

Warlock

Warlocks are masters and slaves of devastating magic.



Verena closed her eyes and concentrated hard. Somewhere in the blackness the streams of her anima ran, she just had to find a way to reach out with her mind to control and channel them, to make them manifest outside of her body and to shape them to her will.

She sensed a flicker in the darkness and reached out for it. At first it felt hot, then cold, then with a great surge her anima rose up and overwhelmed her.

She awoke to the smell of smoke and the acrid tang of spent magic. Her tiny room was scorched and smoldering from the blast of her uncontrolled anima.

She sighed, despairing that no warlock would take her as an apprentice with such a lack of control.

Some people are born with the ability to channel their anima, while others can only develop this skill through years of study and dangerous practice.

For each magus their anima manifests differently. In the case of warlocks, they have developed the ability to manifest their anima into physical matter such as fire, electricity, ice, and even pure force.

The warlock's explosive forces are often undirected and make no distinction between friend and foe, which can make them dangerous allies.

Warlocks concentrate on training their magical combat specialties, so they can only use simple melee and ranged weapons and wear light armor.

As they advance levels, warlocks increase their damage dealing later than martial or specialist fighting classes.

Class Health Points

Class health points for warlocks are:

- 4 health points per level

Proficiencies

Warlocks can use the following types of melee and ranged weapons and armor:

Melee Weapons	Simple		
Ranged Weapons	Simple		
Armor	Light		

Standard Power Progression

The warlock's progression of standard powers is:

- Increased melee damage gained at Level 6, 12, and 18
- Increased ranged damage gained at Level 6, 12 and 18

Key Ability Scores

The key ability scores for warlocks are:

- Wisdom for anima and Magic defense
- Constitution for health points
- Dexterity for Armor and Evasion defenses

Magic Specialties

The magic specialties for warlocks are:

- Direct physical damage
- Physical manifestations and forces

Example Spell Powers

Examples of a warlock's spell powers include:

- *Burning Touch*: Caster's touch burns target
- *Burning Ray*: Caster shoots burning ray at target
- *Flame Wave*: Burst of flames damages everyone nearby
- *Lightning Chain*: Arcing chain of electricity
- *Earthquake*: Powerful earthquake damages all in vicinity
- *Fire Spirit*: Warlock animates fire spirit to fight

The full list of warlock spells and combat powers is on page 83 of this Player's Guide. Additionally, warlocks use spells from the Common Spells & Powers section on page 81.

Skills

Suggested warlock skills include:

- Arcana
- Elementalism
- Firefighting
- Personal first aid
- History and lore

Necromancer

Necromancers are masters of dark necrotic magic.



Morag threw the shovel out of the pit and carefully removed the rest of the dirt by hand, clearing the coffin's flimsy pine lid and then prizing it off.

The coffin contained the dead body of her husband. The gash across his neck was still there. His body ruined and his life stolen in a silly duel.

She lowered herself onto the body and took his head in her hands. She finally let loose the feelings that had been building since his death, and her anima coursed through her arms into his corpse, which thrashed and spasmed and then, with a start, gasped back to life.

His eyes searched left and right, then settled on Morag. He tried to speak, but could only gurgle.

"Shhhhh," she pressed her finger to his lips then kissed him.

"Goodbye, my love," she whispered and then released him to undertake his final journey.

Necromancers use their anima to call on the spirits of the underworld, draining their enemies' lifeforce, and animating and controlling undead. Their powers even allow necromancers to gain health by damaging or killing enemies. Conversely, necromancer's healing powers are temporarily effective, but have undesirable side-effects.

Necromancers concentrate on training their magical combat specialties, so they can only use simple melee and ranged weapons and wear light armor.

As they advance levels, necromancers increase their damage dealing later than martial or specialist fighting classes.

Class Health Points

Class health points for necromancers are:

- 4 health points per level

Proficiencies

Necromancers can use the following types of melee and ranged weapons and armor:

Melee Weapons	Simple		
Ranged Weapons	Simple		
Armor	Light		

Standard Power Progression

The necromancer's progression of standard powers is:

- Increased melee damage gained at Level 6, 12, and 18
- Increased ranged damage gained at Level 6, 12 and 18

Key Ability Scores

The key ability scores for necromancers are:

- Wisdom for anima and Magic defense
- Constitution for health points
- Dexterity for Armor and Evasion defenses

Magic Specialties

The magic specialties for necromancers are:

- Draining health
- Animating and controlling undead

Example Spell Powers

Examples of a necromancer's spell powers include:

- *Detect Undead*: Locates nearby undead
- *Draining Touch*: Deal damage to adjacent enemy
- *Draining Gaze*: Deal damage to distant enemy
- *Spook*: Target must make morale check or flee
- *Necrotic Touch*: Kills target with few health points, caster gains health
- *Scarify*: Target gains health points, but maximum health temporarily reduced
- *Devouring Gaze*: Damages distant target, and caster gains half of damage as health points
- *Compel Undead*: Direct undead target's action
- *Animate Bones*: Create an undead skeleton from bones
- *Lifebane*: Target cannot gain health points

The full list of necromancer spells and combat powers is on page 95 of this Player's Guide. Additionally, necromancers use spells from the Common Spells & Powers section on page 81.

Skills

Suggested necromancer skills include:

- Arcana
- Religion
- Occult
- Pre- and post-mortem physiology
- Taxidermy
- History and lore

Mystic

Mystics are specialists of control and influence.



Aurelius ducked through the fracas. The clash of swords reverberated across the battlefield, but none rang louder than those of Aurelius' master, Lord Bendan.

Bendan surged ahead of his front line, crashing through the red-shirted enemy soldiers. The crimson soldiers momentarily retreated from the lord, but then realized their advantage and closed like hungry desert-dogs.

Aurelius watched as they surrounded his master, then he acted, first miring the soldiers to slow them down and then enacting a boon to sharpen his master's reflexes.

In the chaos, Aurelius lost sight of one of the enemies until the man's sword was sweeping through the air on a path certain to strike a killing blow under Bendan's helm.

Aurelius reacted instinctively to enforce his will, deflecting the sword just enough to save his lord's life.

Mystics are masters of controlling magic, using it to direct and influence people's actions, to sharpen ally's reflexes and skills or to dull those of enemies, and even to negate or redirect the magic of others.

Of all of the magi, mystic's talents are also the most useful outside of combat. They can help to befriend antagonistic characters, obscure and silence nefarious deeds and distract watchful enemies.

As with other magi, mystics' training concentrates on their magical specialties, so they can only use simple melee and ranged weapons and wear light armor.

As they advance levels, mystics increase their damage dealing later than the pure martial or specialist fighting classes.

Class Health Points

Class health points for mystics are:

- 4 health points per level

Proficiencies

Mystics can use the following types of melee and ranged weapons and armor:

Melee Weapons	Simple		
Ranged Weapons	Simple		
Armor	Light		

Standard Power Progression

The mystic's progression of standard powers is:

- Increased melee damage gained at Level 6, 12, and 18
- Increased ranged damage gained at Level 6, 12 and 18

Key Ability Scores

The key ability scores for mystics are:

- Wisdom for anima and Magic defense
- Constitution for health points
- Dexterity for Armor and Evasion defenses

Magic Specialties

Mystic's magic specialties are:

- Controlling and influencing others
- Adjusting and altering magic

Example Spell Powers

Examples of a mystic's spell powers include:

- *Boon*: Increase target's Attacks
- *Bane*: Decrease target's Attacks
- *Force of Will*: Adjust an attack or ability test roll
- *Mire*: Slow target's movement
- *Re-Direct*: Adjust target of magic power
- *Leach*: Target's spells cost more anima to cast
- *Reflect*: Turn magic back on caster
- *Feedback*: Target takes damage for each anima spent
- *Mirror*: Copy target's appearance
- *Befriend*: Improve Charisma checks against target
- *Control*: Caster controls target's actions

The full list of mystic spells and combat powers is on page 99 of this Player's Guide. Additionally, mystics use spells from the Common Spells & Powers section on page 81.

Skills

Suggested mystic skills include:

- Arcana
- Manipulation
- Negotiation
- Gambling
- History and lore

Powers: Attacks & Spells

All character classes have a series of progressively more potent powers that represent their unique abilities in and (in the case of some spells) out of combat.

Powers have the following elements that describe their use and effects:

- Action Time
- Condition
- Target
- Target(s)
- Attack
- Attack #
- Attacks
- Damage
- Damage #
- Attack Effect
- Hit Effect
- Miss Effect

Spell powers have these additional elements:

- Casting Time
- Interrupt Condition
- Cost
- Spell Effect
- Counter
- Duration
- Range
- Effect Area
- Materials

Finally, some powers (like *Shake It Off*) trigger ability tests:

- Test Effect
- Ability Test

Elements of Powers

Action Time

Unless otherwise noted, all powers are used as major actions. However, some actions have action times other than as a major action, such as a full action for a *War Cry* or *Wind-Up* powers or Interrupt for *Reflex Strike*.

Casting Time

By default, spells require a major action to cast.

Some spells, such as *Healing Flash*, have shorter casting times equivalent to move or minor actions.

Other more powerful spells have longer casting times, ranging from full actions to minutes and hours.

Interrupt Condition

Interrupt spells and powers are activated outside of the character's turn and have a specified interrupt condition. This condition must be met for the spell to be cast or the power to be used. Example interrupt conditions include:

- Cast as interrupt immediately after target makes an attack roll.
- You're hit with an attack that would reduce your HP to 0 or less.

Cost

Spell powers have an anima point cost that must be paid before the spell resolves. Usually the cost is specified next to the title of the spell.

In some cases the spells have additional costs, such as variable cost (shown as X), or a cost based on some other factor, such as the anima points cost of the spell being countered or re-directed.

Condition

Many powers have conditions that must be met for the power to be used. Example conditions include:

- Target in melee range (for melee attacks)
- Target in ranged weapon range (for ranged attacks)
- Hit by the target since the character's last round
- Character on less than ½ health points
- No damage yet inflicted in the combat encounter

Target

Most powers affect a single target. If it specifies ally or enemy, then the power can only target allies or enemies.

Target(s)

Some powers have radius effects or alternatively allow the character to affect multiple targets.

Some radius powers only affect allies within the effect area (such as *Healing Wave* spells) while others only affect enemies.

Attack

The attack section details the attack bonus (Melee, Ranged, Magic), any other bonuses or penalties and the defense that is targeted: AD for Armor defense, ED for Evasion defense, MD for Magic defense, RD for Resilience defense.

Attack

A few rare powers allow attacks against multiple specific targets. These attacks are listed separately as they usually have different bonuses or penalties applied progressively.

Attacks

Attacks against multiple targets which have the same bonuses or penalties list all of the attacks together instead of separately.

Damage

The damage section defines how many damage dice are rolled and what bonuses or penalties are applied when an attack is successful. For melee and ranged attacks, the amount of damage dealt scales as the character gains levels.

Damage of 2d, 3d or 4d means roll twice, three times, or four times as many of the weapon's normal damage dice.

Many spells have variable damage, which is shown as X along with the type of dice, such as Xd6 or Xd8.

Furthermore, some spells change the type of damage dice based on the target of the spell, such as canonates' attacks against undead which deal Xd10 damage instead of Xd6.

Powers usually add the character's Melee, Ranged or Magic bonus to the final damage (or sometimes only this bonus damage is dealt):

- Melee bonus only
- Weapon + Melee (weapon damage + Melee bonus)
- 2d Weapon + Ranged (2d weapon damage + Ranged bonus)
- Xd6 + Magic bonus (d10s against undead)

Damage

If the attack power deals different amounts of damage for each of the separate attacks, such as powers with the Attack # component, then these amounts are detailed here.

Power Effect

The power effect section lists the primary or secondary result of some powers, such as:

- Attack powers with secondary effects
- Healing powers like *Rally*

In attack powers, the power effects section details the secondary effects of the power which happen whether the attack hits or misses. For example, some attack powers hamper the character or reduce their Defenses when used, regardless of whether they hit or not.

Spell Effect

Any spell that does anything other than direct damage has an effect. The spell effect component describes what the spell does when it is successfully cast, such as temporarily increasing the target's Attacks, Defenses, or healing.

If the spell attacks a target's Defenses (shown if it has an attack entry), then the spell effect only triggers if the spell attack is successful.

Hit Effect

Hit effects are often secondary effects that only happen when the power's attack roll is successful.

Example hit effects include:

- Target knocked prone, dazed, stunned or immobilized
- Target is pushed back for each successful hit
- Character and target swap positions

Miss Effect

Some attack powers and spells have alternate effects that occur when the attack roll misses the target. Those effects are listed in the miss effect section.

Ability Test

This section details the ability test, such as:

- Ability bonus vs. 15 + level (of creature or caster that applied the effect).

Test Effect

Powers with ability tests have an effect that triggers only if the test is passed.

Range

The range section defines the range of spell powers. In the case of single target spells, this is the maximum range at which the entity can be targeted. Example ranges include:

- 5'
- Self
- Touch or self
- 10' + 10' per level

For spells with an effect area, the range is the maximum distance at which a spell's effect area can be centered.

Effect Area

Area effect spells have a defined effect area, which is usually a radius from a specified position. All entities within this effect area are potential targets, depending on the power's target(s) details (such as 'All allies within effect area').

The effect area of spells is specified:

- Radius 5' per $\frac{1}{2}$ Level bonus

In this example, the spell effect starts in the square occupied by the caster, and the radial effect spreads from there.

Example:

A Level 4 warlock casts *Fire Blast* (a Level 3 spell). The Caster's $\frac{1}{2}$ Level bonus is 2, so the *Fire Blast* has a radius of 10'. The spell effect starts from the caster, and then stretches 10' from there.

If using a grid, this stretches 2 squares from the caster – not including the square occupied by the caster – giving a total effect radius of 5 squares by 5 squares.

If using descriptive combat, this effect would reach the second rank of monsters (or unfortunate allies) around the caster.

Other alternative effect area types include:

- *Lightning Chain* has a total length of 10' + 10' per $\frac{1}{2}$ Level bonus
- 5' square + 5' square per caster level

Effect Range

Spells that give characters ongoing enhancements, such as *Detect Magic*, have an effect range that details the range of the ongoing effect.

Duration

If a spell's effect is not resolved immediately when cast, then the ongoing duration of the spell's effect is defined in rounds (rnd), minutes (min), hours (hr) or longer.

- Until the end of the target's next turn
- 1 rnd + 1 rnd per level
- 1 min + 1 min per level

If the spell effect lasts for multiple rounds, then it expires at the end of the caster's turn on the final round.

Counter

The counter aspect of a power defines circumstances in which the spell effect is immediately ended.

Special

Special aspects of powers allow unique requirements or effects not covered in the other areas, such as:

- Multiple attacks against the same target that only end on a miss

Materials

Scrolls, wands and potions require specific materials in their creation.

Power Glossary

- **½ Level:** The ½ Level bonus of the character who is using the power.
- **Ability Test:** An ability test during combat, including the relevant ability and difficulty.
- **Adjacent (two targets):** Standing within 5' of each other.
- **Adjacent (three or more targets):** Without gaps between the targets (i.e. an unbroken line can be traced between all of the targets).
- **Ally/Allies:** Allies are the other creatures, adventurers or game characters who fight on the same side as the character (but not the character itself).
- **Arc (90°):** Effect area, which extends from the character out to the radius or range, but its angle is constrained to 90°.
- **Arc (180°):** Effect area, which extends from the character out to the radius or range, but its angle is constrained to 180°.
- **Attack:** A melee, ranged or magic attack.
- **Attacker:** The creature that has made the attack.
- **Aura:** Ongoing radial effect area that is centered on a creature. A creature can only have one active aura.
- **Bonus:** Any modifier that increases an attack roll.
- **Caster:** The character who is using the spell.
- **Caster Level:** The level of the character who is using or originally used the spell power.
- **Character:** The character who is using the power.
- **Combatant:** Anyone in the combat encounter, including all allies, enemies, and unaligned.
- **Contiguous:** Without gaps between the targets (i.e. an unbroken line can be traced between all of the targets).
- **Creature:** Any entity, including all allies and enemies.
- **Creature Level:** The level of the creature who is using or originally used the power.
- **Critical Weapon Damage:** The highest possible damage a weapon and power could deal.
- **Damage:** The amount of damage that is being dealt.
- **Dealer:** The creature that has made the attack.
- **Day:** The period of time between long rests, usually starting at dawn.
- **Defense:** The specific defense being targeted.
- **Defenses:** All four of the creature's Defenses (AD, ED, MD, RD).
- **Encounter:** A single challenge in the game; combat, trap, adversarial game character, puzzle, or non-trivial ability test.
- **Enemy/Enemies:** Monsters, adventurers, or game characters who fight in opposition to the character.
- **Engaged:** The creature has been the target of a melee attack by someone other than the character since the end of the character's last turn.
- **Hit:** An attack roll that is successful (it is equal or higher than the defense against which it is rolled).
- **Initiative:** The order that player characters and game characters act in each round, from highest to lowest.
- **Melee Range:** Within the melee range of the character's weapon.
- **Miss:** An attack roll that is unsuccessful (it is lower than the defense against which it is rolled).
- **Off-Hand:** Character's secondary hand, used for shield, two-handed weapons, alternate weapons or potions.
- **Once Per Turn:** Powers that can be used once per turn reset at the start of the character's turn.
- **Other:** Anyone except for the character using the power or spell.
- **Origin:** The starting location of an action.
- **Overlap:** Character's line of sight must pass through the closest target and all subsequent targets.
- **Penalty:** Any modifier that decreases an attack roll.
- **Pierce:** A type of weapon or projectile that can enter and pass through the body of a target.
- **Position:** The area occupied by a creature.
- **Pushed Back:** Target is moved in a straight line away from the character (including diagonally if using a grid), in a direction decided by the character's player.
- **Radius:** Area of a spell's effect, counted in 5' increments from the caster, but not including the spell's origin. Thus, a 5' radius spell has an actual diameter of 15'.
- **Range:** The distance at which a spell can reach a target or where the effect area can be centered.
- **Ranged Weapon Range:** Within the furthest range increment of the character's ranged weapon (penalties may apply).
- **Retreat:** Move back to the origin of the move or power.
- **Round:** 5-10 seconds. All player characters, game characters and monsters have a turn during a round.
- **Self:** The character casting the spell.
- **Slung:** The character's easily accessible second weapon.
- **Step:** The incremental effect of a spell.
- **Target(s):** The target or targets of the spell. Usually allies or enemies, but creative players might try to target non-combatants or inanimate objects (GM discretion applies here).
- **Touch:** A target close enough to be touched (the same as the character's melee range, i.e. within 5').
- **Turn:** The actions of a single player character, game character or group of monsters during a round.
- **Unaware:** The target is not aware of the position of the character, such as through invisibility or Stealth.
- **Undead:** Creatures with the characteristic 'Undead'.
- **Wielding:** The character's currently held weapon.
- **Worn:** A piece of clothing (other than armor) currently worn by the character.
- **You:** The character or caster who is using the power.

Common Spells & Powers

All magi classes (warlock, healer, canonate, necromancer, and mystic) and hybrid classes (hospiter) can use these common spells and powers of their class level.

Level 1

Melee Attack

Condition	Target in melee range.
Attack	Melee vs. AD
Damage	Weapon + Melee
Level 6:	2d Weapon + Melee
Level 12:	3d Weapon + Melee
Level 18:	4d Weapon + Melee

Ranged Attack

Condition	Target in ranged weapon range.
Attack	Ranged vs. AD
Damage	Weapon + Ranged
Level 6:	2d Weapon + Ranged
Level 12:	3d Weapon + Ranged
Level 18:	4d Weapon + Ranged

Cast Scroll (1 Anima)

Spell Effect	Cast a spell from a scroll.
--------------	-----------------------------

Create Light (1 Anima)

Casting Time	1 minutes
Spell Effect	Create magical light on an object.
Target	One object
Duration	1 hr + 1 hr per level
Effect Range	Radius 10' + 10' per ½ Level

Detect Magic (1 Anima)

Spell Effect	You detect traces of magic.
Target	Self
Duration	1 min + 1 min per level
Effect Range	Radius 5' + 5' per ½ Level from you

Empower (1 Anima)

Casting Time	Move action
Spell Effect	Target gains +2 to next attack or ability roll.
Target	Single target
Range	10' + 10' per level

+ Rally

Action Time	Full action
Power Effect	You regain half of the amount that your HP and AP are depleted. You gain +4 to Defenses until end of your next turn.
Special	This can only be used once per encounter.

Shake It Off

Test Effect	Remove one ongoing condition or spell effect (e.g. daze, bane, poison, immobilize, etc).
Ability Test	Ability bonus vs. 15 + level (of creature or caster that applied the condition/spell effect).

Level 2

Create Water (2 Anima)

Casting Time	10 minutes
Spell Effect	Creates 1 liter of water.

Identify Magic (2 Anima)

Casting Time	10 minutes
Test Effect	You discern the magical enchantments of an object or area. 1 enchantment per caster level (lowest level enchantment first).
Ability Test	Wisdom vs. 15 + level (of caster that applied the spell effect).
Range	1 object or area

Level 3

Create Food (3 Anima)

Casting Time	10 minutes
Spell Effect	Create one meal.

Create Scroll (2 Anima + X Anima)

Casting Time	2 hours
Cost	2 anima + anima cost of the spell being written on the scroll. Your Wisdom is temporarily reduced by this spell's total cost, improving by 1 each long rest until normal.
Spell Effect	Create a scroll of any spell that the caster can cast.
Usage	Scroll is used by a casting <i>Cast Scroll</i> when holding the scroll (major action).
Materials	Magic paper worth 1gp.

Dismiss Magic (3 Anima)

Test Effect	Dispel the spell effect.
Ability Test	Wisdom vs. 15 + level (of caster that applied the spell effect).
Target	A spell effect with a duration not longer than a week (such as bane, mire, fire trap, earthquake, wall of ice)
Range	10' + 10' per level

Level 4

Extend (3 Anima + X Anima)

Casting Time	Casting time is one increment of the current duration of the target spell. If the current spell duration is 5 rounds, then <i>Extend</i> takes 1 round to cast and extends the target spell effect to 5 minutes.
Cost	3 anima + 1 anima per level of the target spell. Your Wisdom is temporarily reduced by X, improving by 1 each long rest until normal.
Spell Effect	Extends duration of a spell effect by one step. Rounds → Minutes Minutes → 10 Mins 10 Mins → Hours Hours → Days Days → Weeks Weeks → Months Months → Seasons Seasons → Years Years → Decades Decades → Centuries Centuries → Millennia
Target	Spell effect on an object (GM's discretion)
Range	Touch

Halt Magic (4 Anima)

Casting Time	10 minutes
Target	1 object or area with a permanent magical enchantment
Ability Test	Wisdom vs. 15 + level (of caster that applied the spell effect).
Test Effect	Temporarily remove the permanent magical enchantment. Enchantment resumes when duration expires.
Duration	1 min + 1 min per level
Range	Touch

Level 5

Create Potion (4 Anima + X Anima)

Casting Time	4 hours
Cost	4 Anima + Anima cost of the spell being infused into the potion. Your Wisdom is temporarily reduced by this spell's total cost, improving by 1 each long rest until normal.
Spell Effect	Create a potion of any spell that the caster can cast which has a single target and a touch or self range (such as a healing or detection).
Usage	Potion is used by consuming the contents when held (minor action).
Materials	Empty bottle or other suitable receptacle.

Dispel Magic (5 Anima)

Casting Time	1 hour
Target	1 object or area with a permanent magical enchantment
Test Effect	Dispel the permanent magical enchantment.
Ability Test	Wisdom vs. 15 + level (of caster that applied the spell effect).
Range	Touch

Level 7

Create Wand (6 Anima + X Anima)

Casting Time	4 hours per charge
Cost	6 Anima + Anima cost of each charge of the spell being inserted into the implement. Your Wisdom is temporarily reduced by this spell's total cost, improving by 1 each long rest until normal.
Spell Effect	Create a wand holding multiple charges of any spell that the caster can cast.
Usage	Wand is used by activating the wielded implement (major action).
Materials	Physical implement worth 1gp per charge it holds.

Level 9

Create Magic Equipment (8 Anima + X Anima)

Casting Time	1 day per +1 of the enchantment (during forging or crafting of the equipment)
Cost	8 Anima + 8 Anima for each +1 of the enhancement. Your Wisdom is temporarily reduced by this spell's total cost, improving by 1 each long rest until normal.
Spell Effect	Imbue a permanent magical enhancement into an unenhanced weapon or armor.
Materials	Unenhanced weapon or armor.

Warlock Spells

CHP	4 health points per level		
Melee	Simple		
Ranged	Simple		
Armor	Light		



Level 1

Burning Touch (X Anima)

Cost	1 anima per dice of damage
Target	Single target
Attack	Magic vs. AD
Damage	Xd8 + Magic bonus
Range	Touch

Burning Ray (1 Anima + X Anima)

Cost	1 anima + 1 anima per dice of damage
Attack	Magic vs. AD
Damage	Xd8 + Magic bonus
Target	Single target
Range	10' + 10' per level

Detect Weakness (1 Anima)

Casting Time	Move action
Spell Effect	You detect which of the targets' Defenses are the weakest.
Target(s)	1 target + 1 target per level
Target	Self
Effect Range	Radius 5' + 5' per ½ Level from you

Enforce Object (X Anima)

Cost	1 anima for each multiple of the object's weight
Spell Effect	Increase weight of object X times.
Target	Inanimate object up to 1' cube per level (or equivalent)
Duration	1 hr + 1 hr per level
Range	10' + 10' per level

Finesse Object (1 Anima)

Spell Effect	Apply a delicate force to a small object.
Target	Small inanimate object
Range	10' + 10' per level

Fire Trap (1 Anima + X Anima)

Casting Time	10 minutes
Cost	1 anima + 1 anima per dice of damage
Spell Effect	Create a trap that is triggered when any creature enters the trapped area.
Target(s)	All targets in effect area
Attack	Magic vs. AD
Damage	Xd8 + Magic bonus
Duration	1 hr + 1 hr per level
Range	Touch
Effect Area	5' square + 5' square per caster level

Force Object (1 Anima)

Spell Effect	Apply force to move an object (equivalent movement rate equal to caster's Magic bonus).
Target	Inanimate object up to 1' cube per level (or equivalent)
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Probe (1 Anima)

Casting Time	10 minutes
Spell Effect	Aid in the target in detecting anomalies or flaws in construction or formations that indicate traps or secret areas. Target adds their Magic bonus to Perception (Int) ability tests.
Duration	10 minutes + 10 minutes per level
Range	Touch or self
Effect Range	10' + 10' per level

Level 2

Burning Bolts (2 Anima + X Anima)

Cost	2 anima + 1 anima for each target
Target(s)	X targets
Attack(s)	Magic vs. AD
Damage	1d8 + Magic bonus
Range	10' + 10' per level

Flame Spray (2 Anima + X Anima)

Cost	2 anima + 1 anima per dice of damage
Target(s)	All targets in effect area
Attack(s)	Magic vs. ED
Damage	Xd8 + Magic bonus
Effect Area	90° arc, 5' + 5' per ½ Level from you
Miss Effect	Magic bonus damage

Icy Spray (2 Anima + X Anima)

Cost	2 anima + 1 anima per dice of damage
Target(s)	All targets in effect area
Attack(s)	Magic vs. ED
Damage	Xd8 + Magic bonus
Effect Area	90° arc, 5' + 5' per ½ Level from you
Miss Effect	Magic bonus damage

Prison of Ice (2 Anima)

Spell Effect	Target is trapped by a 5' x 5' block of ice around their lower extremities. Normal-sized targets are immobilized (–2 to Defenses, cannot move intentionally) until the prison of ice is destroyed or expires. Prison of ice has 10 HP + 5 HP per ½ Level, AD and ED 10.
Target	Single target
Attack	Magic vs. ED
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Shocking Touch (1 Anima + X Anima)

Cost	1 anima + 1 anima per dice of damage
Target	Single target
Attack	Magic vs. ED
Damage	Xd8 + Magic bonus
Range	Touch

Sheath of Ice (2 Anima)

Spell Effect	Creates a hollow pillar of ice (5' x 5', 10' tall). If successfully cast, the target is trapped within. Sheath of ice has 5 HP + 5 HP per ½ Level, AD and ED 10.
Target	Single normal-sized target
Attack	Magic vs. ED
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Shocking Ray (2 Anima + X Anima)

Cost	2 anima + 1 anima per dice of damage
Target	Single target
Attack	Magic vs. ED
Damage	Xd8 Magic bonus
Range	10' + 10' per level

Wall of Ice (1 Anima + X Anima)

Cost	1 anima + 1 anima per 2 pillars of ice
Spell Effect	You create a contiguous wall of ice made up of individual pillars (5' x 5', 10' tall). Two pillars are created for each X anima spent. Corporeal creatures cannot move through the pillars or diagonally between them. No pillar can be created in an occupied position. Each pillar has 10 HP + 10 HP per ½ Level.
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Level 3

Eviscerating Bolts (3 Anima + X Anima)

Cost	3 anima + 1 anima for each target
Target(s)	X targets
Attack(s)	Magic vs. RD
Damage	1d8 + Magic bonus
Range	10' + 10' per level

Eviscerating Ray (2 Anima + X Anima)

Cost	2 anima + 1 anima per dice of damage
Target	Single target
Attack	Magic vs. RD
Damage	Xd8 + Magic bonus
Range	10' + 10' per level

Eviscerating Touch (1 Anima + X Anima)

Cost	1 anima + 1 anima per dice of damage
Target	Single target
Attack	Magic vs. RD
Damage	Xd8 + Magic bonus
Range	Touch

Fire Blast (3 Anima + X Anima)

Cost	3 anima + 1 anima per dice of damage
Target(s)	All other targets in effect area
Attack(s)	Magic vs. ED
Damage	Xd8 + Magic bonus
Effect Area	Radius 5' + 5' per ½ Level from you

Icy Blast (3 Anima + X Anima)

Cost	3 anima + 1 anima per dice of damage
Target(s)	All other targets in effect area
Attack(s)	Magic vs. ED
Damage	Xd8 + Magic bonus
Effect Area	Radius 5' + 5' per ½ Level from you

Shocking Bolts (3 Anima + X Anima)

Cost	3 anima + 1 anima for each target
Target(s)	X targets
Attack(s)	Magic vs. ED
Damage	1d8 + Magic bonus
Range	10' + 10' per level

Wall of Fire (2 Anima + X Anima)

Cost	2 anima + 1 anima per 2 pillars of fire
Spell Effect	Creates a contiguous wall of fire made up of individual pillars (5' x 5', 10' tall). Two pillars are created for each X Anima. Creatures moving in and out of the wall of fire in a single turn (including diagonally between individual pillars) or ending their turn within it take 1d8 damage.
Target(s)	All targets in effect area when created
Attack	Magic vs. ED (against targets within wall when created)
Damage	1d8 + Magic bonus
Miss Effect	1d8 damage
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Level 4

Arcane Touch (1 Anima + X Anima)

Cost	1 anima + 1 anima per dice of damage
Target	Single target
Attack	Magic vs. MD
Damage	Xd8 + Magic bonus
Range	Touch

Arcane Ray (2 Anima + X Anima)

Cost	2 anima + 1 anima per dice of damage
Target	Single target
Attack	Magic vs. MD
Damage	Xd8 + Magic bonus
Range	10' + 10' per level

Arcane Bolts (3 Anima + X Anima)

Cost	3 anima + 1 anima for each target
Target(s)	X targets
Attack(s)	Magic vs. MD
Damage	1d8 + Magic bonus
Range	10' + 10' per level

Lightning Chain (3 Anima + X Anima)

Cost	3 anima + 1 anima per dice of damage
Spell Effect	Lightning chain starts from you, extends in 5' segments and cannot cross itself. These segments may travel diagonally.
Target(s)	All targets in effect area
Attack(s)	Magic vs. ED
Damage	Xd8 + Magic bonus
Effect Area	Lightning chain has a total length of 10' + 10' per ½ Level.

Level 5

Enshroud (2 Anima + X Anima)

Cost	2 anima + 2 anima per step of reduced visibility (obscure, faint, invisible)
Spell Effect	Reduce visibility (Defenses and Stealth) of the target by up to three steps: <ul style="list-style-type: none"> • Obscure: +2 • Faint: +4 • Invisible: +6
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	Touch

Fire Ball (5 Anima + X Anima)

Cost	5 anima + 1 anima per dice of damage
Target(s)	All targets in effect area
Attack(s)	Magic vs. ED
Damage	Xd8 + Magic bonus
Range	10' + 10' per level
Effect Area	Radius 5' + 5' per ½ Level
Miss Effect	Magic bonus damage

Level 6

Fire Spirit (6 Anima + X Anima)

Cost	6 anima + 1 anima per dice of damage, +5 HP and +1 to Defenses
Spell Effect	Conjures a fire spirit that engages in melee combat.
Effect Details	Fire spirit appears adjacent to you and occupies 5' x 5'. You can use your move action to control the fire spirit's actions (major and move). The fire spirit will continue to attack its target without intervention. The fire spirit's Movement Speed is your Magic bonus. Fire spirit cannot move out of spell range. Fire spirit melee attacks target with your Magic bonus vs. target's AD. Fire spirit deals Xd6 + your Magic bonus damage on hit. Fire spirit has 10 HP + 5 HP per X, Defenses of 15 + X.
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Level 7

Earthquake (6 Anima + X Anima)

Cost	6 anima + 1 anima per dice of damage
Spell Effect	Creates an earthquake in the effect area. Creatures already in, moving through or ending their turn within the effect area must make an ability test (Dexterity vs. 15 + caster's level) or take Xd8 damage.
Target(s)	All targets in effect area
Attack(s)	Magic vs. ED
Damage	Xd8 + Magic bonus
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level
Effect Area	Radius 5' + 5' per ½ Level
Hit Effect	Targets prone (-2 to Attacks and Defenses, Movement Speed is 1)

Inferno (6 Anima + X Anima)

Cost	6 anima + 1 anima per dice of damage
Spell Effect	Creates a raging inferno of flames that fills the effect area. Creatures already in, moving through or ending their turn within the effect area must make an ability test (Dexterity vs. 15 + caster's level) or take Xd8 damage.
Target(s)	All targets in effect area
Attack(s)	Magic vs. ED
Damage	Xd8 + Magic bonus
Miss Effect	Magic bonus damage
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level
Effect Area	Radius 5' + 5' per ½ Level

Level 8

Poison Cloud (7 Anima + X Anima)

Cost	7 anima + 1 anima per dice of damage
Spell Effect	Creates a cloud of poisonous vapor that fills the effect area. Creatures already in, moving through or ending their turn within the effect area must make an ability test (Constitution vs. 15 + caster's level) or take Xd8 damage.
Target(s)	All targets in effect area
Attack(s)	Magic vs. RD
Damage	Xd8 + Magic bonus
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level
Effect Area	Radius 5' + 5' per ½ Level
Miss Effect	Magic bonus damage

Warlock's Shield (1 Anima + X Anima)

Cost	1 anima + 1 anima per 5 HP of damage absorption
Spell Effect	You create an arcane shield that absorbs damage dealt to you. The shield effect ends when the damage absorption is depleted.
Target	Self
Duration	1 rnd + 1 rnd per level

Level 9

Insubstantiate (9 Anima)

Spell Effect	Target insubstantial (move through solid objects at half speed and damage taken from attacks against AD and ED is halved).
Duration	1 rnd + 1 rnd per level
Target	Touch or Self

Phase Step (X Anima)

Cost	1 anima per 5' of teleportation
Casting Time	Move action
Spell Effect	You instantly teleport to a location within effect range that you can see.
Target	Self
Effect Range	5' per X anima

Level 10

Reincarnate (X Anima)

Casting Time	8 hours
Cost	1 anima per level of the target + anima for the time since death: <ul style="list-style-type: none"> • Day(s): 1 AP • Week(s): 2 AP • Month(s): 3 AP • Season(s): 4 AP • Year(s): 5 AP • Decade(s): 6 AP • Centuries: 7 AP Your Wisdom is temporarily reduced by X, improving by 1 each long rest until normal.
Spell Effect	Transfers the soul of a dead character into a new body. Reroll or regenerate character ability scores and apply level appropriate ability score increases. Chance of character's race changing as determined by GM (depends on character's previous behavior). New character appears as determined by GM.
Target	Single dead target
Range	Touch

Healer Spells

CHP	4 health points per level		
Melee	Simple		
Ranged	Simple		
Armor	Light		



Level 1

Augment (1 Anima)

Spell Effect	Increase one of the target's ability bonuses by your Magic bonus: <ul style="list-style-type: none"> • Strength bonus • Dexterity bonus • Con bonus This does not affect the target's HP, but does increase relevant Attack bonuses and Defenses.
Target	Single target
Duration	End of target's next turn
Range	Touch or self

Detect Status (1 Anima)

Casting Duration	Move action
Spell Effect	You detect the current health points of targets.
Target(s)	1 target + 1 target per level
Range	Self
Effect Range	Radius 5' + 5' per ½ Level from you

Healing Flash (1 Anima)

Casting Time	Move action
Spell Effect	Heal Magic bonus HP.
Target	Single target
Range	Touch or self

Healing Touch (X Anima)

Cost	1 anima per dice of healing
Spell Effect	Heal Xd6 + Magic bonus HP
Target	Single target
Range	Touch or self

Healing Word (1 Anima + X Anima)

Cost	1 anima + 1 anima per dice of healing
Spell Effect	Heal Xd6 + Magic bonus HP
Target	Single target
Range	10' + 10' per level

Quicken (1 Anima)

Spell Effect	Target can use one minor action as a major action each round.
Target	Single target
Duration	End of target's next turn
Range	Touch or self

Remove (1 Anima)

Spell Effect	Remove one ongoing condition or spell effect (e.g. daze, bane, poison, immobilize, etc).
Target	Single allied target
Range	Touch or self

Staunch (1 Anima)

Action Time	Move action
Spell Effect	Stabilize dying target.
Target	Single target
Range	Touch or self

Level 2

Bleed (2 Anima)

Spell Effect	Increase each separate amount of damage taken by the target by your Magic bonus.
Target	Single target
Attack	Magic vs. RD
Duration	End of your next turn
Range	10' + 10' per level

Brace (2 Anima)

Spell Effect	Decrease each separate amount of damage taken by the target by your Magic bonus.
Target	Single target
Duration	End of your next turn
Range	Touch or self

Channel (2 Anima)

Spell Effect	Target can use <i>Rally</i> as a move action.
Target	Single target
Duration	End of target's next turn
Range	Touch or self

Daze (2 Anima)

Spell Effect	Target is dazed (only has major and minor actions).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Hasten (2 Anima)

Spell Effect	Target can use one move action as a major action each round.
Target	Single target
Duration	End of target's next turn
Range	Touch or self

Sap (2 Anima)

Spell Effect	Decrease target's Melee bonus by your Magic bonus.
Target	Single target
Attack	Magic vs. MD
Duration	End of target's next turn
Range	10' + 10' per level

Slow (2 Anima)

Spell Effect	Target is slowed (move speed halved).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Slow Decay (2 Anima)

Casting Time	1 hour
Spell Effect	Slow decay on a corpse, halving the rate of decomposition.
Target	Single target
Duration	1 day + 1 day per caster level
Range	Touch

Tremble (2 Anima)

Spell Effect	Decrease target's Ranged bonus by your Magic bonus.
Target	Single target
Attack	Magic vs. MD
Duration	End of target's next turn
Range	10' + 10' per level

Level 3

Bolster (X Anima)

Cost	1 anima for each +1
Spell Effect	Increase target's Melee bonus by X.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	Touch or self

Concuss (3 Anima)

Spell Effect	Target is stunned (only has move and minor actions).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Healing Wave (3 Anima)

Spell Effect	Heal Magic bonus HP.
Target(s)	All allies in effect area
Effect Area	Radius 5' per ½ Level from you

Life Link (3 Anima)

Spell Effect	Damage dealt to target is halved. You take damage equal to the amount that target's damage was reduced. The damage you take can't be reduced or transferred.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Quake (X Anima)

Cost	1 anima for each -1
Spell Effect	Decrease target's Ranged bonus by X.
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Seize Initiative (3 Anima)

Casting Time	Interrupt
Spell Effect	Targets gain additional Initiative bonus equal to your Magic bonus.
Target	All allies in effect area
Effect Area	Radius 5' per ½ Level from you

Steady (X Anima)

Cost	1 anima for each +1
Spell Effect	Increase target's Ranged bonus by X.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	Touch or self

Strengthening Word (2 Anima + X Anima)

Cost	2 anima + 1 anima for each +1
Spell Effect	Increase targets' Melee bonus by X.
Target(s)	All allies within range
Duration	End of targets' next turn
Effect Area	Radius 5' per ½ Level from you

Level 4

Afflict (4 Anima)

Spell Effect	Target blinded (slowed, -4 to Attacks and Defenses).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Buttress (X Anima)

Cost	1 anima per HP of damage reduction
Spell Effect	Decrease each separate amount of damage taken by the target by X.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	Touch or self

Cleanse (4 Anima)

Spell Effect	Remove all ongoing conditions/spell effects (e.g. daze, bane, poison, immobilize, etc).
Target	Single target
Range	Touch or self

Exhaust (X Anima)

Cost	1 Anima for each -1
Spell Effect	Decrease target's Melee bonus by X.
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Healing Burst (3 Anima + X Anima)

Cost	3 anima + 2 anima per dice of healing
Spell Effect	Heal Xd6 + Magic bonus HP.
Target(s)	All allies in effect area
Effect Area	Radius 5' per ½ Level from you

Healing Stream (3 Anima + X Anima)

Cost	3 anima + 2 anima per dice of healing
Spell Effect	Heal Xd6 + Magic bonus HP at the start of the target's turn. Target must be within range each round.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	5' + 5' per level

Mask (4 Anima)

Spell Effect	Target's appearance changes.
Target	Single target
Attack	Magic vs. MD (enemy target only)
Counter	Perception ability test (Intelligence vs. 15 + your level). Extreme size, race, or material alterations give bonus to Perception checks (GM's discretion).
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Shudder (X Anima)

Cost	1 Anima for each -1
Spell Effect	Decrease target's Ranged bonus by X.
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Vitiate (4 Anima)

Spell Effect	Target weakened (damage they deal is halved).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Level 5

Hemorrhage (X Anima)

Cost	1 anima per HP of damage increase
Spell Effect	Increase each separate amount of damage taken by the target by X.
Target	Single target
Attack	Magic vs. RD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Reinforce (5 Anima)

Spell Effect	Damage taken by the target is reduced to 0.
Target	Single target
Duration	End of your next turn
Range	Touch or self

Restrain (5 Anima)

Spell Effect	Target restrained (no melee or ranged attacks, no movement, -4 to Magic and Defenses).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Stasis (5 Anima)

Casting Time	1 hour
Spell Effect	Halt decay on a corpse, preserving it.
Target	Single target
Duration	1 wk + 1 wk per level
Range	Touch or self

Level 6

Chains (X Anima)

Cost	1 anima per dice of damage, up to the X anima cost of the <i>Wrack</i> spell cast on the target.
Damage	Xd8 damage
Target	Single wracked target
Range	10' + 10' per level

Knock Out (6 Anima)

Spell Effect	Target unconscious (no actions, -6 to Defenses, all hits critical). Target can perform <i>Shake It Off</i> (or equivalent) on its turn if it has that ability.
Target	Single target
Attack	Magic vs. MD
Counter	Spell effect ends if target is physically touched or injured.
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Wrack (2 Anima + X Anima)

Cost	2 anima + X anima
Spell Effect	Target is wracked (X) until the end of the encounter.
Target	Single target
Attack	Magic vs. MD
Range	10' + 10' per level

Level 7

Feign Death (7 Anima)

Effect	Target's heart stops beating and they appear dead. Target regains consciousness (with no ill-effects) when the duration expires.
Target	Single allied target
Duration	1 minute + 1 minute per caster level
Range	Touch or self

Level 8

Restore Life (X Anima)

Casting Time	8 hours
Cost	1 anima per level of the target + anima for the time since death: <ul style="list-style-type: none"> • Day(s): 1 AP • Week(s): 2 AP • Month(s): 3 AP • Season(s): 4 AP • Year(s): 5 AP • Decade(s): 6 AP • Centuries: 7 AP Your Wisdom is temporarily reduced by X, improving by 1 each long rest until normal.
Spell Effect	Returns a dead character to 1 HP.
Target	Single dead target
Range	Touch

Level 9

Fortify (9 Anima)

Spell Effect	Damage taken by the target is reduced to 0.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	Touch or self

Insubstantiate (9 Anima)

Spell Effect	Target insubstantial (move through solid objects at half speed and damage taken from attacks against AD and ED is halved).
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	Touch or self

Level 10

Recover (X Anima)

Casting Time	10 minutes
Cost	1 anima per level of the target
Spell Effect	Restores a conscious character to maximum HP.
Target	Single target
Range	Touch or self

Canonate Spells

CHP	4 health points per level		
Melee	Simple		
Ranged	Simple		
Armor	Light		



Level 1

Bless (1 Anima + X Anima)

Cost	1 anima + 1 anima per +1 to Attacks
Spell Effect	Increases target's Attacks by X.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	Touch

Detect Life (1 Anima)

Spell Effect	You detect living creatures in effect area.
Duration	1 min + 1 min per level
Range	Self
Effect Area	Radius 5' + 5' per ½ Level from you

Detect Undead (1 Anima)

Spell Effect	You detect undead creatures in effect area.
Duration	1 min + 1 min per level
Range	Self
Effect Area	Radius 5' + 5' per ½ Level from you

Divine (1 Anima)

Casting Time	10 minutes
Spell Effect	Aid the detection of hidden threats, traps or secret areas. You add your Magic bonus to Perception checks.
Duration	10 min + 10 min per level
Range	Self
Effect Range	Radius 5' + 5' per ½ Level from you

Divine Strike (1 Anima + X Anima)

Cost	1 anima + 1 anima per dice of damage
Target	Single enemy target
Attack	Magic vs. MD
Damage	Xd6 + Magic bonus (d10s against undead)
Range	Touch

Shelter

(1 Anima + X Anima)

Cost	1 anima + 1 anima per +1 of Defenses
Spell Effect	Increase target's Defenses by X.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	Touch

Level 2

Aura of Enhancement (2 Anima + X Anima)

Cost	2 anima + 1 anima per +1 to Attacks
Spell Effect	Create an aura around you that increases allies' Attacks by X. You may have only one active aura at any time.
Target(s)	All allies in effect area
Duration	1 rnd + 1 rnd per level
Range	Self
Effect Area	5' radius from you

Aura of Shelter (2 Anima + X Anima)

Cost	2 anima + 1 anima per +1 to Defenses
Spell Effect	Creates an aura around you that increases other allies' Defenses by +1 for each X anima. You may have only one active aura at any time.
Target(s)	All allies in effect area
Duration	1 rnd + 1 rnd per level
Range	Self
Effect Area	5' radius from you

Divine Burst (2 Anima)

Spell Effect	Targets slowed (Movement Speed halved).
Target(s)	All enemies in effect area
Attack(s)	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Effect Area	Radius 5' + 5' per ½ Level from you

Divine Censure (2 Anima)

Spell Effect	Target dazed (only has major and minor action)
Attack	Magic vs. MD
Target(s)	Single enemy target
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Divine Rebuke (2 Anima + X Anima)

Cost	2 anima + 1 anima per dice of damage
Attack	Magic vs. MD
Damage	Xd6 + Magic bonus (d10s against undead)
Target	Single enemy target
Range	10' + 10' per level

Endure Elements (2 Anima)

Spell Effect	Damage from elemental sources (heat or cold) is reduced by Magic bonus per round.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Hero (2 Anima)

Spell Effect	Increase target's Attacks and Defenses by +1.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	Touch

Remove Fear (2 Anima)

Spell Effect	Remove fear effects from the target.
Target	Single target
Range	10' + 10' per level

Level 3

Aura of Glory (3 Anima)

Spell Effect	Create an aura around you in which all enemies are weakened (damage they deal is halved). You may have only one active aura at any time.
Target(s)	All enemies in effect area
Duration	1 rnd + 1 rnd per level
Effect Area	5' radius from you

Aura of Resistance (3 Anima)

Spell Effect	Create an aura around the caster that reduces damage from elemental sources (heat, cold) by your Magic bonus each round. You may have only one active aura at any time.
Target(s)	All allies in effect area
Duration	1 rnd + 1 rnd per level
Effect Area	5' radius around you

Repel (3 Anima)

Spell Effect	Targets repelled (cannot intentionally move closer to caster).
Target(s)	All enemies in effect area
Attack(s)	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Effect Area	Radius 5' + 5' per ½ Level from you

Weaken Undead (X Anima)

Cost	1 anima per -2 to Attacks
Spell Effect	Decrease target's Attacks by X.
Target	Single undead target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Level 4

Aura of Fortification (4 Anima + X Anima)

Cost	4 anima + 2 anima per +1 to Defenses and Attacks
Spell Effect	Create an aura around you that increases allies' Defenses and Attacks by X. You may have only one active aura at any time.
Target(s)	All allies in effect area
Duration	1 rnd + 1 rnd per level
Range	Self
Effect Area	5' radius from you

Champion (2 Anima + X Anima)

Cost	2 anima + 2 anima per +1 to Attacks and Defenses
Spell Effect	Increase target's Attacks and Defenses by X.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	Touch

Divine Condemnation (4 Anima + X Anima)

Cost	4 anima + 1 anima per dice of damage
Target(s)	All enemies in effect area
Attack(s)	Magic vs. MD
Damage	Xd6 + Magic bonus (d10s against undead)
Effect Area	Radius 5' + 5' per ½ Level from you

Divine Reprimand (4 Anima)

Spell Effect	Target stunned (only has move and minor actions).
Attack	Magic vs. MD
Target	Single enemy target
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Shield (X Anima)

Cost	1 anima per +1 to Defenses
Spell Effect	Increase target's Defenses by X.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Rite of Augury (4 Anima)

Casting Time	10 minutes
Spell Effect	Give you divine insight into the probable results of specific courses of action (up to your ½ Level bonus) that can be taken in the immediate future (GM discretion). The insight might be specific (clear image of foes, challenges or results) or general (glory, death, defeat, danger, fortune).
Range	Self

Level 5

Aura of Consecration (5 Anima + X Anima)

Cost	5 anima + 1 anima per dice of damage
Spell Effect	Create an aura around you that automatically deals Xd6 damage to enemies (d10s against undead) at the start of their turn. You may have only one active aura at any time.
Target(s)	All enemies in effect area
Duration	1 rnd + 1 rnd per level
Range	Self
Effect Area	5' radius from you

Embolden (5 Anima)

Spell Effect	Remove all ongoing effects and conditions (poison, bane, daze, immobilization, etc) from the targets at the end of their turn.
Target(s)	All allies in effect area
Duration	1 rnd + 1 rnd per level
Effect Area	Radius 5' + 5' per ½ Level from you

Plague (5 Anima)

Spell Effect	Target infected (loses HP equal to your Magic bonus at the start of their turn, any enemy that starts its turn next to an infected creature must make an ability test, Con vs. 15 + your level, or become infected.)
Target	Single target
Attack	Magic vs. RD
Range	10' + 10' per level

Level 6

Divine Warrior (6 Anima + X Anima)

Cost	6 anima + 1 anima per dice of damage, 5 HP and +1 to Defenses
Spell Effect	Manifest a divine warrior that engages in melee combat.
Effect Details	Divine Warrior appears adjacent to you and occupies 5' x 5'. You can use your move action to control the divine warrior's actions (major and move). The divine warrior continues to attack its current target without intervention. The divine warrior's Movement Speed is your Magic bonus. Divine warrior cannot move out of spell range. Divine warrior melee attacks target with your Magic bonus vs. target's AD. Divine warrior deals Xd6 + Magic bonus damage on hit (d10 against undead). Divine warrior has 10 HP + 5 HP per X, Defenses of 15 + X.
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Rite of Protection (6 Anima)

Casting Time	10 minutes
Spell Effect	Consecrate the effect area, granting targets in area +2 to Defenses.
Target(s)	All allies in effect area
Duration	1 hr + 1 hr per level
Range	Touch
Effect Area	Radius 5' + 5' per ½ Level

Level 7

Aura of Brilliance (7 Anima)

Spell Effect	Create an aura around you. All enemies within the aura at the start of their turn make an ability test (Wisdom vs. 15 + your level) or they must use a move action at their first opportunity to move out of the aura (if able). Enemies ending their turn in the aura take damage equal to your Magic bonus. You may have only one active aura at any time.
Target(s)	All enemies in effect area
Duration	1 rnd + 1 rnd per level
Effect Area	5' radius from you

Level 8

Aura of Mercy (7 Anima + X Anima)

Cost	7 anima + 1 anima per HP of damage reduction
Spell Effect	Create an aura around you that decreases each separate amount of damage taken by the targets by X.. You may have only one active aura at any time.
Target(s)	All allies in effect area
Duration	1 rnd + 1 rnd per level
Range	Self
Effect Area	5' radius from you

Rite of Blessing (8 Anima)

Casting Time	10 minutes
Spell Effect	Consecrate the effect area, granting targets in area +2 to Attacks.
Target(s)	All allies in effect area
Duration	1 hr + 1 hr per level
Range	Touch
Effect Area	Radius 5' + 5' per ½ Level from you

Level 9

Resurrect (X Anima)

Casting Time	8 hours
Cost	1 anima per level of the target + anima for the time since death: <ul style="list-style-type: none"> • Day(s): 1 AP • Week(s): 2 AP • Month(s): 3 AP • Season(s): 4 AP • Year(s): 5 AP • Decade(s): 6 AP • Centuries: 7 AP Your Wisdom is temporarily reduced by X, improving by 1 each long rest until normal.
Spell Effect	Returns a dead character to 1 HP. All of target's ability scores temporarily reduced by 4, improving by 1 each long rest until normal.
Target	Single dead target
Range	Touch

Level 10

Divine Intervention (5 Anima + X Anima)

Casting Time	Interrupt
Cost	5 anima + anima for the amount of time being rewind: <ul style="list-style-type: none"> • 1 round: 5 AP • 1 minute: 10 AP • 10 mins: 15 AP Your Wisdom is temporarily reduced by X, improving by 1 each long rest until normal.
Spell Effect	You call on your god to intervene and return the timeline to an earlier state; either one round, one minute (usually to the start of a combat encounter), or five minutes (usually before a combat encounter).

Rite of Sanctification (10 Anima)

Casting Time	10 minutes
Spell Effect	Consecrate the effect area, granting targets in area +2 to Attacks and Defenses.
Target(s)	All allies in effect area
Duration	1 hr + 1 hr per level
Range	Touch
Effect Area	Radius 5' + 5' per ½ Level

Necromancer Spells

CHP	4 health points per level		
Melee	Simple		
Ranged	Simple		
Armor	Light		



Level 1

Compel Undead (1 Anima)

Spell Effect	You control target's actions (major, move, minor). Target can perform <i>Shake It Off</i> (or equivalent) on its turn if it has that ability.
Target	Single undead target
Attack	Magic vs. MD
Duration	End of target's next turn
Range	10' + 10' per level

Detect Status (1 Anima)

Casting Duration	Move action
Spell Effect	You detect the current health points of targets.
Target(s)	1 target + 1 target per level
Range	Self
Effect Range	Radius 5' + 5' per ½ Level from you

Detect Undead (1 Anima)

Spell Effect	You detect undead creatures in effect area.
Duration	1 min + 1 min per level
Range	Self
Effect Area	Radius 5' + 5' per ½ Level from you

Draining Touch (X Anima)

Cost	1 anima per dice of damage
Target	Single target
Attack	Magic vs. AD
Damage	Xd8 + Magic bonus
Range	Touch

Draining Gaze (1 Anima + X Anima)

Cost	1 anima + 1 anima per dice of damage
Target	Single target
Attack	Magic vs. MD
Damage	Xd8 + Magic bonus
Range	10' + 10' per level

Exhausting Gaze (1 Anima)

Spell Effect	Decrease target's Strength bonus by Magic bonus.
Target	Single target
Attack	Magic vs. MD
Duration	End of target's next turn
Range	10' + 10' per level

Necrotic Touch (1 Anima)

Spell Effect	If target's HP are less than caster's Magic bonus, then target takes Magic bonus damage and caster gains Magic bonus HP.
Target	Single target
Attack	Magic vs. AD
Range	Touch

Revitalizing Touch (X Anima)

Cost	1 anima per dice of healing
Spell Effect	Heals Xd6 + Magic bonus HP.
Target	Single undead target
Range	Touch

Revitalizing Command (1 Anima + X Anima)

Cost	1 anima + 1 anima per dice of healing
Spell Effect	Heals Xd6 + Magic bonus HP.
Target	Single undead target
Range	10' + 10' per level

Weakening Gaze (1 Anima)

Spell Effect	Target is weakened (damage dealt by target is halved).
Target	Single target
Attack	Magic vs. MD
Duration	End of target's next turn
Range	10' + 10' per level

Level 2

Animate Zombie (2 Anima)

Spell Effect	You animate a zombie, creating an undead creature. You control the zombie's actions (major, move, minor). Zombie's level equal to your ½ Level bonus. Zombie can use Simple Weapons and Armor. You can release your animated undead as move action.
Target	Single dead body
Duration	1 rnd + 1 rnd per level
Range	Touch

Fear (2 Anima)

Spell Effect	At the start of its turn, the target must make a Fear ability test (Intelligence vs. 15 + caster's level) or be unable to attack you.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	Touch or self

Detect Life (2 Anima)

Spell Effect	You detect living creatures in effect area.
Duration	1 min + 1 min per level
Range	Self
Effect Area	Radius 5' + 5' per ½ Level from you

Devouring Touch (2 Anima + X Anima)

Cost	2 anima + 1 anima per dice of damage
Spell Effect	Caster gains health points equal to half of the damage dealt.
Target	Single target
Attack	Magic vs. AD
Damage	Xd6 + Magic bonus
Range	Touch

Lifebane (2 Anima)

Spell Effect	Target lifebanded (cannot increase health points).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Misfortune (1 Anima + X Anima)

Cost	1 anima + 1 anima for each -1
Spell Effect	Decrease target's Attacks and ability tests by X.
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Repellent Gaze (2 Anima)

Spell Effect	Target repelled (cannot deliberately move any closer to you).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Scarify (1 Anima + X Anima)

Cost	1 anima + 1 anima per dice of healing
Spell Effect	Heal Xd4 + Magic bonus HP. Target's maximum HP is reduced by the amount healed until next long rest.
Target	Single target
Range	Touch or self

Spook (2 Anima)

Spell Effect	Target repelled (cannot deliberately move any closer to the caster) and at the start of their turn must pass a Fear ability test (Intelligence vs. 15 + caster's level) or move away from the caster.
Target	Single target
Attack	Magic vs. MD
Duration	End of target's next turn
Range	10' + 10' per level

Level 3

Devouring Gaze (2 Anima + X Anima)

Cost	2 anima + 1 anima per dice of damage
Spell Effect	Caster gains Health equal to half of the damage dealt.
Target	Single target
Attack	Magic vs. MD
Damage	Xd6 + Magic bonus
Range	10' + 10' per level

Dominate Undead (3 Anima)

Spell Effect	You control the target's actions (major, move, minor). Target can perform <i>Shake It Off</i> (or equivalent) on its turn if it has that ability.
Target	Single undead target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Paralyze (3 Anima)

Spell Effect	Target immobilized (-2 to Defenses, cannot move intentionally).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Terrify (3 Anima)

Spell Effect	Target repelled (cannot deliberately move any closer to you) and at the start of their turn must pass a Fear ability test (Intelligence vs. 15 + caster's level) or move away from the caster.
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Enervating Gaze (X Anima)

Cost	1 Anima for each -1
Spell Effect	Decrease target's Strength bonus by X (also effects Melee bonus).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Prolong Undead (1 Anima + X Anima)

Cost	1 anima + 1 anima per level of the target. Your Wisdom is temporarily reduced by X, improving by 1 each long rest until normal.
Casting Time	Equal to the current duration of the spell. So if the current spell duration is 5 rounds, then Prolong Undead takes 1 round to extend the spell effect to 5 minutes. If the current spell duration is 5 days, then Prolong Undead takes 1 day to extend the spell effect to 5 weeks.
Spell Effect	Extends animation of single undead creature by one step. Rounds → Minutes Minutes → 10 Minutes 10 Minutes → Hours Hours → Days Days → Weeks Weeks → Months

	Months → Seasons Seasons → Years Years → Decades Decades → Centuries Centuries → Millennia
Target	Single undead target
Range	Touch

Level 4

Animate Skeleton (4 Anima)

Spell Effect	You animate a skeleton, creating an undead creature. You control the skeleton's actions (major, move, minor). Skeleton's level equal to your ½ Level bonus. Skeleton can use simple weapons and armor. You can release your animated undead as move action.
Target	Single set of bones
Duration	1 rnd + 1 rnd per level
Range	Touch

Essence of Fear (4 Anima)

Spell Effect	At the start of their turn the targets must make a Fear ability test (Intelligence vs. 15 + caster's level) or be unable to attack you.
Target	All enemies in effect range
Duration	1 rnd + 1 rnd per level
Effect Range	Radius 5' + 5' per ½ Level from you

Necrotic Harvest (4 Anima + X Anima)

Cost	4 anima + 1 anima per dice of damage
Spell Effect	You gain health points equal to half of the total damage dealt.
Target(s)	All enemies in effect area
Attack	Magic vs. MD
Damage	Xd4 + Magic bonus
Effect Area	Radius 5' + 5' per ½ Level from you

Vitiating Touch (3 Anima + X Anima)

Cost	3 anima + 1 anima per anima drained.
Spell Effect	Target loses X anima (cannot lose more than the target has). You gain anima equal to half of the anima drained from the target (you cannot increase your anima to higher than your maximum).
Target	Single enemy target
Attack	Magic vs. AD
Range	Touch

Level 5

Into the Abyss (5 Anima)

Spell Effect	Target is blinded (slowed, -4 to Attacks and Defenses).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Master Undead (5 Anima)

Spell Effect	You control the targets' actions (major, move, minor). Targets can perform <i>Shake It Off</i> (or equivalent) on their turn if they have that ability.
Target(s)	All undead targets in range
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Effect Area	Radius 5' + 5' per ½ Level from you

Soul From Beyond (5 Anima)

Spell Effect	Create an apparition that engages in melee combat with target.
Effect Details	<p>Soul from beyond appears adjacent to you and occupies 5' x 5'.</p> <p>You can use your move action to control the soul from beyond's actions (major and move). The soul from beyond will continue to attack its target without intervention.</p> <p>The soul from beyond's Movement Speed is your Magic bonus.</p> <p>Soul from beyond cannot move out of spell range.</p> <p>Soul from beyond's attacks deal no physical damage.</p> <p>Target attacked by soul from beyond since last turn must make an ability test (Wisdom vs. 15 + caster's level) or is forced to make a melee attack against the soul from beyond.</p>
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Level 6

Animate Ghost (6 Anima)

Spell Effect	<p>You animate a ghost, creating an undead creature.</p> <p>You control the ghost's actions (major, move, minor).</p> <p>Ghost's level equal to your ½ Level bonus.</p> <p>The ghost is insubstantial (damage taken from attacks against target's AD and ED is halved, can move through solid objects at half speed).</p> <p>You can release your animated undead as move action.</p>
--------------	---

Target	Single dead body
Duration	1 rnd + 1 rnd per level
Range	Touch

Essence of Terror (6 Anima)

Spell Effect	Each turn the targets must make a Fear ability test (Intelligence vs. 15 + your level) or be repelled (cannot deliberately move any closer to you) and unable to attack you.
Target	All enemies in effect range
Duration	1 rnd + 1 rnd per level
Effect Range	Radius 5' + 5' per ½ Level from you

Level 7

Hasten Death (X Anima)

Cost	1 anima per HP of damage increase
Spell Effect	Increase each separate amount of damage taken by the target by X.
Target	Single target
Attack	Magic vs. RD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Level 8

Absolve Undead (8 Anima)

Spell Effect	Target undead destroyed.
Target	Single undead target
Attack	Magic vs. MD
Range	10' + 10' per level

Level 9

Vitiating Reap (5 Anima + X Anima)

Cost	5 anima + 1 anima per anima drained.
Spell Effect	<p>Each target loses X anima (each cannot lose more than that target has).</p> <p>You gain anima equal to half of the anima drained from the targets (you cannot increase your anima to higher than your maximum).</p>
Target(s)	All enemies in effect area
Attack	Magic vs. MD
Effect Area	Radius 5' + 5' per ½ Level from you

Level 10

Reanimate (X Anima)

Casting Time	8 hours
Cost	<p>1 anima per level of the target + anima for the time since death:</p> <ul style="list-style-type: none"> • Day(s): 1 AP • Week(s): 2 AP • Month(s): 3 AP • Season(s): 4 AP • Year(s): 5 AP • Decade(s): 6 AP • Centuries: 7 AP <p>Your Wisdom is temporarily reduced by X, improving by 1 each long rest until normal.</p>
Spell Effect	<p>Returns a dead character to 1 HP.</p> <p>All of target's ability scores permanently reduced by 1.</p>
Target	Single dead target
Range	Touch

Mystic Spells

CHP	4 health points per level		
Melee	Simple		
Ranged	Simple		
Armor	Light		



Level 1

Bane (X Anima)

Cost	1 Anima for each -1 to Attacks.
Spell Effect	Decrease target's Attacks by X.
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Befriend (1 Anima)

Spell Effect	Add Magic bonus to Charisma ability tests (Cha).
Target	Single target
Attack	Magic vs. MD
Duration	1 hr + 1 hr per level
Range	5'

Boon (X Anima)

Cost	1 Anima for each +1 to Attacks
Spell Effect	Increase target's Attacks by X.
Target	Single target
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Detect Intent (1 Anima)

Spell Effect	Add 5 + Magic bonus to Diplomacy ability tests (Cha).
Attack	Magic vs. MD
Duration	1 min + 1 min per level
Range	Touch or self
Effect Range	10' + 10' per level

Discern (1 Anima)

Casting Time	10 minutes
Spell Effect	Aid the target in detecting vestigial traces of subterfuge that indicate the presence of a trap or secret door. Target can add your Magic bonus to Perception ability tests.
Duration	10 minutes + 10 minutes per level

Effect Range	10' + 10' per level
--------------	---------------------

Distract (1 Anima)

Spell Effect	Distract the target, taking -2 to Attacks or ability tests.
Target	Single target
Attack	Magic vs. MD
Duration	End of target's next turn
Range	10' + 10' per level

Force of Will (1 Anima + X Anima)

Casting Time	Interrupt
Interrupt Condition	Cast immediately after target makes an attack or ability roll.
Cost	1 anima + 1 anima for each +1 or -1 to the dice roll
Spell Effect	Increase or decrease the attack or ability test roll by 1 for each anima.
Range	10' + 10' per level

Guide (2 Anima)

Spell Effect	Increase target's Attacks by Magic bonus.
Target	Single target
Duration	End of target's next turn
Range	10' + 10' per level

Nudge (2 Anima)

Spell Effect	Decrease target's Attacks by Magic bonus.
Attack	Magic vs. MD
Target	Single target
Duration	End of target's next turn
Range	10' + 10' per level

Read Language (2 Anima)

Spell Effect	Add 5 + Magic bonus to Reading ability tests (Int) when reading or deciphering written language.
Target	Single target
Duration	1 hr + 1 hr per level
Range	Touch or self

Level 2

Charm (2 Anima)

Spell Effect	Add 5 + Magic bonus to Charisma ability tests (Cha).
Target	Single target
Attack	Magic vs. MD
Duration	1 hr + 1 hr per level
Range	5'

Clamor (2 Anima)

Spell Effect	Create noise at position.
Duration	1 min + 1 min per level
Range	10' + 10' per level

Dark Vision (1 Anima)

Spell Effect	Target gains low-light vision.
Target	Single target
Duration	1 hr + 1 hr per level
Range	Touch or self
Effect Area	10' + 10' per level

Daze (2 Anima)

Spell Effect	Target is dazed (only has major and minor actions).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Detect Heat (1 Anima)

Spell Effect	Target gains thermal vision.
Target	Single target
Duration	1 hr + 1 hr per level
Range	Touch or self
Effect Area	10' + 10' per level

Muffle (2 Anima)

Spell Effect	Muffle sound in effect area.
Duration	1 min + 1 min per level
Range	10' + 10' per level
Effect Area	Radius 5' per ½ Level

Re-Direct

(1 Anima + X Anima)

Casting Time	Interrupt
Interrupt Condition	Cast when a caster uses a spell power targeting an ally.
Cost	1 anima + anima cost of target spell
Spell Effect	Changes the target of the spell to another valid ally.
Range	10' + 10' per level

Understand Language (2 Anima)

Spell Effect	Add 5 + Magic bonus to Listen ability tests (Int) when listening to a spoken language.
Target	Single target
Duration	1 hr + 1 hr per level
Range	Touch or self

Level 3

Cloak

(2 Anima + X Anima)

Cost	2 anima + 2 anima per step of reduced visibility
Spell Effect	Reduce visibility (Defenses and Stealth) of the target up to three steps: <ul style="list-style-type: none"> • Obscure: +2 • Faint: +4 • Invisible: +6
Target	Single target
Duration	1 minute + 1 minute per caster level
Range	Touch or self

Confuse (3 Anima)

Spell Effect	Target attacks closest possible target, ally or enemy (randomly if multiple options). Target can perform <i>Shake It Off</i> (or equivalent) on its turn if it has that ability.
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Mirror (3 Anima)

Spell Effect	Caster's appearance copies that of creature that is clearly visible to the caster.
Counter	Perception ability test (Intelligence vs. 15 + caster's level)
Duration	1 min + 1 min per level
Range	Self

Restrain (3 Anima)

Spell Effect	Target is immobilized (–2 to Defenses, cannot move intentionally).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Stun (3 Anima)

Spell Effect	Target is stunned (only has move and minor actions).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Speak Language (3 Anima)

Spell Effect	Add 5 + Magic bonus to Communication ability tests (Int) when speaking a recently heard language.
Target	Single target
Duration	1 hour + 1 hour per caster level
Range	Touch or self

Level 4

Leach

(3 Anima + X Anima)

Cost	3 anima + 1 anima for each additional anima
Spell Effect	Target's spells cost an additional X anima.
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Mire (4 Anima)

Spell Effect	Targets immobilized (−2 to Defenses, cannot move intentionally).
Target	All targets in effect area
Attack(s)	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level
Effect Area	Radius 5' + 5' per ½ Level

Obscure

(3 Anima + X Anima)

Cost	3 anima + 2 anima per step of reduced visibility
Spell Effect	Reduce visibility (Defenses and Stealth) in the effect area by up to three steps so that targets within it are: <ul style="list-style-type: none"> • Obscure: +2 • Faint: +4 • Invisible: +6
Duration	1 minute + 1 minute per caster level
Range	10' + 10' per level
Effect Area	Radius 5' + 5' per ½ Level

Visage (4 Anima)

Spell Effect	Target's appearance changes.
Target	Single target
Attack	Magic vs. MD (enemy target only)
Counter	Perception ability test (Intelligence vs. 15 + caster's level). Extreme size, race, or material alterations give bonus to Perception ability tests (GM's discretion).
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Level 5

Control (5 Anima)

Spell Effect	You control target's actions (major, move, minor). Target can perform <i>Shake It Off</i> (or equivalent) on its turn if it has that ability.
Target	Single target
Attack	Magic vs. MD
Counter	Immediately broken if you command action that would cause injury to target.
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Enchain (5 Anima)

Spell Effect	Target restrained (no melee or ranged attacks, no movement, −4 to Magic and Defenses).
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Feedback

(4 Anima + X Anima)

Cost	4 anima + 1 anima for each HP of feedback
Spell Effect	Target takes X damage for each anima spent.
Target	Single target
Attack	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Pandemonium (5 Anima)

Spell Effect	Targets attack closest possible target; ally or enemy (randomly if multiple options). Targets can perform <i>Shake It Off</i> (or equivalent) on their turn if they have that ability.
Target(s)	All targets in effect area
Attack(s)	Magic vs. MD
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level
Effect Area	Radius 5' + 5' per ½ Level

Level 6

Cognaterem (6 Anima)

Casting Time	1 hour
Spell Effect	You gain impression of significant events that have happened in the vicinity of the object.
Target	Single inanimate object
Range	Touch

Reflect

(2 Anima + X Anima)

Casting Time	Interrupt
Interrupt Condition	Cast when a caster uses a targeted magic power.
Cost	2 anima + anima cost of target spell
Spell Effect	Changes the target of the spell to the spell's caster.
Range	10' + 10' per level

Sleep (6 Anima)

Spell Effect	Target unconscious (no actions, -6 to Defenses, all hits critical). Target can perform <i>Shake It Off</i> (or equivalent) on its turn if it has that ability.
Target	Single target
Attack	Magic vs. MD
Counter	Spell effect ends if target is physically touched or injured.
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Level 7

Phantom (7 Anima)

Spell Effect	Create a phantom that engages in melee combat with target
Effect Details	Phantom appears adjacent to you and occupies 5' x 5'. You can use your move action to control the phantom's actions (major and move). The soul from beyond will continue to attack its target without intervention. The phantom's Movement Speed is your Magic bonus. Phantom cannot move out of spell range. Phantom's attacks deal no physical damage. Target attacked by phantom since last turn must make an ability test (Wisdom vs. 15 + caster's level) or is forced to make a melee attack against the phantom.
Duration	1 rnd + 1 rnd per level
Range	10' + 10' per level

Level 8

Deflect (3 Anima + X Anima)

Casting Time	Interrupt
Interrupt Condition	Cast when a caster uses a targeted spell power.
Cost	3 anima + anima cost of the target spell
Spell Effect	Changes the target of the spell to another valid target.
Target	Targeted spell
Range	10' + 10' per level

Level 9

Cognatus (10 Anima)

Casting Time	1 hour
Spell Effect	You gain impressions of the events of the target's final living moments.
Target	Dead body of an intelligent creature.
Range	Touch

Level 10

Recall Soul (X Anima)

Casting Time	8 hours
Cost	1 anima per level of the target + anima for the time since death: <ul style="list-style-type: none"> • Week(s): 1 anima • Month(s): 2 anima • Season(s): 3 anima • Year(s): 4 anima • Decade(s): 5 anima • Centuries: 6 anima Your Wisdom is temporarily reduced by X, improving by 1 each long rest until normal.
Spell Effect	Returns a dead character to 1 HP. Target's Wisdom permanently reduced by 2.
Target	Single dead target
Range	Touch