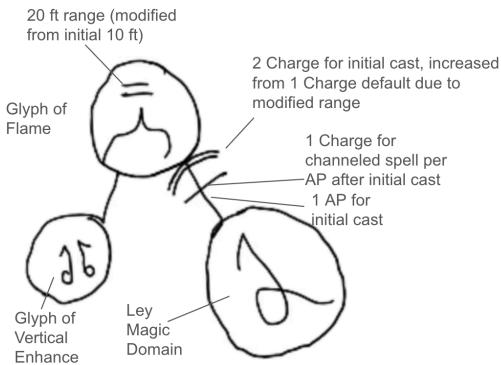
- This includes going from a range of at your fingertips to 10 ft

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



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 $\frac{1}{2}$ range and add a width of 5ft (counts as added 5ft to total range if then changed to Radial, ie 10ft default beam → 5ft beam with 5ft width cone → 10 foot radial)

Cone → Radial, add 3 Charges to keep range (≤ 20 ft), 4 Charges (≤ 30 ft), 5 Charges(>40 ft)

OR Add 1 AP to $\frac{1}{2}$ range and add 1 Charge for (≤ 20 ft default), 2 Charges (≤ 30 ft default), 3 Charges (>40 ft 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:



Description:



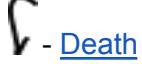
Description:



Description:



Description:



Description:

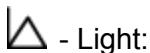


Description:

Glyphs:

Ley Glyphs:

Novice Glyphs:



Emanate a light from your hand radially outward. Its 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

Default energy Level: 1

Default AP: 1, Instant

Default Range: 5ft

Default Range Type: Cone

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

- 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

- 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

- 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 = 1,2,3,4, up to 5) of Object, Charge = $\frac{1}{2}$ weight value, round up. A spike/shard = 1 Charge). If the range type changes, you will make that type of ice within that range. Ex.) w=1 or 2 but radial is many shards of ice. w=5 but radial is a large disc or plate of ice around you (or under you). Get creative

Default AP: 1

Default Range: $\leq 10\text{ft}$

Default Range Type: Point

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

- Heat:

Heats up the Ley winds in front of you and pushes non-monstrous targets back 5ft

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 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

Default Energy Level: 4

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

- Shoot Ice Enhancement:

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. Only usable for w=2 or lighter ice. When makes contact the ice will fracture given no modification (no damage)

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



- 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

Master:



- 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:

Call upon the spark of life within the roots around a target and cause them to grow use them to wrap around the target, entangling them. Roots have 50 Vigor

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 x 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 Vigor 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) PP. Dispelling the thorns restores the Vigor 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:

Flare your inner embers to Grow bony claws from your fingertips. Slash: 10 (Cutting) /1 PP, Stab: 10 (Piercing) /1 PP, Ambush Weapon. Dispelling Claws restores the Vigor used to cast it
Default Energy Level: 1 (+5 Vigor)
Default AP: 1
Default Range: Self

- Remediate:

Cure yourself or a target of any poison, curses, or uncheck the Bleed Box. Cannot be performed during combat
Default Energy Level: 2
Default AP: 1
Default Range: Touch
Default Range Type: Touch

- Venom:

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

- 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

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:

None

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:

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

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

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: beam

Can it be channeled: no

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: point

Can it be channeled: no

Adept Glyphs:

Earth (s=2):

Shifts a chunk of earth the size of a basketball. This can either displace 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

Earth (s=3):

Pull up chunks of earth the size of a large yoga ball. This can either displace the chunk up as a new mound or hold it mid air for the action. 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

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

Default Range: 60ft

Default Range Type: beam

Can it be channeled: no

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

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: beam

Can it be channeled: no

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: beam

Can it be channeled: no

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

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:

Earth (s=4):

Pull up chunks of earth the size of a refrigerator. This can either displace the chunk up as a new mound or hold it mid air for the action. IF THROWN: Damage: $d\% + (10 \times \text{Focus})$ of 1000 (Force)/6PP
Default Energy Level: 4
Default AP: 2
Default Range: 10ft
Default Range Type: point
Can it be channeled: no

Water (s=4):

Shoot a tremendous tendril of water toward your target from a source 10ft away.
Damage: $d\% + (10 \times \text{Focus})$ of 80 (Force)/0PP
Default Energy Level: 3
Default AP: 2
Default Range: 30ft
Default Range Type: beam

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: $(d\% + 10 \times \text{Focus})$ 180 MD, Causes Burn 2
Default Energy Level: 4
Default AP: 2
Default Range: 30ft
Default Range Type: beam
Can it be channeled: no

Air (s=4):

Pull the air from 10 vessels you target (vessel includes lungs). Damage: $(d\% + 10 \times \text{Focus})$ 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:

Adept:

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

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:

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: 4

Requirements: +1 Charge

Witchcraft Glyphs

Novice Glyphs:

Demise:

You alter your target soul's longevity inflicting the "Curse of Demise" Status Effect. On Apply: Target will die in 25 days, reduced by 1 day for every point you exceed the target's resistance roll by. E.g. You roll 15 and they roll 10. They will die in 20 days. While Active: The target will feel an increasing sense of dread as they rapidly approach their demise.

Default Energy Level: 1

Default AP: 5

Default Range: touch

Default Range Type: touch

Can it be channeled: no

Duration: Permanent

Pestulence:

You cause the soul of your target to crack and leak applying the "Curse of Pestilence" Status Effect on a target. On Apply: Target will spread any curses they are currently afflicted with to nearby targets within 6ft + 1 for every point you exceed their resistance roll by. E.g. You roll 15 and they roll 10. The curses will spread to all targets within 11 feet of the initial target While Active: Blisters will quickly form over the target's body and burst leaving sickly green scabs.

Default Energy Level: 1

Default AP: 1, instant

Default Range: touch

Default Range Type: touch

Can it be channeled: no

Famine:

Partially sever the connection between a targets soul and their fragments of Eyr, inflicting the "Curse of Famine" Status Effect on a target. While Active: Cannot naturally regenerate Vigor or Recovery Injuries. Target feels excessively fatigued and hungry during this time.

Default Energy Level: 1

Default AP: 1

Default Range: touch

Default Range Type: touch

Can it be channeled: no

Duration: Permanent for 5 days.

Rage:

Use the rage within a targets soul against them, inflicting the "Curse of War" on a target. On Apply/Reapply: Buildup = previous Buildup + the difference between your roll and target's resistance roll. While Active: The target is overcome with destructive rage causing them to attack either the closest entity or another nearby entity that is currently and was most recently afflicted with Greater Curse of War with murderous intent.

Default Energy Level: 1

Default AP: 1

Default Range: touch

Default Range Type: touch

Can it be channeled: no

Duration: Buildup

Adept Glyphs:

Virulence: Reduce the max duration of a Curse to 1% of the original as a hard limit. E.g. If the Duration was 25 days it now becomes 5 days.

Default Energy Level: 6

Default AP: 1

Default Range: touch

Default Range Type: touch

Can it be channeled: no

Chronic: Change the Duration of a Curse to be Permanent. E.g. If the Duration was 5 days it now becomes Permanent.

Default Energy Level: 1

Default AP: 1

Default Range: touch

Default Range Type: touch

Can it be channeled: no

Exacerbation: Instantly raise all Injury Levels to the next Level. Requires the target to already be Cursed. (IE. Crippled is now Destroyed)

Default Energy Level: 1

Default AP: 2

Default Range: touch

Default Range Type: touch

Can it be channeled: no

Radiation: A cursed target hit with this radiates their leaking Spirit outward reducing the Vigor of all mortals within 10ft around them by 20.

Default Energy Level: 1

Default AP: 1

Default Range: touch

Default Range Type: touch

Can it be channeled: no

Master Glyphs:

Fragment: Locate the Fragment of Eyr within a target and its connected Soul. The target cannot have been dead for more than 10 days and they cannot be posthumously disfigured beyond the ability to function (e.g. decapitation).

Default Energy Level: 1

Default AP: 1

Default Range: touch

Default Range Type: touch

Can it be channeled: no

anAtomy: Discern the immediate effect of whatever killed a target. The target cannot have been dead for more than 10 days and they cannot be posthumously disfigured beyond the ability to function (e.g. decapitation).

Default Energy Level: 2

Default AP: 2

Default Range: touch

Default Range Type: touch

Can it be channeled: no

spiriT: When combined with the Glyph of Fragment, discern exactly how long it has been since the target died by discerning the decay of the Spirit.

Default Energy Level: 2

Default AP: 3

Default Range: touch

Default Range Type: touch

Can it be channeled: no

psychE: When combined with the Fragment, anAnomy, and spiriT Glyphs, change the fate of a dead target, reversing the

immediate effect of whatever killed them. However, this does not cure any ailments nor mend any injuries, including lost limbs and Wound Table rolls. The target cannot have been dead for more than 10 days and they cannot be posthumously disfigured beyond the ability to function (e.g. decapitation).

Default Energy Level: 5

Default AP: 4

Default Range: touch

Default Range Type: touch

Can it be channeled: no

Death Glyphs:

*As a practitioner of Death you start with a Death bar filled to your Spi x2
When someone has died from a filled Death bar, they have Fire of Death emanating from them.*

Novice Glyphs:

Soul Death: Push your Soul out to another's, manipulating part of the target's Soul into Death equal to Spi x 2 + accuracy roll

Default Energy Level: 2

Default AP: 1

Default Range: 20ft

Default Range Type: point

Can it be channeled: no

Imbue Death: Imbue your Soul onto a held object, giving it Siphon Death: When an object imbued with your Soul pierces a creature, remove equivalent Death from the Death bar of the target and apply it to your

object, via your Soul surrounding it. If the object with Death pierces another creature, transfer the Death from it to the enemy, dealing physical damage as normal.

Organic objects with no Soul that are touching can be temporarily linked by your Soul when remaining in contact.

Default Energy Level: 1

Default AP: 1

Default Range: touch

Default Range Type: touch

Can it be channeled: Yes (while in contact)

Adept Glyphs:

Wildflame: Manipulate the Fire of Death emanating from a target who has died due to a full Death bar with your Soul. By using Spirit you can throw part of it at and onto

other targets with Souls. Uses Spi x 2 for accuracy, if the target is hit, their soul begins to become Death.

Default Energy Level: 1

Default AP: 1
Default Range: 30ft
Default Range Type: point
Can it be channeled: no
Damage: Death equal to the caster's Spirit.

Exorcize: Remove Fire of Death from a dead target, afflicting oneself with 1/4 targets original max Death as Death. This reanimates a corpse, if the dead target was

killed by Death within the last 10 days, without a Soul as an aggressive undead with 3/4th original health. The reanimated target will attack any nearby creature.

Default Energy Level: 3
Default AP: 1
Default Range: 20ft
Default Range Type: point
Can it be channeled: no

Master Glyphs:

Death Link: If organic objects, organized and attached in a biologically reasonable way, are linked with Glyph of Imbue Soul and you cast Glyph of Exorcize with the Enhanced Spirit enhancement, this will link the revived mind to recognize your Soul, preventing it from attacking you, and making it more accepting of taking orders from you. (This would override the aggressive quality of the undead reanimated with Glyph of Exorcize)

Default Energy Level: 5
Default AP: 2
Default Range: touch
Default Range Type: touch
Can it be channeled: no

Death Enhancements:

Master:

Enhance Spirit EN: Your mastery of your Soul allows you to enhance its reach on command. This allows Death Glyphs that are currently conical to extend to an additional 2 targets if within range

Default Energy Level: 3
Requirement: Causes +1 Charge rather than the AP

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 $2 \times INT MD$ \star and recover Injury Units equal to the $\frac{1}{4}$ 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 armor. Disenchanting 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 \star 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

Default Energy Level: 1
 Default AP: 2
 Default Range: 20ft
 Default Range Type: Beam
 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 ✨

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

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 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)

Attempt to push your control over the End that makes up their mind so they submit to you. Roll d12+INT vs the target's d20 + INT or CON (whichever is higher),. If successful. They heed your call. (Only usable on up to 2 demons at once)

Default Energy Level: 1

Default AP: 2

Default Range: 10ft

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

Default Range Type: Point
Can it be channeled: No

- Soul Vessel (create)
Using the End winds combine 3 bloodstones into a soul vessel

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)
Store your own, or another's, Vigor into a soul vessel. Each cast stores 10 Vigor. This will permanently remove that vigor from the target's max vigor. A Soul Vessel cannot contain Vigor from multiple entities and the

Vigor taken from one entity cannot be used to resurrect another entity.

Default Energy Level: 1
Default AP: 2
Default Range: Touch
Default Range Type: Touch
Can it be channeled: No

- Soul Vessel (resurrect)
Use the Vigor within a Soul Vessel to Resurrect the Vigor's previous owner. They are revived with the total Vigor within the Soul Vessel.
Default Energy Level: 5
Default AP: 2 AP
Default Range: Touch
Default Range Type: Touch
Can it be channeled: No

End Enhancements:

Adept:

- 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 (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

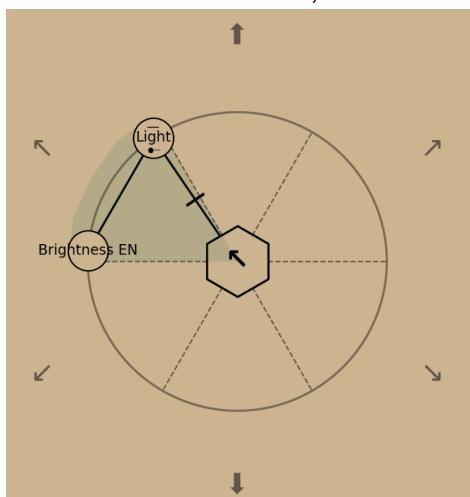
Book of Basic Spells

Ley Magic

Novice

Flash of Light

- Flash a bright light, blinding everyone within range
- Those within range must pass a **Hard** AGI check to not look at the flash
- Inflict 1 Stun
- Range: 10 foot radius
- Charges: 1
- Cast Time: 2 AP, Instant



Combination of the Glyph of Light (1 Charge, 1 AP) and the Brightness Enhancement Glyph (1 AP). Default Range: 10 ft,
Default Range Type: Radial

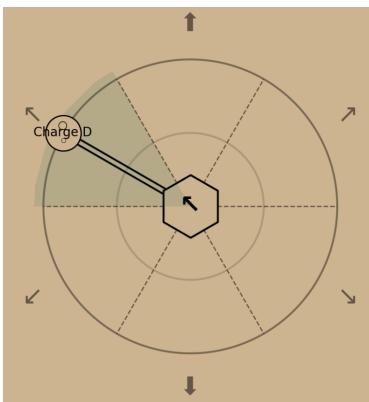
Detect Magic

- Sense nearby magical sources from items, entities, or spells.
- You can passively detect the presence of nearby magic. For more details on specific location and magic type, perform an INT check and the GM will decide how much more information to give you based on your roll. Sometimes an overwhelming magic presence can mask other presences.
- Range: Appropriate
- Charges: 0
- Cast Time: 1 AP

Charge Weapon

- Imbue a weapon with MD  or a piece of armor with MR  equal to $2 \times \text{INT}$ for 3 turns. When the effect wears off, the weapon or armor turns to ash
- Duration: 3 turns
- Range: Touching
- Charges: 2

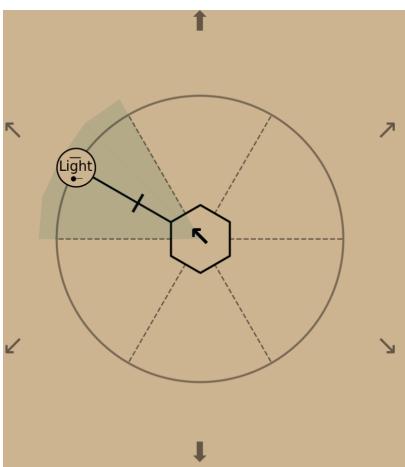
- Cast Time: 2 AP



A singular Glyph of Charge (Release/Damage), (2Charge,2AP).
Default Range: touch, Default Range Type: touch

Illuminate

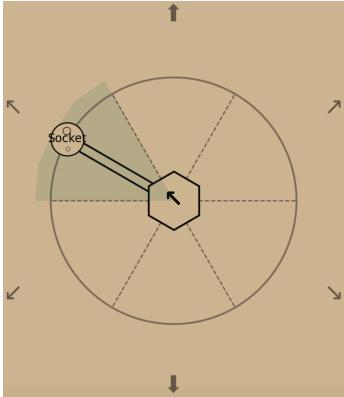
- Conjure a small light source in a free hand or at the end of an appropriate weapon, illuminating dark areas by 10ft
- Charges: 1
- Cast Time: 1 AP, Channelable
- Channeled



A singular Glyph of Light (1Charge,1AP). Default Range: 10 ft,
Default Range Type: Radial

Socketing

If an object 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.



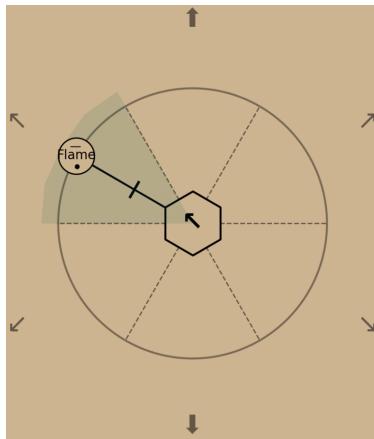
A singular Glyph of Socket (1Charge,2AP). Default Range: touch,
Default Range Type: touch. Duration: Permanent

Fire Magic

Adept

Ignite

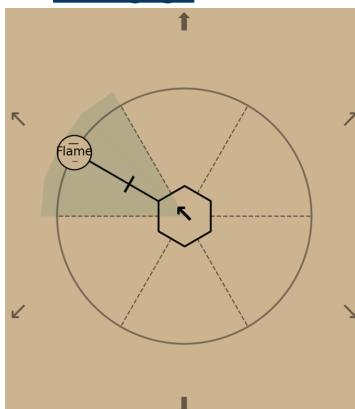
- **d12 + INT + Ley Fire**
- Energize the Ley winds you cast upon making that which it touches burn. Causes Burn.
- Anyone who enters the area will also be inflicted with Burn. The duration the area will continue to burn will depend on the materials and surroundings.
- Range: 10 foot point, 3 foot radius
- Charges: 1
- Cast Time: 1 AP, channelable
- Available Reactions: [Dodge](#), [Counter Stab](#), [Disengage](#)



A singular Glyph of Flame (1Charge,1AP). Default Range: 10 ft , Default Range Type: Point.

Channel Flame

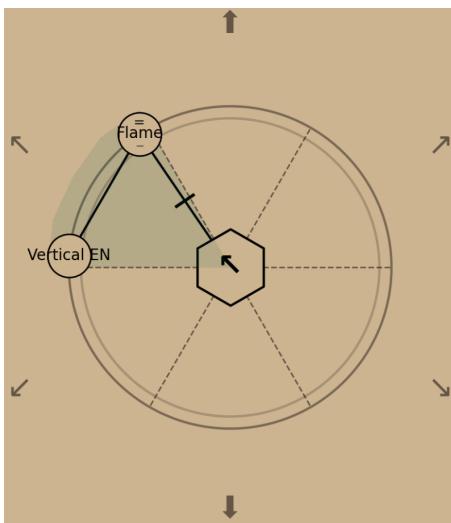
- **d12 + INT + Ley Fire**
- Cast a stream of fire from a free hand, targets hit (without blocking) will be inflicted with burn
- A hit on a wooden shield will inflict a Strike
- Range: 10 foot beam
- Charges: 2
- Cast Time: 1 AP, channelable
- Available Reactions: [Dodge](#), [Block](#) (Shields or Magic Weapons Only), [Counter Stab](#), [Disengage](#)



A singular Glyph of Flame (1Charge,1AP), Default Range: 10 ft , Default Range Type: Point. Modified to a Beam Range type (+1 Charge)

Wall of Flame

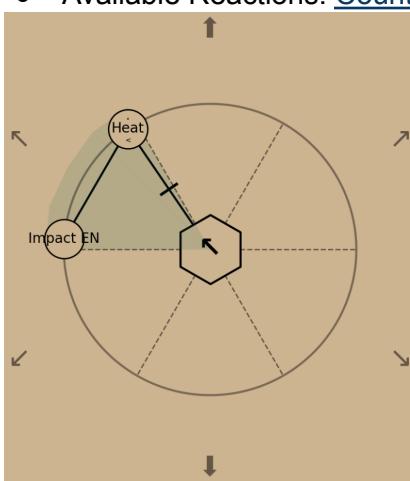
- d12 + INT + Ley Fire
- Conjure a curtain of flame, forming a straight line along the ground in front of you.
- Entities passing through perform a **Medium** AGI check or inflicted with Burn.
- Range: 20 foot line, 6 feet high
- Charges: 3
- Cast Time: 2 AP, channeled
- Available Reactions: [Counter Stab](#), [Disengage](#)



A Glyph of Flame (1Charge,1AP), and the Vertical Enhancement Glyph(1AP) Default Range: 10 ft , Default Range Type: Point. Modified to a Beam Range type (+1 Charge), Modified to 20 ft range (+1 Charge)

Heat Blast

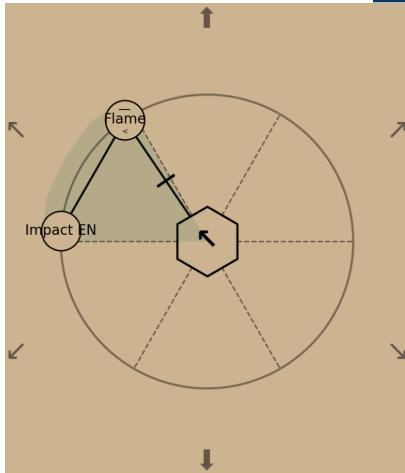
- d12 + INT + Ley Fire
- Heats up the Ley winds in front of you and pushes non-monstrous targets back 5ft and knocking them Prone
- Range: 5 foot cone
- Charges: 2
- Cast Time: 1 AP, Instant
- Available Reactions: [Counter Stab](#), [Disengage](#)



A Glyph of Heat (1Charge,1AP), and the Impact Enhancement Glyph(1 Charge) Default Range: 5 ft , Default Range Type: Cone.

Wave of Fire

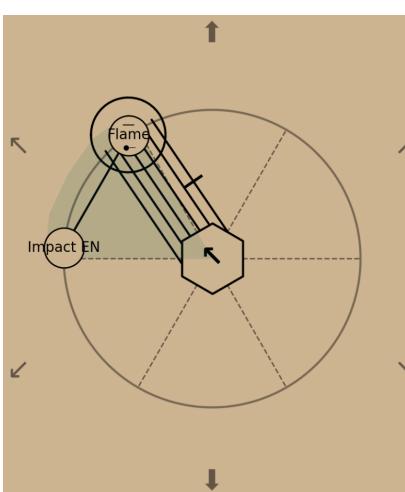
- **d12 + INT + Ley Fire**
- Energize the Ley winds before you with an incredible force, making a wave of flame in front of you, knocking targets Prone and inflicting Burn
- Range: 10 foot cone
- Charges: 4
- Cast Time: 1 AP, (Flame is channelable, Impact is not)
- Available Reactions: [Counter Stab](#), [Disengage](#)



A Glyph of Flame (1Charge,1AP), and the Impact Enhancement Glyph(1 Charge) Default Range: 10 ft , Default Range Type: Point. Modified to have a Range Type: Cone (+2 charge)

Cataclysm (Fire)

- **d12 + INT + Ley Fire**
- Energize the Ley winds around you into a massive explosion, lighting the area on fire, knocking all target's in range Prone, inflicting Burn, and dealing MD . **Requirement: 16 INT and Master (If not, DEATH)**
- Range: 10 foot radius
- Damage: **d12 × INT** (Force)
- Charges: 6
- Cast Time: 6 AP
- Available Reactions: [Disengage](#)

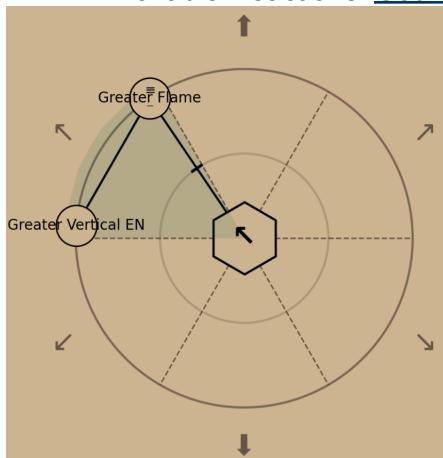


A Glyph of Flame (1Charge,1AP), and the Impact Enhancement Glyph(1 Charge) Default Range: 10 ft , Default Range Type: Point. Modified to have a Range Type: Radial (+4 charge), and given the Ley Fire Damage Modifier (+5 AP) introducing the damage and with the Requirement: 16 INT and Master (If not, DEATH)

Master

Greater Wall of Flame

- $d12 + INT + Ley\ Fire$
- Energize the Ley winds you cast upon with far greater power and control making that which it touches burn and affect the natural world around it. Damage: If caught in flames, $2 \times INT MD \star$ and Causes Burn. Conjures a curtain of flame, forming a straight line along the ground in front of you
- Entities passing through perform a **Hard** AGI check or be inflicted with Burn and take $2 \times INT \star$
- Range: 30 foot line, 10 feet high
- Charges: 2
- Cast Time: 2 AP, channelable
- Available Reactions: Counter Stab, Disengage

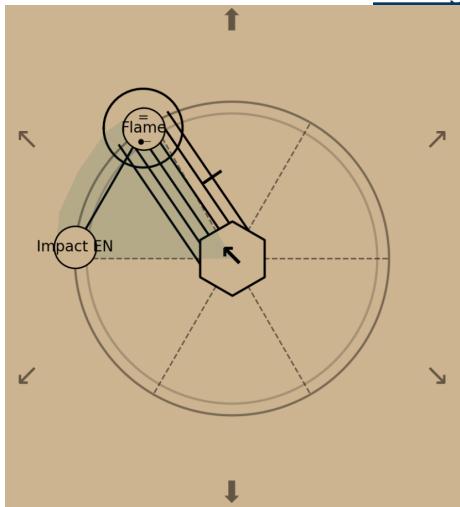


A Glyph of Greater Flame (2Charge,1AP) introducing the damage, and the Greater Vertical Enhancement Glyph(1AP)
Default Range: 30 ft , Default Range Type: Beam.

Mage's Storm

- $d12 + INT + Ley\ Fire$
- Requires 16 INT to cast
- Energize the Ley winds around you into a massive explosion, lighting the area on fire, knocking all target's in range Prone, inflicting Burn, and dealing MD \star . **Requirement:** **16 INT and Master (If not, DEATH)**
- Range: 20 foot radius
- Damage: $d12 \times INT \star$
- Charges: 7

- Cast Time: 6 AP
- Available Reactions: [Disengage](#)



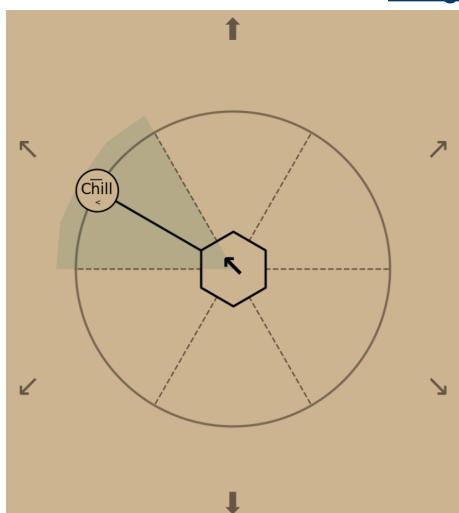
A Glyph of Flame (1Charge,1AP), and the Impact Enhancement Glyph(1 Charge) Default Range: 10 ft , Default Range Type: Point. Modified to have a Range of 20ft (+1 Charge), a Range Type: Radial (+4 charge), and given the Ley Fire Damage Modifier (+5 AP) introducing the damage and with the Requirement: 16 INT and Master (If not, DEATH)

Frost Magic

Adept

Chill

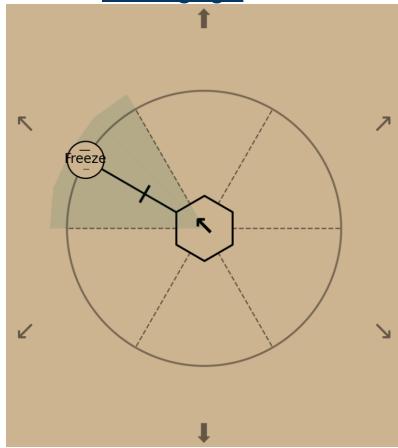
- $d12 + \text{INT} + \text{Ley Frost}$
- The Ley winds caught within your cast slow down inflicting 1 Slow on targets within your range
- Range: 10 foot cone
- Charges: 1
- Cast Time: 1 AP, Instant
- Available Reactions: [Dodge](#), [Block](#) (Shield Only), [Counter Stab](#), [Disengage](#)



A singular Glyph of Chill (1Charge,1AP). Default Range: 10 ft , Default Range Type: Cone.

Freeze

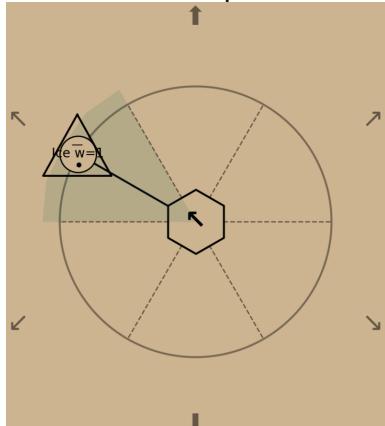
- **d12 + INT + Ley Frost**
- The Ley winds caught within your cast halt almost to a standstill, inflicting 4 Slow on targets within your range
- Range: 10 foot beam
- Charges: 1
- Cast Time: 1 AP, channeled
- Available Reactions: [Dodge](#), [Block](#) (Shield or Magic Weapon Only), [Counter Stab](#), [Disengage](#)



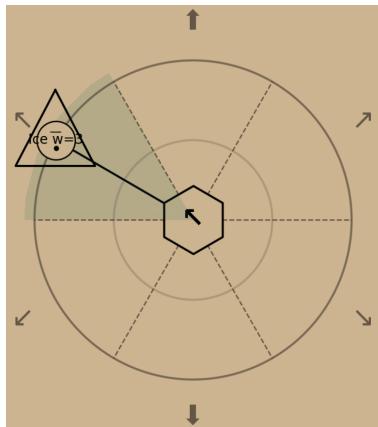
A singular Glyph of Freeze (1Charge,1AP). Default Range: 10 ft , Default Range Type: Beam.

Ice Weapons

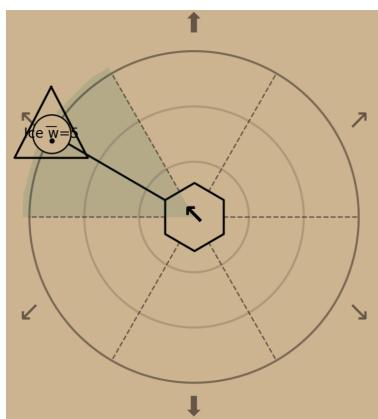
- You take away all of the energy within the Ley winds creating a thing of ice before you with the density of the weight (w) of the cast, and shape it into the deasired form.
Duration: long-lasting
- Cast Time: 1 AP
- [Refer to the Ice Weapons list for details](#) and weights
- Dagger if specialized: 2 Charge
- Sword: 4 Charges
- Glaive: 4 Charges
- Greatsword: 6 Charges
- Claws: 1 Charge
- Shield: (varies) up to 6 Charges
- Arrow if specialized: 2 Charge



A singular Glyph of Ice w=1 or 2 (1Charge,1AP). Default Range: 10 ft , Default Range Type: point. Then with the Shape Ice1 modifier applied (+1 Charge) it shapes the ice into the desired form (assuming a weight of 2 or less).



A singular Glyph of Ice w=3 or 4 (2Charge,1AP). Default Range: 10 ft , Default Range Type: point. Then with the Shape Ice2 modifier applied (+2 Charge) it shapes the ice into the desired form (assuming a weight of 4 or less).

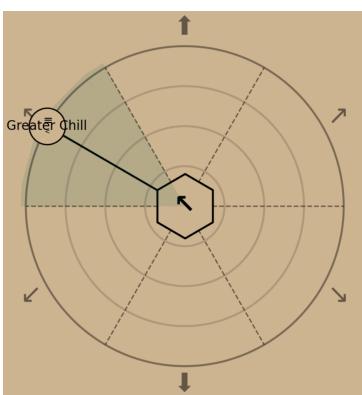


A singular Glyph of Ice w=5 (3Charge,1AP). Default Range: 10 ft , Default Range Type: point. Then with the Shape Ice3 modifier applied (+3 Charge) it shapes the ice into the desired form (assuming a weight of 5 or less).

Master

Greater Chill

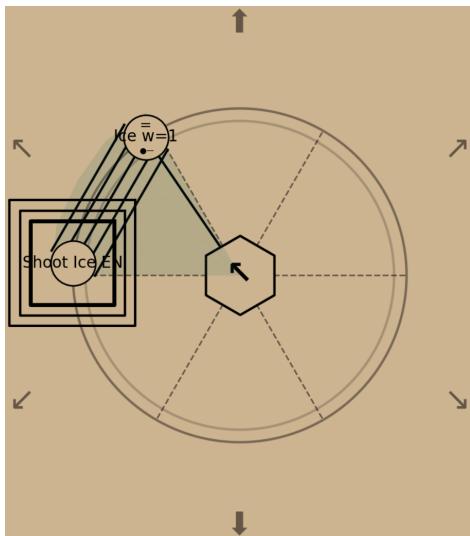
- d12 + INT + Ley Frost
- Inflict 6 Slow on targets
- Range: 30 foot cone
- Charges: 4
- Cast Time: 1 AP, Instant
- Available Reactions: [Dodge](#), [Block](#) (Shield only), [Disengage](#)



A singular Glyph of Greater Chill (4Charge,1AP). Default Range: 30 ft , Default Range Type: cone.

Mage's Storm (Frost)

- $d12 + INT + Ley Frost$
- Requires 16 INT to cast
- You take away all of the energy within the Ley winds creating a shards of ice around you. Shooting those icy spikes outward in an icy explosion of frozen spikes dealing more damage to closer targets. **Requirement: 16 INT, and Master (If not ALL, DEATH this will kill you and leave an ice statue in your place)**
- Range: 10 foot radius
 - Hit targets with ice spikes dealing 100 (Piercing) $\times/6$ PP
 - Available Reactions: Dodge, Block (Shield Only), Disengage
- Range: 20 foot radius
 - Hit targets with smaller ice shards
 - Targets in this range must roll 3 **Medium** AGI checks. For each check failed, deal $d6 \times 2$ (Piercing) PD $\times/2$ PP
- Charges: 7
- Cast Time: 6 AP

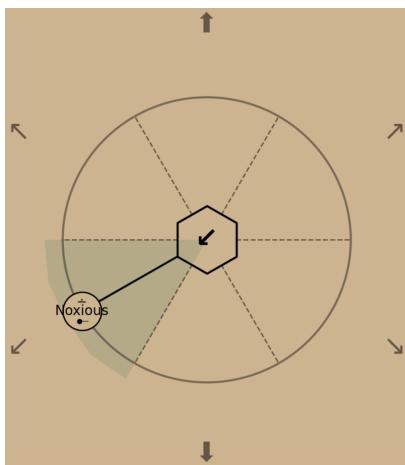


A Glyph of Ice w=1 (1Charge,1AP) and a Shoot Ice Enhancement Glyph (1AP). Default Range: 10 ft , Default Range Type: point. Then with the range extended to 20 ft (+1 Charge), and a range type change to Radial (+5 Charges), and the Shoot Ice1 and Shoot Ice2 modifiers (adding the boxes and the specified damage) (totals +5 AP).

End Magic

Noxious Cloud

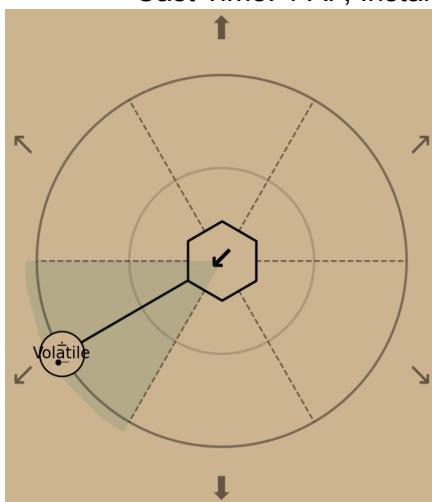
- Turn the End winds around you into a cloud of noxious gas. Caster is immune to the effects. Entities in the cloud lose 60 Vigor. Triggers if an entity ends their turn in the Noxious Cloud.
- Duration: 2 turns
- Range: 15 foot radius
- Charges: 1
- Cast Time: 1 AP, Instant



A singular Glyph of Noxious (1Charge,1AP). Default Range: 15 ft , Default Range Type: radial.

Volatile Cloud

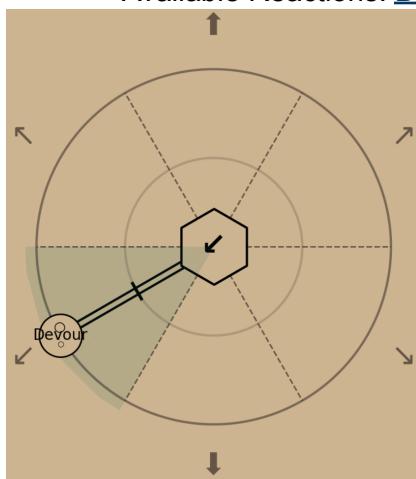
- Turn the End winds around you into a volatile cloud of gas. Caster is immune to the effects. Entities in the cloud lose 30 Vigor. Triggers if an entity ends their turn in the Volatile Cloud. The cloud can be ignited from an external source. Entities in the cloud upon ignition will be inflicted with Burn
- Duration: 2 turns
- Range: 15 foot radius
- Charges: 2
- Cast Time: 1 AP, Instant



A singular Glyph of Volatile (2Charge,1AP). Default Range: 15 ft , Default Range Type: radial.

Devour

- **d12 + AGI + Unarmed**
- Absorb the health of a target you are in contact with Deal $2 \times \text{INT MD} \star$ and recover Injury Units equal to the $\frac{1}{4}$ final damage dealt. Fresh corpses have 5 injury units to steal.
- Range: Touching
- Charges: 2
- Cast Time: 2 AP, channelable (2AP per channel)
- Available Reactions: [Block](#), [Disengage](#)

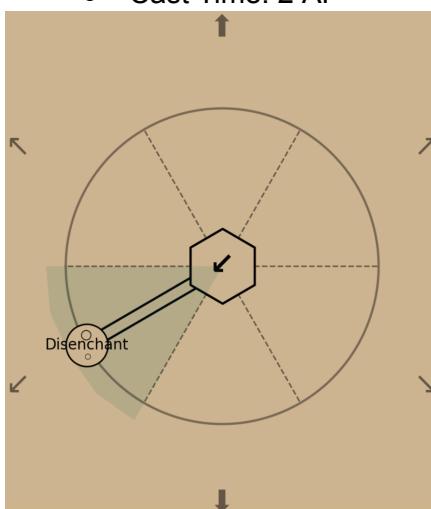


A singular Glyph of Devour (2Charge,2AP). Default Range: Touch , Default Range Type: Touch.

Enchanting

Disenchant

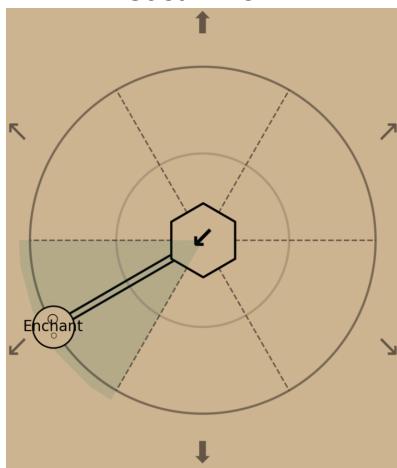
- Turn objects imbued with magic into their Primal Essence, pure magic in crystalline form. This destroys the weapon or armor. [Disenchanting a weapon](#) produces a Weapon Essence crystal with a stored magic value equal to the weapon's MD. This cannot be used on Ice Weapons. [Disenchanting a piece of armor](#) produces one (1) Armor Essence crystal
- Range: Touching
- Charges: 1
- Cast Time: 2 AP



A singular Glyph of Disenchant (1Charge,2AP). Default Range: Touch, Default Range Type: Touch.

Enchant Weapon

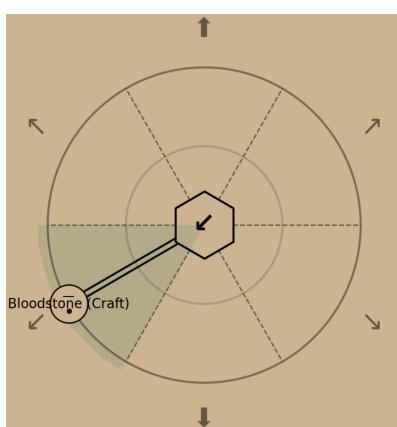
- Use the power stored in a Weapon Essence to enchant a weapon. This transfers the MD value stored in the Weapon Essence to the destination weapon. This can be done multiple times to the same weapon. If a single weapon is enchanted 2 times, it becomes Unstable, reducing it to 1 Strike and halving its 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.
- Range: Touching
- Charges: 2
- Cast Time: 2 AP



A singular Glyph of Enchant (2Charge,2AP). Default Range: Touch, Default Range Type: Touch.

Craft Bloodstone

- By combining the End within 3 Armor Essences you can craft a Bloodstone
- Range: 10ft
- Range Type: Point
- Charges: 2
- Cast Time: 2 AP

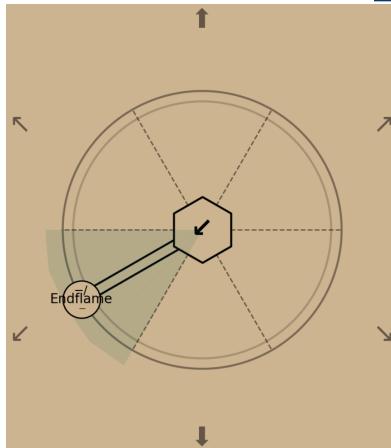


A singular Glyph of Bloodstone (Craft) (2Charge,2AP). Default Range: 10ft, Default Range Type: Point.

Endcrystal

Endbolt

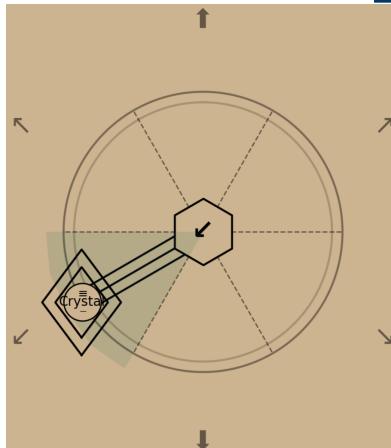
- d12 + INT
- Turn the End winds against a target, unleash a flaming bolt of End magic along your range (starting from you up to the max range). Damage: INT + attack roll MD 
- Inflicts Burn
- Range: 40 foot beam
- Charges: 2
- Cast Time: 2 AP
- Available Reactions: [Block](#) (Shield or Magic Weapon Only), [Dodge](#), [Counter Stab](#), [Disengage](#)



A singular Glyph of Endflame (1Charge,2AP). Default Range: 20ft, Default Range Type: Beam. Modified to have a 40ft range (+1 Charge).

Crystal Spike

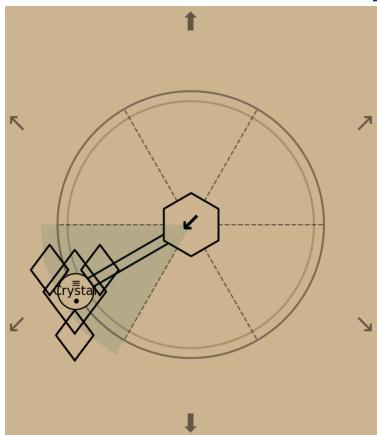
- d12 + INT
- Condense the End winds into a hard blood red crystal before you, growing the initial crystal from the Crystal Glyph far enough outward. If hit by the point of a growing crystal while it grows (during the initial cast), take 120 (Piercing) PD /7 PP
- Range: 30 foot point
- Charges: 3
- Cast Time: 3 AP
- Available Reactions: [Block](#) (Shield Only), [Disengage](#)



A singular Glyph of Crystal (1Charge,1AP). Default Range: 15ft, Default Range Type: Point. Modified to be a beam type range (+1 Charge), have a 30ft range (+1 Charge) and has the Crystal Growth modifier introducing the damage scaling with range (+2AP).

Crystal Rain Projectile

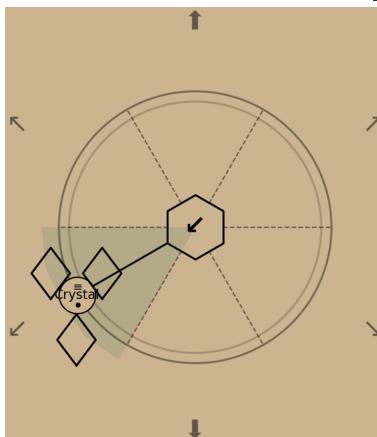
- **d12 + INT**
- Condense the End winds into a hard blood red crystal before you shattering it into a grove of crystal shards and projecting them towards your target. Damage: D4 Projectiles inflicting **d10** (Piercing)  1 PP to all target areas (Head, Neck, Body, Both Arms, Both Legs)
- Range: 30 foot point, 10 foot radius
- Charges: 3
- Cast Time: 2 AP
- Available Reactions: [Block](#) (Shield Only), [Disengage](#)



A singular Glyph of Crystal (1Charge,1AP). Default Range: 15ft, Default Range Type: Point. Modified to have a 30ft range (+1 Charge) and has the Crystal Grove modifier, making it into a 10ft radius of shards at the point cast (+1 charge), and adding the Crystal Projectile modifier introducing the damage (+1AP).

Crystal Rain (Example of why it is 2AP for upper version. Another action needed to shoot them)

- **d12 + INT**
- Crystallize the End winds in the air forming a hail of blood red shards that fall with gravity from above the target area (no damage but by Orsen is it pretty)
- Range: 30 foot point, 10 foot radius
- Charges: 3
- Cast Time: 1 AP
- Available Reactions: [Block](#) (Shield Only), [Disengage](#)



A singular Glyph of Crystal (1Charge,1AP). Default Range: 15ft, Default Range Type: Point. Modified to have a 30ft range (+1 Charge) and has the Crystal Grove modifier, making it into a 10ft radius of shards at the point cast (+1 charge)

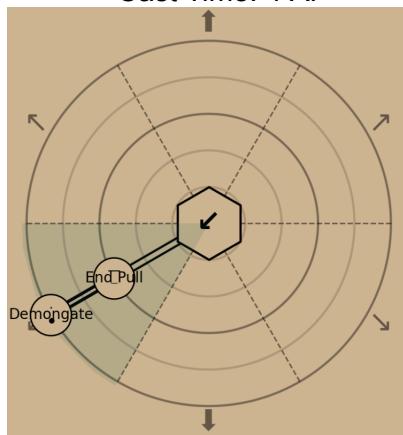
Demonology

Demongate

- Briefly rip open a portal to Hell and beckon End winds and the creatures of which it flows through towards you. Is easiest to cast at areas with concentrated End (e.g. Hell). If linked with with the Glyph of Demongate consult the Demongate table
- Roll a d20 to determine what comes out the portal

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 \times 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

- Demon's summoned from the portal are not necessarily on your side
- Range: 5 foot point (portal)
- Charges: 7
- Cast Time: 4 AP

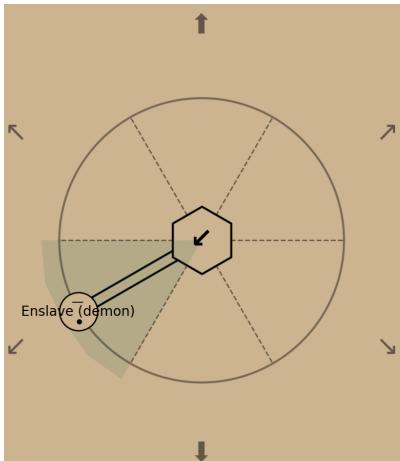


A Glyph of Demongate (5Charge,2AP). Default Range: 5ft, Default Range Type: Point and a Glyph of End Pull (2Charge,2AP). Default Range: 10ft, Default Range Type: Beam

Enslave Demon

- Attempt to push your control over the End that makes up their mind so they submit to you. Roll d12+INT vs the target's d20 + INT or CON (whichever is higher). If successful. They heed your call. (Only usable on up to 2 demons at once)
- You control the enslaved demon as another character.

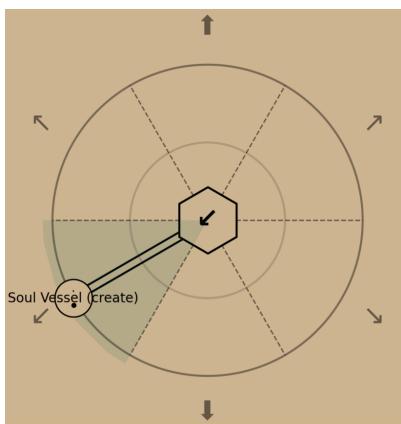
- Range: 10 foot point
- Charges: 1
- Cast Time: 2 AP



A singular Glyph of Enslave (demon) (1Charge,2AP). Default Range: 10ft, Default Range Type: Point.

Craft Soul Vessel

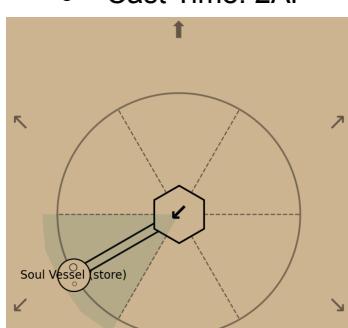
- Using the End winds combine 3 bloodstones into a soul vessel
- Range: 5ft point
- Charges: 2
- Cast Time: 2AP



A singular Glyph of Soul Vessel (create) (2Charge,2AP). Default Range: 5ft, Default Range Type: Point.

Store Soul

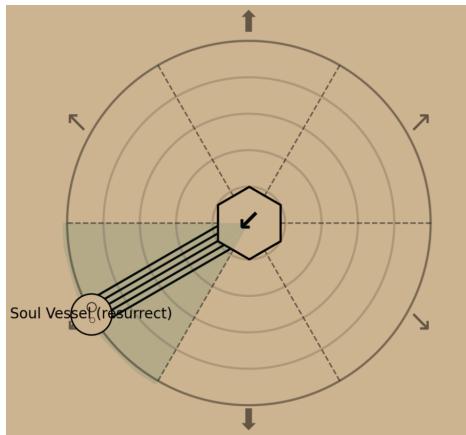
- Store your own, or another's, Vigor into a soul vessel. Each cast stores 10 Vigor. This will permanently remove that vigor from the target's max vigor. A Soul Vessel cannot contain Vigor from multiple entities and the Vigor taken from one entity cannot be used to resurrect another entity.
- Range: Touch
- Charges: 1
- Cast Time: 2AP



A singular Glyph of Soul Vessel (store) (1Charge,2AP). Default Range: Touch, Default Range Type: Touch.

Soul Vessel Resurrection

- Use the End winds to guide the Vigor within a Soul Vessel to Resurrect the Vigor's previous owner. They are revived with the total Vigor within the Soul Vessel.
- The resurrected target will be reborn as a Wraith, losing their racial ability, but keeping their stats and abilities
- The Wraith is reborn with maximum HP equal to the HP originally used to store the life energy in the Soul Vessel
- Range: Touch
- Charges: 5
- Cast Time: 5AP



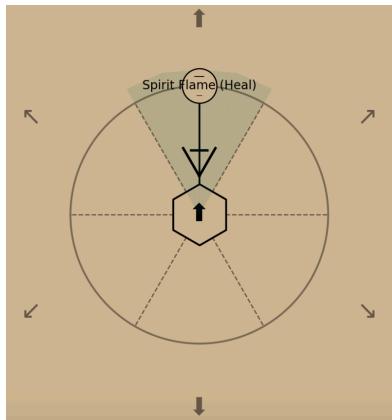
A singular Glyph of Soul Vessel (resurrect) (5Charge,5AP).
Default Range: Touch, Default Range Type: Touch.

Druidism

Novice

Healing Flames

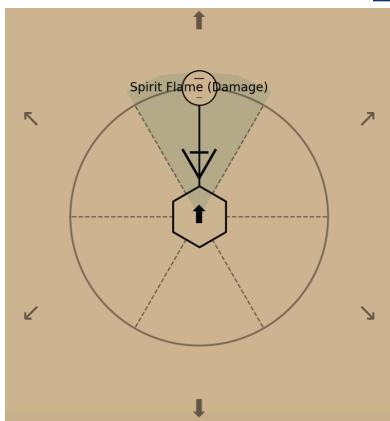
- Medium Spirit Check
- Cast green fire to restore the health of a target at the cost of your own
- Lose Spirit x 2 as Vigor and restore target's Vigor by the same amount.
- Restore targets Injury Units equal to your Spi.
- Range: 10 foot beam
- Cost: Spirit x 2 as Vigor
- Cast Time: 1 AP, Channelable



A singular Glyph of Spirit Flame (Heal) (1Energy Level,1AP).
Default Range: 10ft, Default Range Type: Beam.

Destructive Flames

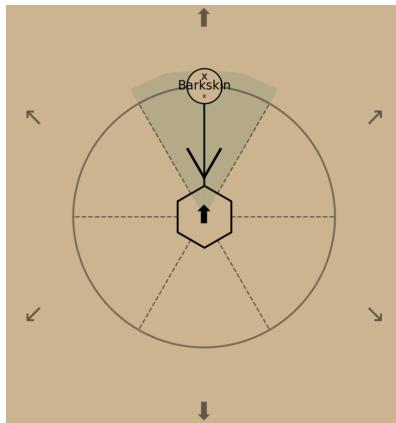
- $d12 + 2 \times SPI$
- Cast dark green fire to inflict MD  on a target
- Damage: SPI \times 2 MD 
- Cost: $2 \times SPI$ Vigor
- Range: 10 foot beam
- Cast Time: 1 AP, Channelable
- Available Reactions: [Block](#) (Shield Only), [Dodge](#), [Counter Stab](#), [Disengage](#)



A singular Glyph of Spirit Flame (Damage) (1Energy Level,1AP).
Default Range: 10ft, Default Range Type: Beam.

Bark Skin

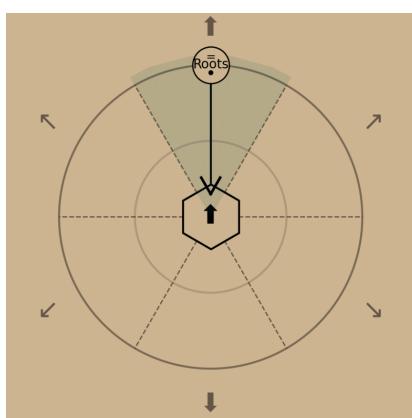
- Harden your skin like tree bark, reinforcing your PR .
- Bark skin acts as another layer of armor with 10 FR, 10 CR, and 1 PT for all sources of PD .
- Dispelling the bark skin restores the Vigor used to cast it
- Duration: 3 turns
- Range: Self
- Cost: 10 Vigor
- Cast Time: 1 AP, Instant



A singular Glyph of Bark Skin (10 Vigor,1AP). Default Range: Self, Default Range Type: Self.

Roots

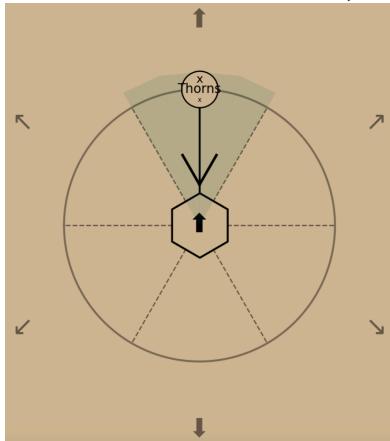
- $d12 + 2 \times SPI$
- Call upon the spark of life within the roots around a target cause them to grow. If there is something on or near the roots you can use them to wrap around the target, entangling them, within reason. Roots have 50 Vigor
- Range: 20 foot point
- Cost: 20 Vigor
- Cast Time: 1 AP



A singular Glyph of Roots (20 Vigor,1AP). Default Range: 20ft, Default Range Type: Point.

Thorns

- Grow bony thorns and spikes that protrude from 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 Vigor used to cast it
- Cost: 10 Vigor
- Cast Time: 1 AP, Instant

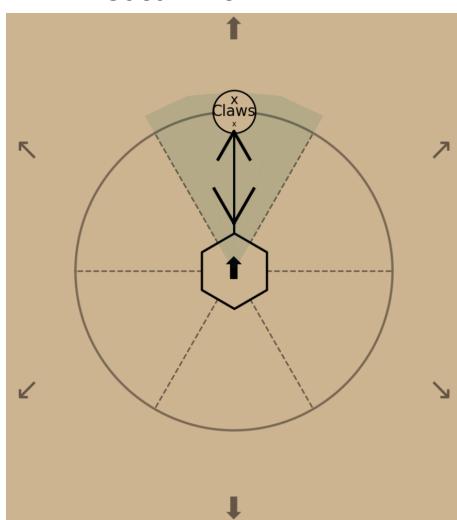


A singular Glyph of Thorns (10 Vigor, 1AP). Default Range: Self, Default Range Type: Self.

Adept

Claws

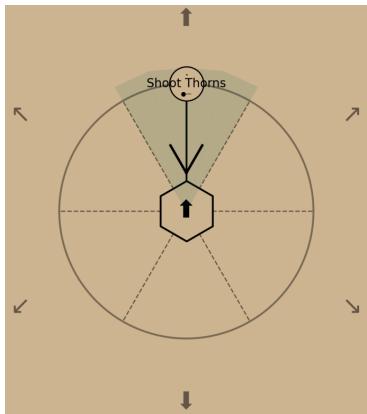
- Flare your inner embers to Grow bony claws from your fingertips. Slash: 10 (Cutting) /1 PP, Stab: 10 (Piercing) /1 PP, Ambush Weapon. Dispelling Claws restores the Vigor used to cast it
- Cost: 15 Vigor
- Cast Time: 1 AP



A singular Glyph of Claws (15 Vigor, 1AP). Default Range: Self, Default Range Type: Self.

Storm of Thorns

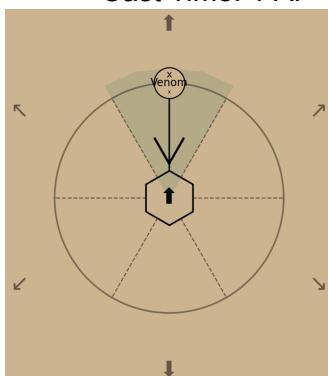
- **d12 + 2 × SPI**
- Shoot your thorns in all directions for 5ft. You must be wearing Light armor or less on your torso. Damage: 10 (Piercing) PD ✕/2 PP
- Range: 5 foot radius
- Cost: 10 Vigor
- Cast Time: 2 AP, Instant
- Available Reactions: [Block](#) (shields only), [Disengage](#)



A singular Glyph of Shoot Thorns (10 Vigor, 1AP). Default Range: 5ft, Default Range Type: Radial

Venom

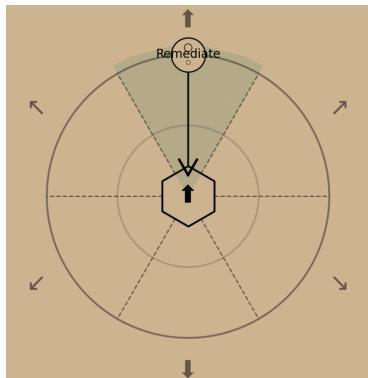
- While Thorns is active, cause the thorns to secrete a poison
- Inflicts 1 Poison on contact
- Duration: 1 turn
- Cost: 10 Vigor
- Cast Time: 1 AP



A singular Glyph of Venom (10 Vigor, 1AP). Default Range: Self, Default Range Type: Self.

Remediate

- Cure yourself or a target of any poison, curses, or uncheck the Bleed Box.
- Cannot be performed during combat
- Range: Touching
- Cost: 20 Vigor
- Cast Time: 1 AP

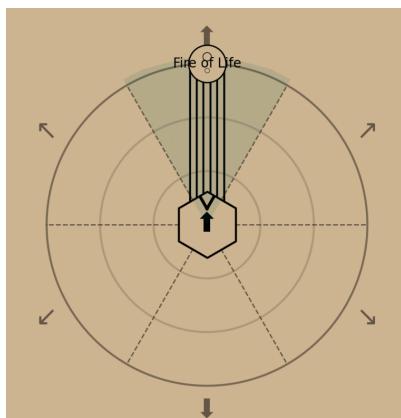


A singular Glyph of Remediate (20 Vigor,1AP). Default Range:Touch, Default Range Type: Touch

Master

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) Requirement: Loss of Inner Fire forever
- Range: Touching
- Cost: 30 Vigor
- Cast Time: 6 AP

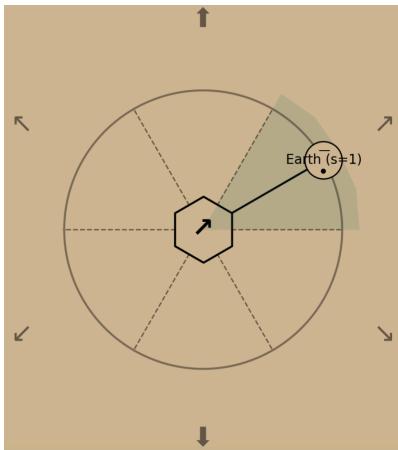


A singular Glyph of Fire of Life (30 Vigor,6AP). Default Range:Touch, Default Range Type: Touch

Shamanism

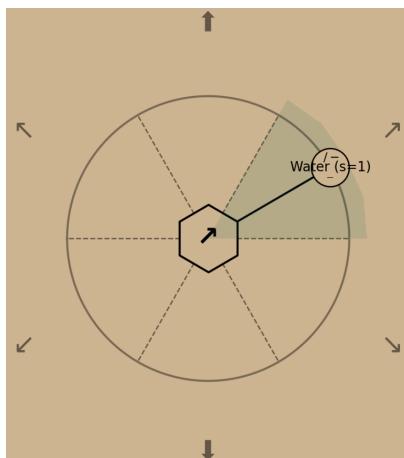
Small Element Manipulation

- Can manipulate Small amounts of any element
- Small Earth
 - Throw chunks of earth the size of a tennis ball from a source at a target up to 10ft away. Damage: $d\% + (10 \times \text{Focus})\%$ of 50 (Force)PD  /1 PP
 - Range: pulls earth from 10 foot point, (can throw an additional 10 ft)
 - Charges: 1
 - Cast Time: 1 AP, Instant
 - Available Reactions: [Block](#), [Dodge](#), [Disengage](#)



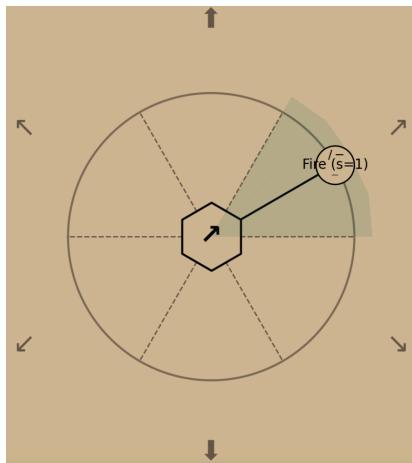
A singular Glyph of Earth (size=1) (1 Charge ,1AP). Default Range:Point, Default Range Type: Point

- Small Water
 - Shoot a thin tendril of water toward your target from a source 10ft away. Damage: $d\% + (10 \times \text{Focus})\%$ of 10 (Force)/0PP
 - Range: 10 foot point (for the source), 60 foot beam from the source
 - Charges: 1
 - Cast Time: 1 AP, Instant
 - Cannot be used to Grapple
 - Available Reactions: [Block](#), [Dodge](#), [Disengage](#)



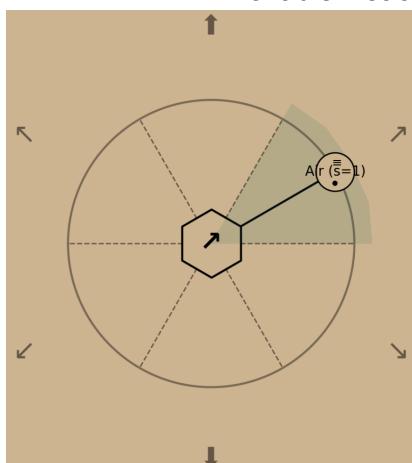
A singular Glyph of Water (size=1) (1 Charge ,1AP). Default Range:60ft, Default Range Type: Beam

- Small Fire
 - 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: $(d\% + 10 \times \text{Focus})$ 30 MD, Causes Burn
 - Range: 10 foot point, 60 foot beam
 - Charges: 1
 - Cast Time: 1 AP, 1 AP Focus, Instant
 - Available Reactions: [Block](#) (Shield only), [Dodge](#), [Disengage](#)



A singular Glyph of Fire (size=1) (1 Charge ,1AP). Default Range:60ft, Default Range Type: Beam

- Small Air
 - Pull the air from 1 vessel you target (vessel includes lungs).Damage: $(d\% + 10 \times \text{Focus})$ 60 Vigor, Inflicts 1 Stun buildup
 - Range: 30 foot radius
 - Charges: 1
 - Cast Time: 1 AP, 1 AP Focus
 - Available Reactions: [Dodge](#), [Counter Stab](#), [Disengage](#)



A singular Glyph of Air (size=1) (1 Charge ,1AP). Default Range:30ft, Default Range Type: radial

Adept

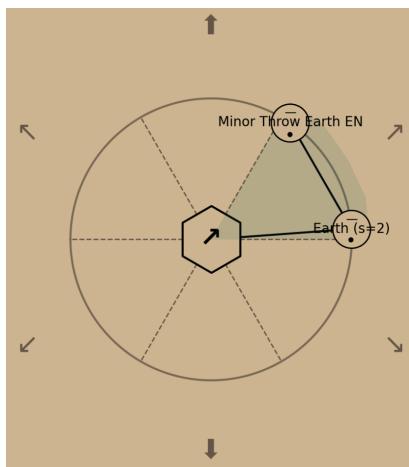
Large Manipulation

- Medium Earth and Throw

Shifts a chunk of earth the size of a basketball, within range (10ft), and throws it an additional 20ft.

Damage: $d\% + (10 \times \text{Focus})$ of 150 (Force) PD $\times/2\text{PP}$

- Range: 10 foot point source, 20 feet for the throw (target thrown to can be max 30ft away)
- Charges: 2
- Cast Time: 1 AP
- Available Reactions: [Block](#) (Shield only), [Dodge](#), [Disengage](#)



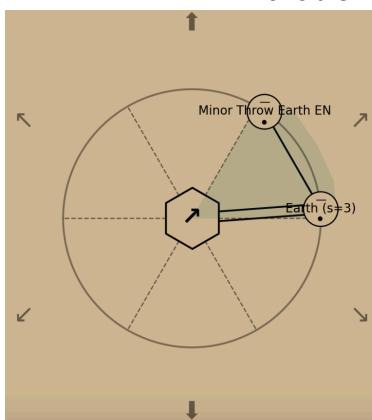
A Glyph of Earth (size=2) (1 Charge ,1AP). Default Range:Point, Default Range Type: Point and a Minor Throw Earth EN (+1 Charge, instant) introducing the damage

Hint: You can use the Minor Throw Earth EN on a loose piece of earth the same size and get the same damage if available resulting in a 1AP cast only costing 1 Charge. (Maybe bring some rocks)

- Large Earth and Throw

Shifts a chunk of earth the size of a large yoga ball, within range (10ft), and throws it an additional 20ft.

- Damage: $(d\% + 10 \times \text{Focus})$ of 300 (Force) PD $\times/4\text{ PP}$
- Range: 10 foot point, 20 foot throw
- Charges: 2
- Cast Time: 2 AP
- Available Reactions: [Dodge](#), [Disengage](#)



A Glyph of Earth (size=3) (1 Charge ,2AP). Default Range:10 ft Default Range Type: Point and a Minor Throw Earth EN (+1 Charge, instant) introducing the damage

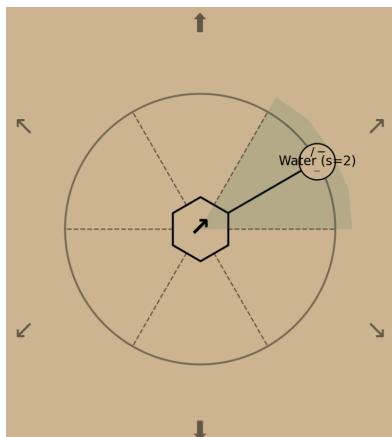
Hint: You can use the Minor Throw Earth EN on a loose piece of earth the same size and get the same damage if available resulting in a 1AP cast only costing 1 Charge.

- Medium Water

Shoot a tendril of water toward your target from a source 10ft away. (Can grapple if use the Water Grapple EN is applied)

Damage: $(d\% + 10 \times \text{Focus})$ of 20 (Force) ✗/0 PP

- Range: 10 foot source, 60 foot beam
- Charges: 1
- Cast Time: 1 AP, 1 AP Focus (NOT INSTANT)
- Available Reactions: [Block](#) (Shield only), [Dodge](#), [Disengage](#)



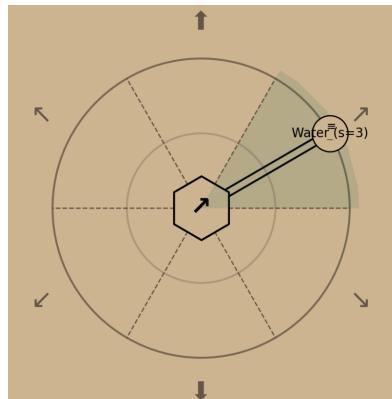
A singular Glyph of Water (size=2) (1 Charge ,1AP). Default Range:60ft, Default Range Type: Beam

Hint: Once active (or upon activation) use the Water Grapple EN glyph to grapple with the target hit by the tendril. Will only add 1 AP and 1 Charge if done with the initial cast, but will add 1 AP and 2 Charge if done separately on running water

- Large Water

Shoot a large tendril of water toward your target from a source 10ft away.(Can grapple if use the Water Grapple EN is applied)

- Damage: $(d\% + 10 \times \text{Focus})$ 40 (Cutting) ✗/0 PP
- Range: 10 foot source, 30 foot beam
- Charges: 2
- Cast Time: 2 AP, 1 AP Focus
- +1 to Grapple and associated checks
- Available Reactions: [Dodge](#), [Disengage](#)



A singular Glyph of Water (size=3) (2 Charge ,2AP). Default Range:30ft, Default Range Type: Beam

Hint: Once active (or upon activation) use the Water Grapple EN glyph to grapple with the target hit by the tendril. Will only add 1 AP and 1 Charge if done with the initial cast, but will add 1 AP and 2 Charge if done separately on running water

Water Grappling

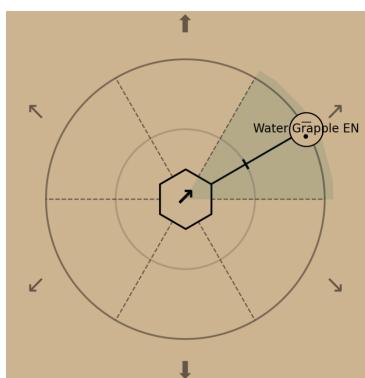
- Pull water from a source and shoot it at high velocity at targets or use it to Grapple them

- **d12 + Water Shamanism + 2 × SPI**
- Grappling with Water
 - Small amount of water cannot be used to Grapple
 - Use water tendrils emerging from the source to initiate a Grapple on a nearby target
 - 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
 - The Grapple must be maintained so if you choose to attack, are hit by an attack, or do anything that would break your concentration, the Grapple ends spilling the water over the target

Ex.) Water Grapple with an existing flow of water on a source

Initiate a Grapple on a target in flowing water as long as contact is made.

- Range: 10 foot source
- Charges: 2
- Cast Time: 1 AP, Channelable
- Available Reactions: [Block](#) (Shield only), [Dodge](#), [Disengage](#)



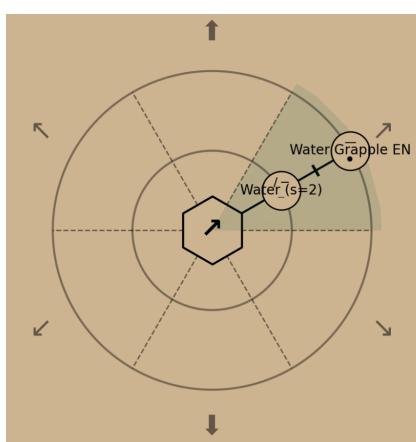
A singular Glyph of Water Grapple EN (2 Charge ,1AP). Default Range:10ft, Default Range Type: Point

Ex.) Medium Water Grapple Attack (in one turn)

Shoot a tendril of water toward your target from a source 10ft away and initiate a Grapple on its target if contact is made.

Damage: (d% + 10 × Focus) of 20 (Force) ✘/0 PP

- Range: 10 foot source, 60 foot beam
- Charges: 2
- Cast Time: 2 AP, 1 AP Focus (NOT INSTANT), Channelable
- Available Reactions: [Block](#) (Shield only), [Dodge](#), [Disengage](#)

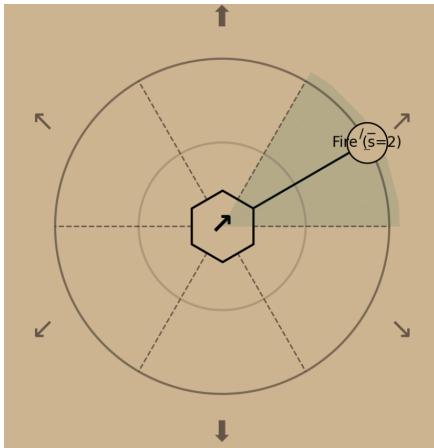


A Glyph of Water (size=2) (1 Charge ,1AP). Default Range:60ft, Default Range Type: Beam, with the Water Grapple EN (+1 AP +1 Charge) immediately having the water tendril grapple the target if the strike is successful.

- Medium Fire

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: $(d\%) + 10 \times \text{Focus}$ of 60 MD 
- Inflicts Burn
- Range: 10 foot source, 60 foot beam
- Charges: 2
- Cast Time: 1 AP, 1 AP Focus
- Available Reactions: [Block](#) (Shield only), [Dodge](#), [Disengage](#)

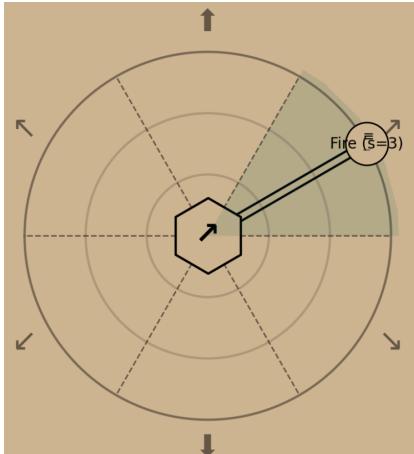


A singular Glyph of Fire (s=2) (2 Charge ,1AP). Default Range:60ft, Default Range Type: Beam

- Large Fire

Pull fire of a Large size from a source up to 10 ft away and hurl it at enemies, extinguishing the same amount of fire.

- Damage: $(d\%) + 10 \times \text{Focus}$ 90 MD 
- Inflicts Burn
- Range: 10 foot point, 30 foot beam
- Charges: 3
- Cast Time: 2 AP, 1 AP Focus
- Available Reactions: [Dodge](#), [Disengage](#)

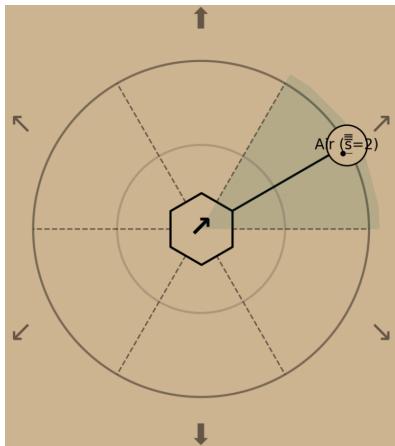


A singular Glyph of Fire (s=3) (3 Charge ,2AP). Default Range:30ft, Default Range Type: Beam

- Medium Air

Pull the air from 2 vessel you target (vessel includes lungs)

- Damage: $(d\% + 10\% \times \text{Focus}) - 60$ Vigor
- Inflicts 1 Stun buildup
- Targets 2 entities
- Range: 30 foot radius
- Charges: 2
- Cast Time: 1 AP, 1 AP Focus
- Available Reactions: [Dodge](#), [Counter Stab](#), [Disengage](#)

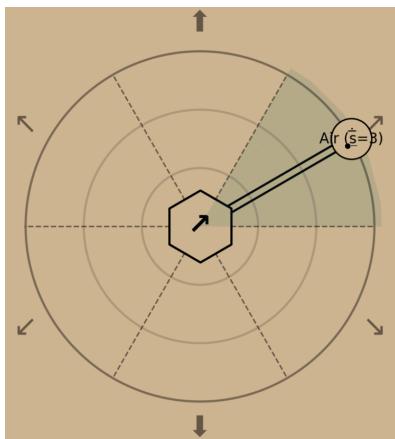


A singular Glyph of Air (s=2) (2 Charge ,1AP). Default Range:30ft, Default Range Type: Radial

- Large Air

Pull the air from 5 vessels you target (vessel includes lungs).

- Damage: $(d\% + 10\% \times \text{Focus}) - 60$ Vigor
- Inflicts 1 Stun buildup
- Targets 5 entities
- Range: 15 foot radius
- Charges: 3
- Cast Time: 2 AP, 1 AP Focus
- Available Reactions: [Dodge](#), [Counter Stab](#), [Disengage](#)

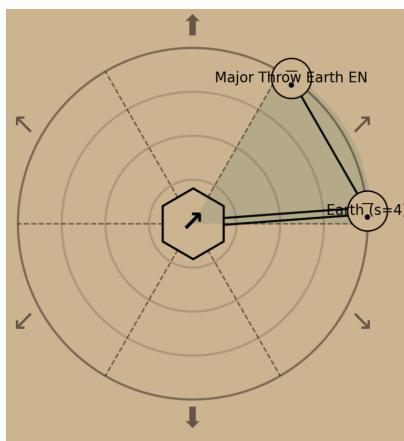


A singular Glyph of Air (s=3) (3 Charge ,2AP). Default Range:15ft, Default Range Type: Radial

Master

Tremendous Element Manipulation

- Can manipulate Tremendous amounts of any element
- Tremendous Earth
 - Damage: $(d\% + 10 \times \text{Focus}) 1000$ (Force) PD ✗/6 PP
 - Range: 10 foot point, 10 foot throw
 - Charges: 5
 - Cast Time: 2 AP
 - Available Reactions: [Disengage](#)



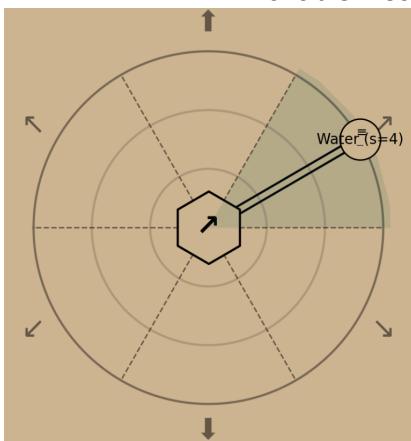
A Glyph of Earth (size=4) (4 Charge ,2AP). Default Range:10 ft, Default Range Type: Point and a Major Throw Earth EN (+1 Charge) introducing the damage

Hint: You can use the Major Throw Earth EN on a loose piece of earth the same size and get the same damage if available resulting in a 1AP cast only costing 4 Charge.

- Tremendous Water

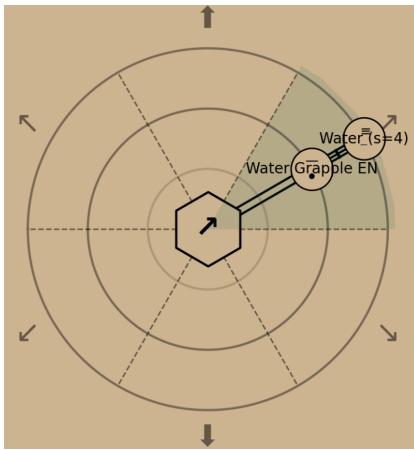
Shoot a tremendous tendril of water toward your target from a source 10ft away. (can be used to grapple giving +3 to Grapple and associated checks)

- Damage: $(d\% + 10 \times \text{Focus}) 80$ (Cutting) ✗
- Range: 10 foot point, 30 foot beam
- Charges: 3
- Cast Time: 2 AP, 1 AP Focus
- +3 to Grapple and associated checks
- Available Reactions: [Disengage](#)



A singular Glyph of Water (size=4) (3Charge, 2AP). Default Range:30ft, Default Range Type: Beam

Hint: Use the Water Grapple EN glyph to grapple with the target hit by the tendril. Will only add 1 AP and 1 Charge if done with the initial cast, but will add 1 AP and 2 Charge if done separately on running water



Ex.) Tremendous water with grapple

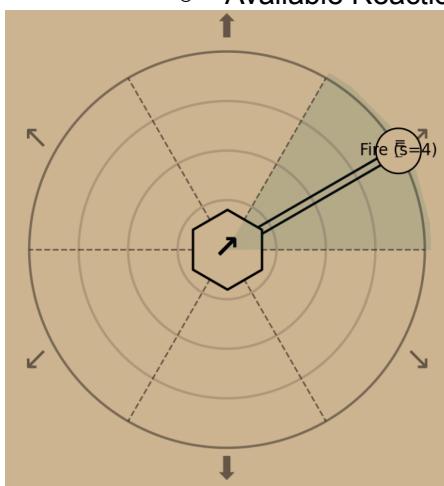
Charges: 4

Cast Time: 3 AP, 1 AP Focus

- Tremendous Fire

Pull fire of a tremendous size from a source up to 10 ft away and hurl it at enemies, extinguishing the same amount of fire.

- Damage: $(d\%) + 10 \times \text{Focus}$ 180 MD
- Inflicts Burn 2
- Range: 10 foot source, 30 foot beam
- Charges: 4
- Cast Time: 2 AP, 1 AP Focus
- Available Reactions: [Disengage](#)



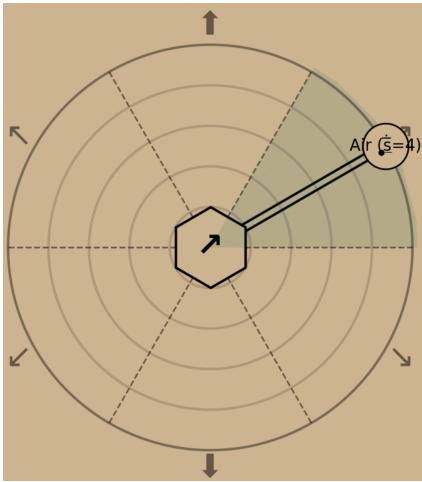
A singular Glyph of Fire (size=4) (4Charge, 2AP). Default Range:30ft, Default Range Type: Beam

- Tremendous Air

Pull the air from 10 vessels you target (vessel includes lungs)

- Damage: $(d\%) + 10\% \times \text{Focus}$ -60 Vigor
- Inflicts 1 Stun buildup
- Range: 15 foot radius
- Charges: 5
- Cast Time: 2 AP, 1 AP Focus

- Available Reactions: [Dodge](#), [Counter Stab](#), [Disengage](#)



A singular Glyph of Air (size=4) (5Charge, 2AP). Default Range:15ft, Default Range Type: Radial

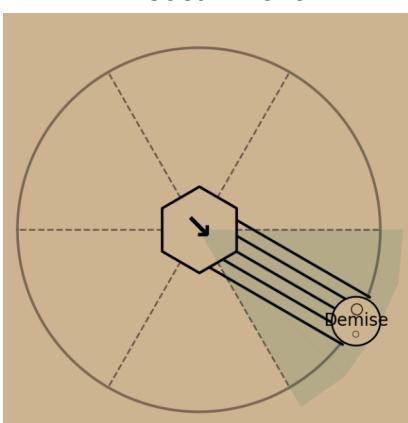
Witchcraft

Curse of Demise

- $d10 + 2 \times SPI$ vs target's $d12 + CON$, SPI, or INT to resist

You alter your target soul's longevity inflicting the "Curse of Demise" Status Effect.

- Duration: Permanent for 25
- On Apply: Target will die after the duration, reduced by 1 day for every point you exceed the target's resistance roll by.
 - E.g. You roll 15 and they roll 10. They will die in 20 days.
- While Active: The target will feel an increasing sense of dread as they rapidly approach their demise.
- Range: Touching
- Charges: 1
- Cast Time: 5 AP



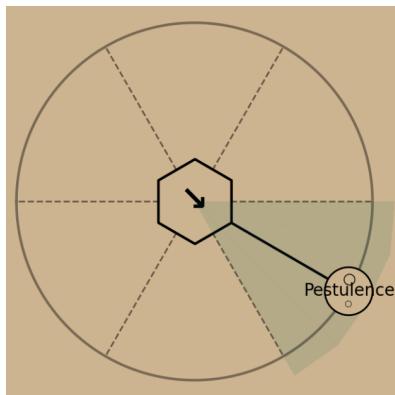
A singular Glyph of Demise (1Charge, 5AP). Default Range:touch, Default Range Type: touch

Curse of Pestilence

- $d10 + 2 \times SPI$ vs target's $d12 + CON$, SPI, or INT to resist

You cause the soul of your target to crack and leak applying the "Curse of Pestilence" Status Effect on a target.

- On Apply: Target will spread any curses they are currently afflicted with to nearby targets within $6ft + 1$ for every point you exceed their resistance roll by.
 - E.g. You roll 15 and they roll 10. The curses will spread to all targets within 11 feet of the initial target
- While Active: Blisters will quickly form over the target's body and burst leaving sickly green scabs.
- Range: Touching
- Charges: 1
- Cast Time: 1 AP, instant



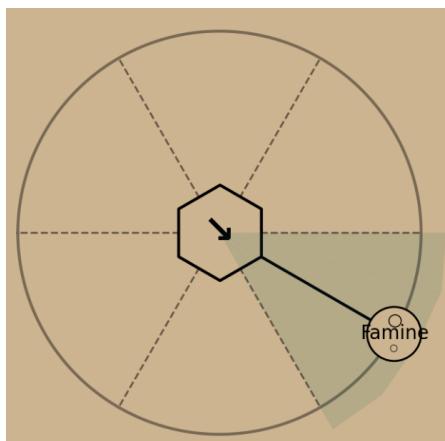
A singular Glyph of Pestilence (1Charge, 1AP). Default Range:touch, Default Range Type: touch

Curse of Famine

- $d10 + 2 \times SPI$ vs target's $d12 + CON$, SPI, or INT to resist

Partially sever the connection between a targets soul and their fragments of Eyr, inflicting the "Curse of Famine" Status Effect on a target.

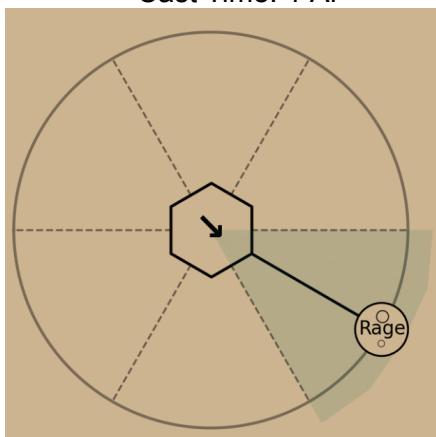
- Duration: Permanent for 5 days.
- While Active: Cannot naturally regenerate Vigor or Recovery Injuries. Target feels excessively fatigued and hungry during this time.
- Range: Touching
- Charges: 1
- Cast Time: 1 AP



A singular Glyph of Famine (1Charge, 1AP). Default Range:touch, Default Range Type: touch

Curse of War

- **d10 + 2 × SPI** vs target's **d12 + CON, SPI, or INT** to resist
Use the rage within a targets soul against them, inflicting the "Curse of War" on a target
 - Duration: Buildup
 - On Apply/Reapply: Buildup + the difference between your roll and target's resistance roll.
 - While Active: The target is overcome with destructive rage causing them to attack either the closest entity or another nearby entity that is currently and was most recently afflicted with Greater Curse of War with murderous intent.
- Range: Touching
- Charges: 1
- Cast Time: 1 AP



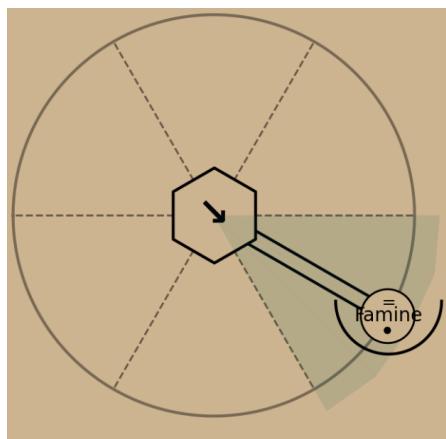
A singular Glyph of Rage (1Charge, 1AP). Default Range:touch, Default Range Type: touch

Adept

Ranged Curses

- Curse of Demise, Pestilence, Famine and War can now be cast at range at the cost of 1 additional AP for the curses' respective cast times.
- Range: 20 foot point

Ex.)



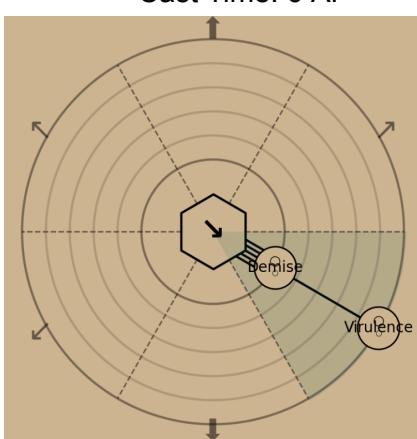
A singular Glyph of Famine (1Charge, 1AP). Default Range:touch, Default Range Type: touch, modified by the Ranged Curse modifier (adding the ripple, +1AP) changing the range to 20ft and range type to point

Greater Curse of Demise

- $d10 + 2 \times SPI$ vs target's $d12 + CON$, SPI, or INT to resist

You cause the soul of your target to crack and leak applying the "Curse of Pestilence" Status Effect on a target. With the addition of Virulence the duration is reduced to $\frac{1}{6}$ the original (25->5)

- Duration: Permanent for 5
- On Apply: Target will die in precisely 5 days.
- While Active: They will suffer the same sensations of normal Curse of Demise, but more intensely.
- Range: Touching
- Charges: 6
- Cast Time: 6 AP



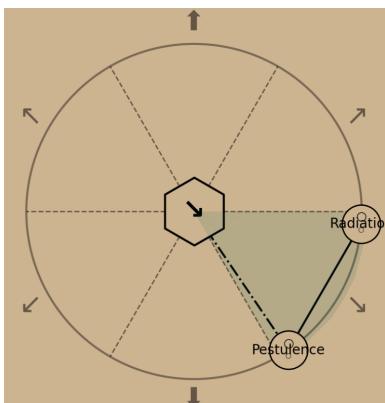
A Glyph of Demise (1Charge, 5AP). Default Range:touch, Default Range Type: touch, and a Glyph of Virulence (+1AP, +5Charge) Default Range:touch, Default Range Type: touch

Greater Curse of Pestilence

- $d10 + 2 \times SPI$ vs target's $d12 + CON$, SPI, or INT to resist

You cause the soul of your target to crack and leak applying the "Curse of Pestilence" Status Effect on a target. The addition of Radiation results on the Radiation effect

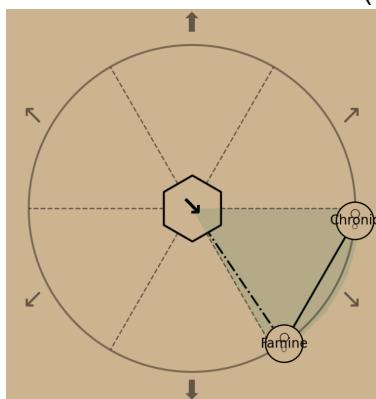
- On Apply: Target will spread any curses they are currently afflicted with to nearby targets within $6ft + 1$ for every point you exceed their resistance roll by. E.g. You roll 15 and they roll 10. The curses will spread to all targets within 11 feet of the initial target
- Radiation: The target hit with this radiates their leaking Spirit outward reducing the Vigor of all mortals within 10ft around them by 20.
- Range: Touching
- Charges: 2 (quickened)
- Cast Time: 1 AP, instant (quickened)



A Glyph of Pestilence (1Charge, 1AP). Default Range:touch, Default Range Type: touch, and a Glyph of Radiation(+1AP,) Default Range:touch, Default Range Type: touch, Quickened (resulting in the dashed line, and -1 AP and Chargex2 = 1AP, 2 Charge)

Greater Curse of Famine

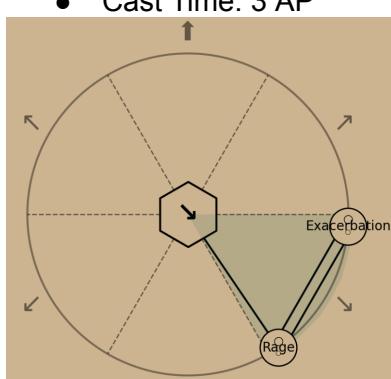
- $d10 + 2 \times SPI$ vs target's $d12 + CON, SPI$, or INT to resist
Partially sever the connection between a targets soul and their fragments of Eyr, inflicting the "Curse of Famine" Status Effect on a target. With the addition of the Glyph of Chronic, change the duration to permanent
 - Duration: Permanent
 - While Active: The target can no longer naturally regenerate Vigor or Recover from injuries and experience the same sensations as Curse of Famine.
- Range: Touching
- Charges: 2 (quickened)
- Cast Time: 1 AP (quickened)



A Glyph of Famine (1Charge, 1AP). Default Range:touch, Default Range Type: touch, and a Glyph of Chronic (+1AP) Default Range:touch, Default Range Type: touch, Quickened (resulting in the dashed line, and -1 AP and Chargex2 = 1AP, 2 Charge)

Greater Curse of War

- $d10 + 2 \times SPI$ vs target's $d12 + CON, SPI$, or INT to resist
Use the rage within a targets soul against them, inflicting the "Curse of War" on a target. Alongside the Glyph of Exacerbation, you apply the Exacerbation effect.
 - Duration: Buildup
 - On Apply: Buildup + the difference between your roll and the target's resistance roll.
 - Exacerbation: Instantly raise all Injury Levels to the next Level. (IE. Crippled is now Destroyed)
 - While Active: The target is overcome with destructive rage causing them to attack either the closest entity or another nearby entity that is currently and was most recently afflicted with Glyph of Rage with murderous intent.
- Range: Touching
- Charges: 1
- Cast Time: 3 AP

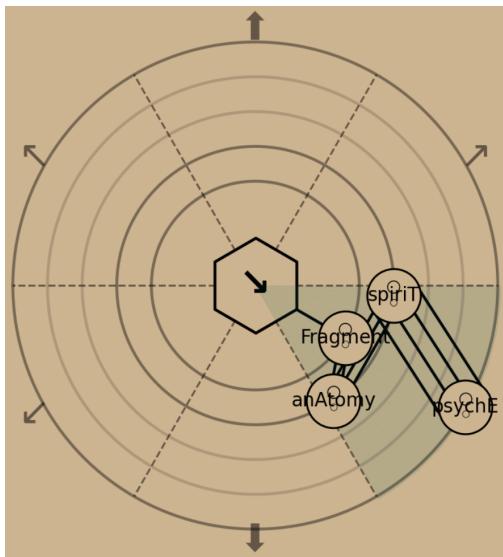


Glyph of Rage (1Charge, 1AP). Default Range:touch, Default Range Type: touch, and a Glyph of Exacerbation (+2AP,) Default Range:touch, Default Range Type: touch

Master

Alter Destiny

- Through the combination (with Glyph of psychE) of locating the Fragment of Eyr within a mortal creature (Fragment Glyph), discerning the immediate effect of whatever killed a target (anAnatomy Glyph), discerning exactly how long it has been since the target died (spirit), change the FATE of a dead target, reversing the immediate effect of whatever killed them. However, this does not cure any ailments nor mend any injuries, including lost limbs and Wound Table rolls.
- The target cannot have been dead for more than 10 days and they cannot be posthumously disfigured beyond the ability to function (e.g. decapitation).
- Range: Touching
- Charges: 5
- Cast Time: 10 AP



Death

Spi Based Rolls

Max Charges: (1 x Spi)

Spi x 2 + Roll for accuracy

Death Bar: All creatures have a Death bar, only known by Death magic users. Death bar is equivalent to Current Health/2, once the death bar is filled, the target instantly dies.

Skill Specific Items:

Pale Tree Seed: Planting this item into a corpse slain within ten days it will grow over the course of one day into a pale tree. If six pale trees are present within 44 feet of each other, a *Deaththistle Blade* will appear at the center of the trees within four days.

Deaththistle Blade (Standard)
Slash: 10-15-20 Death
Stab: 10-15-20 Death
Durability: 15 Physical, 200 Magic
Strikes: 1
Reach: 2 (Lengthy)
Str 2

"Blade appears as a blackish metal thin stick with long thorns and spines jutting out from it in all directions. Casting death spells with this blade passively increases them by +3."

Novice: Gain 1 Spi and 1 Con

Conjure Death: Inflict (Spi x 2)+ accuracy roll as Death onto your opponent, and inflict 1/2 of this Death onto yourself as well.

Convert your part of your opponent's soul into Death equal to Spi x 2 + accuracy roll

Costs 2 charge,

1AP

Range 40 feet

Siphon Death

Stab one's self, inflicting physical damage according to roll, to remove all Death from Death bar and apply it to the weapon used to stab one's self. Can only be used with bladed weapons. If the weapon strikes an enemy, transfer the Death from it to the enemy. Strike causes bleed, even if armored.

Costs 1 charge

1AP channeled (1AP and 1 Charge)???

Range self

Skilled: Gain 2 Con and 2 Agi

Wildflame Death

When a target's death bar is filled, manipulate the fire of death that emerges from their corpse by using spirit to throw it at and onto other targets. Uses Spi x 2 for accuracy, if the target is hit, use 1/2 the on fire status ailment but instead of afflicting health the damage fills the death bar. This fire cannot be put out with the exception of Druidic healing flames, remediation, miracle, or crystalized phlegm clot.

Costs 1 charge, requires enemy killed by filling the death bar, range 30 feet.

1AP

Remove Death

Remove Death from any dead target, afflicting one's self with 1/4 targets original max Death as Death. Reanimates corpse as an aggressive undead with 3/4th original health. Reanimated target will attack any nearby enemy of the caster.

Cost 3 charges

AP 1

Range 30 feet

Master: Gain 5 Con and 3 Spi

Exorcize Death

Remove Death from up to 3 dead targets, afflicting one's self with 1/4 targets' original health as Death. Reanimates corpse as an aggressive undead with 3/4th health. Reanimated targets will attack any nearby enemy of the caster.

Cost 6 charges

AP 1

Range 30 feet

Construct of Death

May remove parts of targets slain and sew them together forming a Death construct. These constructs are broken up into the following pieces and can wear armor and be assembled in any order and attached in any way agreed upon by the DM and player.

Heads (1-3) int of creature is based on the combined base int of the heads fused together/2
Torso (1-2) health and constitution of the creature is based on the combined base health and constitution of the bodies fused together.

Arms (1-6) agi of the creature is based on the combined agi of the arms fused together/2.

Legs (2-6) str of the creature is based on the combined str of the legs fused together

Pre of the construct is equivalent to the creator.

The Construct cannot have any Spi

The Construct can be taught magic

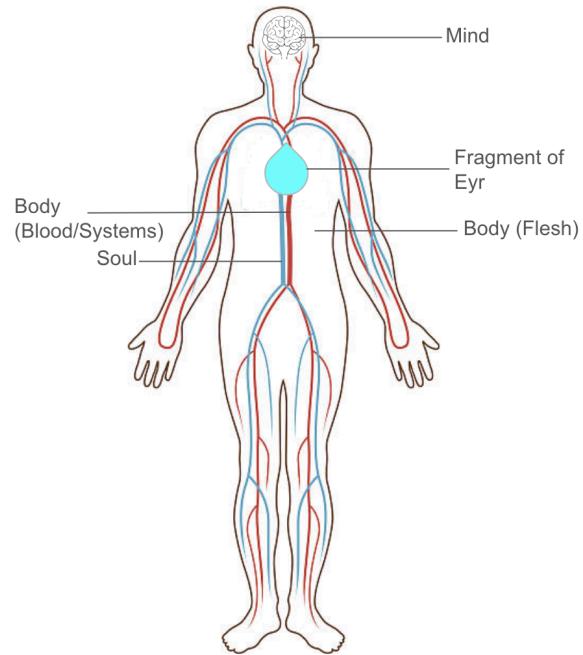
The Construct will remain dead unless the ability *Exorcize Death* is cast upon it, animating it and allowing it to fight alongside its master.

The Construct can be made of any living or dead creatures the caster discovers, including demons, dragons, humanoids, and animals.

Needs glyph to make non-aggressive undead^^

Anatomy of Magic: (WIP)

Non-Druidic



Druidic

