## Fire Spells

Magicians of the Fire Element spend endless hours of concentration to unlock the secrets of flames and heat. Their studies make many of them nimble and quick, and most have passionate emotions. Their spell groups are described below.

**Fire Magics** typifies the power of the element, in spells like Fireball and Conflagration, and the ability to manipulate the element.

The **Illumination** group provides the caster with light and darkness spells of varying power.

**Heat Magics** channels the thermal power of the elemental plane of fire, enabling the mage to thermodynamically affect the world around them, cause hot-blooded rage, as well as convert magical energy into thermal radiation.

**Combustion** spells allow the caster to manipulate the flammable and explosive properties that exist in various material objects. Items with a low flash point, such as gunpowder, natural gas, or magnesium, that can easily burst into flame in the air are called “combustible.” Most spells in this group only affect combustible items. However, this group also contains spells to endow non-combustible items with that property. Unless otherwise stated, A combustible object will explode with 4d6 fire/heat damage in a 5’ radius with a 4d6 vs HEA to halve if it is ignited.

**Chaos Magics** are used to invoke chaos effects and generally create chaos around the caster. These spells are very unpredictable and can be very dangerous for the caster and others around him. When a spell from this group calls for a random spell effect, it is rolled using a 1d10000 (roll 4d10 using one of each number, a 0000 is equal to a 10,000) on the Net Libram of Random Magical Effects v2 (<http://centralia.aquest.com/downloads/NLRMEv2.pdf>).

**Cindrolafo** spells channel molten earth and geothermal heat to manipulate ash and magma. This spell group is shared between earth mages and fire mages, and both can purchase the group at base cost.

**Smoke** spells create certain types of magical smoke that have various effects. This spell group is shared between fire mages and air mages, and both can purchase the group at base cost.

**Blood Magics** are special spells that utilize the caster’s blood as fuel for destructive means. The magician uses a blood sacrifice as a means of channeling more energy from the elemental plane of fire than is ordinarily considered safe.

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| **1. Fire Magics**  1 Flint and Steel  2 Flaming Arrows  3 Flames of Retribution  4 Part Fire  4 Flame Weapon  5 Immolate  5 Ignite  6 Quench  7 Flame Stride  8 Fireball  8 Fire ‘Port  9 Fajro’kiraso  10 Firebreath  10 Flame of Reversal  11 Flame Barrier  11 Firestorm  12 The Melting  13 Conflagration  14 Comet  15 Fajrovoki  16 Spirit Fire | **2. Illumination**  1 Magic Torch  2 Moonlight  3 Light Shield  4 Magic Lantern  5 Light Weapon  6 Limn  7 Alarm  8 Light Wall  9 Rainbow Bridge  10 Dazzle  11 Reflective Armor  12 Mirror Wall  13 Sun Call  14 Reflective Travel  15 Ruby Death  16 Beamrider | **3. Heat Magics**  1 Detect Heat  2 Careful, That’s Hot  3 Pre-Heat  3 Heat Metal  4 Heat Exhaustion  5 Arcane Scorch  6 Thermal Sink  7 Heat Shield  8 Hut of Warmth  9 Heat Syncope  10 Fever  11 Overheat  12 Heat Frenzy  13 Heat Stroke  14 Mansion of Warmth  15 Witchscorcher  16 Temperature Adaptation | **4. Combustion**  1 Detect Combustibles  2 Spark Point  3 Blast Shield  4 Abey Combustion  5 Grenade  6 Backfire  7 Modify Combustibility  8 Defuse  9 Explosive Trap  10 Mass Grenade  11 Pyro Ignition  12 Exothermic Reaction  13 Defusion Field  14 Self-Combustion  15 Arcane Volatility  16 Consumir Chamas |
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| **5. Chaos Magics**  1 Chaos  2 Minor Element  3 Chaos Shield  4 Chaos Student  5 Minor Other  6 Control Chaos  7 Chaos Bolt  8 Major Element  9 Chaos Master  10 Super Chaos  11 Major Other  12 Chaos Curse  13 Chaos Blade  14 Death Lottery  15 Kaosovoki  16 Cheap Chaos | **6. Cindrolafo**  1 Ash Strike  2 Lava Bullet  3 Cremation  4 Ash Field  5 Shape Lava  6 Summon Laf’hundo  7 Lava  8 Magma Armor  9 Molten Cerberus  10 Volcanic Storm  11 Lava Chains  12 Magma Mortar  13 Lava Terrain  14 Pyroclasm  15 Lafovoki  16 Ashen Phoenix | **7. Smoke**  1 Cloud  2 Incense  3 Smog  4 Hide  5 Tint  6 Tear Gas  7 Intoxicating Cloud  8 Sleep Smoke  9 Spirit Smoke  10 Pain Smoke  11 Cataract  12 Smoke Armor  13 Gaseous Form  14 Burning Smoke  15 Fumivoki  16 Killer Smoke | **8. Blood Magics**  1 Blood Spike  2 Blood Analyst  3 Bloody Trail  4 Heartseeker  5 Acidic Blood  6 Sanguine Restoration  7 Blood Shards  8 Crimson Pull  9 Sanguine Armament  10 Crimson Flash  11 Explode Blood  12 Crimson Attraction/Repulsion  13 Sanguine Pool  14 Hemoportation  15 Ultimate Blood Ground  16 Blood Lotus |
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##### Fire Magics

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Flint and Steel** | |  |
| Time to Cast: | 1 round | *Flint and Steel* enables the caster to snap their fingers and produce a flickering flame in their hand. The flame can be held for 10 minutes, and sheds dim light in a 10’ radius.  The caster can also throw the flame at targets, which ends the spell immediately. When this spell is cast, or as an action on a later turn, the flame can be hurled 60 + 15/F’ at a single creature, dealing 1d6 fire damage. |
| Resist Check: | none |
| Target: | caster, LOS 60 + 15/F’ |
| Duration: | special\* |
| Area: | self, single creature |
| Effect: | produce flame |
|  |  |  |
| **2 – Flaming Arrows** | |  |
| Time to Cast: | 1 round | Once each round an arrow or bolt fired from the affected ranged weapon is set on fire. The projectile inflicts an additional 1d8 fire damage (*bonus*) on hit. |
| Resist Check: | none |
| Target: | LOS 30 + 10/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single weapon |
| Effect: | turn projectile molten |
|  |  |  |
| **3 – Flames of Retribution** | |  |
| Time to Cast: | 1 reaction\* | *Flames of Retribution* can be cast as a reaction whenever the caster takes damage from a creature they can see within 30 + 15/F’. The caster points their finger towards the target and launches magical flames towards them. The target must make a 3d6 vs AGI resist check to halve 3d6 fire damage. |
| Resist Check: | 3d6 vs AGI halves |
| Target: | LOS 30 + 15/F’ |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | return fire |
|  |  |  |
| **4 – Part Fire** | |  |
| Time to Cast: | 1 round | *Part Fire* allows the caster to clear a narrow path to the targeted point through continuously burning natural or magical fires (magical fires make a 3d6 vs PWR check against 9). The path must be straight. This spell is of no use against flame attacks. |
| Resist Check: | none |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | 4 + 1/F’ wide line |
| Effect: | part fire |
|  |  |  |
| **4 – Flame Weapon** | |  |
| Time to Cast: | 1 round | This spell enables the caster to summon flames and mold it into any manual combat weapon and wield it without a strength requirement for the spell’s duration. The weapon does its base damage as fire damage and counts as magical for the purposes of bypassing protections and resistances. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | create flaming weapon |
|  |  |  |
| **5 – Immolate** | |  |
| Time to Cast: | 1 round | *Immolate* envelops the target’s form in magical, harmless flames. The target gains 1 + 1/2F ranks of *Resist Fire*. They are also more difficult to see through the flames, increasing all of their magic defense values by 2. |
| Resist Check: | willing target |
| Target: | LOS 30 + 10/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single creature |
| Effect: | flaming form |
|  |  |  |
| **5 – Ignite** | |  |
| Time to Cast: | 1 round | The caster gathers energy in a small bead of flames and launches it at the target, setting them alight with magical fire, causing them to take 3d6 points of fire damage each round for the duration of the spell. The target can spend one action to put out the flames, ending the spell immediately. |
| Resist Check: | 4d6 vs AGI negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | single target |
| Effect: | ignite target |
|  |  |  |
| **6 – Quench** | |  |
| Time to Cast: | 1 round | *Quench* snuffs out fires of the size indicated by the area of effect. Magical fires must make a 3d6 vs PWR check against 9 to negate this effect. This spell has no effect on sudden fire attacks. |
| Resist Check: | none |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | 20 + 5/F’ radius |
| Effect: | extinguish flames |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **7 – Flame Stride** | |  |
| Time to Cast: | 1 round | The caster channels flame and fire to increase their movement rate by 10 + 5/F feet per round. Additionally, when they move within 5 feet of a creature, that creature takes 1d6 fire damage from the wake of flames they leave. Any creature can take this damage only once during a turn. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 4 + 2/F rounds |
| Area: | single creature |
| Effect: | walk with flames |
|  |  |  |
| **8 – Fireball** | |  |
| Time to Cast: | 1 round | *Fireball* allows the caster to draw a bit of elemental fire from the surrounding environment and direct it to explode in a designated area. All creatures failing their resistance check take 8d6 fire damage. Dry, combustible materials can be easily set aflame with this spell. |
| Resist Check: | 4d6 vs HEA halves |
| Target: | LOS 120 + 30/F’ |
| Duration: | instantaneous |
| Area: | 40 + 5/F’ radius |
| Effect: | explosive flames |
|  |  |  |
| **8 – Fire ‘Port** | |  |
| Time to Cast: | 1 round | The caster teleports themself to an unoccupied space within the range. Immediately after they disappear, an explosion of flames erupts from the space they just left, and all creatures in a 10 + 5/F’ radius around that space must make a 4d6 vs HEA check to resist 6d6 fire damage.  The caster can bring along objects and equipment they are carrying. They can also teleport one willing creature they can touch when this spell is cast. There must be space at the destination location for the creature, otherwise the creature is left behind. |
| Resist Check: | 4d6 vs HEA halves |
| Target: | LOS 120 + 30/F’ |
| Duration: | instantaneous |
| Area: | special\* |
| Effect: | flaming teleport |
|  |  |  |
| **9 – Fajro’kiraso** | |  |
| Time to Cast: | 1 round | Thin and wispy flames wreathe the target’s body for the duration, shedding light in a 20-foot radius and dim light for an additional 20 feet.  The flames provide you with protection against both fire and cold. The target gains 1 + 1/2F ranks of *Resist Fire* and 1 + 1/2F ranks of *Resist Cold*.  In addition, whenever a creature within 5 feet hits the target with a combat attack, they can use a reaction to cause the *Fajro’kiraso* to erupt with flame, dealing 2d6 fire damage to the attacker. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 4 + 2/F rounds |
| Area: | single target |
| Effect: | armor of flames |
|  |  |  |
| **10 – Firebreath** | |  |
| Time to Cast: | 1 round | *Firebreath* grants the caster *Breath Weapon (fire)* creature ability with a Potency of 8 for the duration. They may use it once a round, including the casting round, without expending a charge. If they already possess *Breath Weapon (fire)* their ranks of Potency are increased by 4 to a minimum of 8 and a maximum of 12 and they may use it without expending a charge. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | self |
| Effect: | breathe flames |
|  |  |  |
| **10 – Flame of Reversal** | |  |
| Time to Cast: | 1 round | If the target of this spell fails the resistance check, a phantasmal crown of fire appears above their head. For the duration, any healing effects that occur to the target deal fire/heat damage instead. |
| Resist Check: | 5d6 vs PWR negates |
| Target: | LOS 20 + 5/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single target |
| Effect: | reverse healing |
|  |  |  |
| **11 – Flame Barrier** | |  |
| Time to Cast: | 2 rounds | The caster creates a wall of fire, which consists of a set of 4 + 1/F panels that are 5’ x 5’ x 4” which can be arranged as the caster desires, as long as each panel is contiguous with another panel. If the wall cuts through a creature’s space when it appears, the creature is pushed to one side of the wall (caster’s choice). The flames can be extinguished by normal or magical rain in 5 rounds. Creatures attempting to cross the flames take 4d6 fire damage each round for as long as the crossing takes. |
| Resist Check: | none |
| Target: | LOS 30 + 10/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | special\* |
| Effect: | wall of flames |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
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| **11 – Firestorm** | |  |
| Time to Cast: | 1 round | The caster draws upon the molten mantle of the planet and summons a ring of fire to circle them. Anyone in the area when the spell is cast, or if they end their turn within the area, must make the resist check or take 4d6 points of fire/heat damage per round. For each two finesses, the caster can exclude a single creature from the damage. |
| Resist Check: | 5d6 vs AGI halves |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | 5 + 5/F’ radius |
| Effect: | ring of fire |
|  |  |  |
| **12 – The Melting** | |  |
| Time to Cast: | 4 rounds | The target is this spell is heated to extreme temperatures over the course of the casting time. If it fails a resistance check of 5d6 against its fire resistance, it melts and is destroyed. If the resistance check succeeds, it remains at the temperature for the duration but is not destroyed. The item will feel very hot, but will do no additional damage. |
| Resist Check: | 5d6 vs fire resist |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 minute |
| Area: | single object |
| Effect: | melt item |
|  |  |  |
| **13 – Conflagration** | |  |
| Time to Cast: | 1 round | *Conflagration* is an enhanced version of *Flame Barrier*, which creates 6 + 1/F panels, which do 6d6 fire damage per crossing. In addition, this wall cannot be extinguished by non-magical water or rain, although water spells of higher rank can. |
| Resist Check: | none |
| Target: | LOS 100’ |
| Duration: | 1 + 1/F minutes |
| Area: | special\* |
| Effect: | wall of hellfire |
|  |  |  |
| **14 – Comet** | |  |
| Time to Cast: | 2 rounds | *Comet* draws upon the raw energy of the elemental plane of fire to destroy the caster’s enemies. One the first round of casting, the caster conjures a molten sphere of elemental fire directly in front of them. They then direct it to explode at a specific point. Creatures within 20 feet of the explosion take 14d6 fire damage, those within 60 feet take half, and those within 100 take quarter damage. A successful resistance check halves the damage that the target would take according to their position. |
| Resist Check: | 5d6 vs HEA halves |
| Target: | LOS 200 + 50/F’ |
| Duration: | instantaneous |
| Area: | special\* |
| Effect: | full force of fire |
|  |  |  |
| **15 – Fajrovoki** | |  |
| Time to Cast: | 4 rounds | *Fajrovoki* summons 4 + 2/F fire elementals from any flame source (a candle is sufficient) within the target area.  Refer to *Appendix D: Spell Clarification* for creature write ups and control mechanics. |
| Resist Check: | none |
| Target: | LOS 30 + 10/F’ |
| Duration: | 30 + 10/F minutes |
| Area: | special\* |
| Effect: | summon fire elementals |
|  |  |  |
| **16 – Spirit Fire** | |  |
| Time to Cast: | special\* | *Spirit Fire* allows the caster to replicate any fire spell from this group that has an area of effect. The range, duration, area, resistance check and effect are the same as the duplicated spell, except for the additional EXP cost from this spell. A *Spirit Fire* version of the spell burns with a white flame which is harmless to creatures the caster states are friends. Only living creatures can be damaged; combustible materials cannot be ignited with this spell, even if the effect it is replicating is capable of such. |
| Resist Check: | special\* |
| Target: | special\* |
| Duration: | special\* |
| Area: | special\* |
| Effect: | selective damage |
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##### Illumination

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Magic Torch** | |  |
| Time to Cast: | 1 round | *Magic Torch* causes an object to shed light equivalent to a normal torch: 20 feet of light, with an additional 20 feet of dim lighting. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | 1 + 1/2F objects |
| Effect: | make item glow |
|  |  |  |
| **2 – Moonlight** | |  |
| Time to Cast: | 1 round | This spell causes moonlight to fill a sphere of the target area. The area counts as dim lighting for the duration. Any *Invisible* creatures in the area must make the resist check to remain *Invisible*, or are outlined in pale moonlight while they remain in the area. |
| Resist Check: | 4d6 vs PWR negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | 20 + 5/F’ radius |
| Effect: | create moonlight |
|  |  |  |
| **3 – Light Shield** | |  |
| Time to Cast: | 1 round | *Light Shield* enables the caster to bend existing light in their surroundings into a circular shield, which floats in front of the caster. This spell must be cast while the caster is in light, and dim lighting is not enough to create a shield. The light is bent into a buckler (magic DVs of 1/0/0). If finessed twice, the light effectively creates an iron shield (magic DVs of 3/3/1). If fully finessed, the shield additionally subtracts 2 points from any damage the caster takes. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | self |
| Effect: | bend light into shield |
|  |  |  |
| **4 – Magic Lantern** | |  |
| Time to Cast: | 1 round | The caster can cause the touched object(s) to glow as if it were a hooded lantern. The caster can mentally control the luminosity of the glow as a free action. At its brightest setting, the object sheds light for 30 feet, with an additional 30 feet of dim lighting. The caster can dim both radii by 5 feet, and even snuff out the light. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | 1 + 1/2F objects |
| Effect: | create lantern |
|  |  |  |
| **5 – Light Weapon** | |  |
| Time to Cast: | 1 round | This spell enables the caster to gather existing light into the shape of any manual weapon for the spell’s duration. This spell must be cast while the caster is in light, and dim lighting is not enough to create the weapon. The weapon deals damage appropriate for its type and is enchanted with a +1 + 1/2F weapon charm. This spell can be active multiple times, once per hand. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | caster’s hand |
| Effect: | create enchanted whip |
|  |  |  |
| **6 – Limn** | |  |
| Time to Cast: | 1 round | *Limn* is only useful when cast in a dim or dark area. It causes tendrils of light to flash from the caster’s fingertips into the described area. Each object within the area is outlined in a dim light (color of the caster’s choice). Any creature in the area must make the resist check or also be outlined in the light. For the duration, affected objects and creatures shed 5’ of dim light. This may provide easier targeting for ranged attacks and spellcasting and affected creatures cannot benefit from being *Invisible*. |
| Resist Check: | 4d6 vs AGI negates |
| Target: | LOS 20 + 5/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | 10 + 5/F’ radius |
| Effect: | outline with light |
|  |  |  |
| **7 – Alarm** | |  |
| Time to Cast: | 1 minute | *Alarm* is useful to protect a room, building, campsite, etc. 2 + 1/F entrances are spanned by a faint beam of light which, when broken, emits a shrill alarm that will wake up all creatures within 100’ of the broken beam. Each beam can extend up to 20 feet, if necessary.  When fully finessed, beams move through the area in the unpredictable manner, requiring 4d6 check against Acrobatics to move through it unnoticed. |
| Resist Check: | 4d6 vs PER notice\* |
| Target: | LOS 100’ |
| Duration: | 12 + 3/F hours |
| Area: | special\* |
| Effect: | alarm entrances |
|  |  |  |
| **8 – Light Wall** | |  |
| Time to Cast: | 1 round | *Light Wall* creates a 10’ x 10’ wall of light that completely blocks line-of-sight and will also absorb any light that attempts to pass through it, such as lasers or light based spells. The caster can finesse the spell to increase either dimension by 5’. Creatures, objects, and non-light energy can pass freely through the wall. The wall can be any color of the caster’s choosing. |
| Resist Check: | none |
| Target: | LOS 20 + 5/F’ |
| Duration: | 30 + 10/F minutes |
| Area: | 10’ x 10’ + 5/F’ |
| Effect: | create wall of light |
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| **Elemental Spell Name and Details** | | **Description** |
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| **9 – Rainbow Bridge** | |  |
| Time to Cast: | 4 rounds | *Rainbow Bridge* enables the magician to create a bridge of light 20’ wide by 120 + 30/F’ long. As many creatures the caster can touch during the casting time may use the bridge as if it were solid. The bridge is immaterial for all others. |
| Resist Check: | 4d6 vs PWR negates |
| Target: | multitouch |
| Duration: | 30 + 10/F minutes |
| Area: | 120 + 30/F’ |
| Effect: | create bridge |
|  |  |  |
| **10 – Dazzle** | |  |
| Time to Cast: | 1 round | Dazzle causes a ball of light to appear in the caster’s hand and may be hurled up to40 + 10/F’ away. The ball explodes at the target point, producing a shower of brilliant light fragments that temporarily blind any creature in the area of effect for the spell’s duration. Creatures that don’t rely on vision automatically succeed the resistance check. |
| Resist Check: | 4d6 vs AGI negates |
| Target: | LOS 40 + 10/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | 10 + 5/F’ radius |
| Effect: | Blind targets |
|  |  |  |
| **11 – Reflective Armor** | |  |
| Time to Cast: | 1 round | *Reflective armor* surrounds the caster with a mirror barrier layer that bends light and reflects all damaging light based effects back at attackers. The light can be natural or conjured and deals the same amount of damage to the original caster of the damaging spell or attacker hitting the caster with light based weaponry. Appropriate rolls to hit and resistance checks apply. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | self |
| Effect: | reflect light |
|  |  |  |
| **12 – Mirror Wall** | |  |
| Time to Cast: | 4 rounds | *Mirror Wall* turns any flat surface into a one-way mirror for the duration of the spell. The caster chooses which side of the wall allows light to pass through, and which side reflects light. Anyone on the backside of the wall can see through it normally, but those on the other side see a mirrored surface. A creature that investigates the wall can see through the reflective side with a 5d6 vs PER resist check. |
| Resist Check: | 5d6 vs PER negates |
| Target: | LOS 20 + 5/F’ |
| Duration: | 30 + 10/F minutes |
| Area: | special\* |
| Effect: | create one-way mirror |
|  |  |  |
| **13 – Sun Call** | |  |
| Time to Cast: | 2 rounds | *Sun Call* empowers the magician to bring the brilliance of the noon sun to the area. This counts as full lighting, as well as sunlight. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | 60 + 15/F’ radius |
| Effect: | magical daylight |
|  |  |  |
| **14 – Reflective Travel** | |  |
| Time to Cast: | 2 rounds | *Reflective Travel* enables the caster to pass through an existing mirror, slipping slightly outside their plane of existence. The caster walks around a mirrored version of reality, and is only visible in mirrors and reflective surfaces. They can cast spells and make attacks on the reflections of creatures, and can be targeted by spells that target their reflections (*Arcana* checks may apply). The caster must step back through a mirror to return to their plane of existence within the duration or be trapped in the reflection plane (if trapped, this spell can be cast again to permit travel through mirrors again). |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | single mirror |
| Effect: | travel in reflection |
|  |  |  |
| **15 – Ruby Death** | |  |
| Time to Cast: | 1 round | *Ruby Death* enables the caster to fire a red ray of concentrated light energy from their finger. If the target fails the resistance check, it takes 15d6 points of fire/heat damage. Successful resistance check allows the target to partially dodge the beam taking half the original damage. |
| Resist Check: | 6d6 vs AGI halved |
| Target: | LOS 120 + 30/F’ |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | beam of deadly light |
|  |  |  |
| **16 – Beamrider** | |  |
| Time to Cast: | 4 rounds | *Beamrider* enables the caster to travel to the source of any light within their line of sight, up to 300 miles, in the blink of an eye. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self |
| Effect: | travel to light source |
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##### Heat Magics

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Detect Heat** | |  |
| Time to Cast: | 1 round | The caster can detect anything within the spell’s area that is hotter than 150 °F. The caster simply knows the location of all hot objects. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 30 + 10/F minutes |
| Area: | 120 + 30/F’ |
| Effect: | detect hot things |
|  |  |  |
| **2 – Careful, That’s Hot** | |  |
| Time to Cast: | 1 round | The target object is heated up to approximately 200 °F, no flame is produced. The temperature then dissipates just as quickly. Anyone touching the item must succeed a 3d6 vs WIL or instinctively drop the object. On a success, they may choose to continue holding the item, but will take 1d6 heat damage. Magical objects must make a 3d6 vs PWR to negate this effect. |
| Resist Check: | none |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | object ≤ 5 + 5/F lbs. |
| Effect: | heat up |
|  |  |  |
| **3 – Pre-Heat** | |  |
| Time to Cast: | 1 round | If the target of this spell fails the resistance check, they gain a single rank of *Susceptible to Fire* for the spell's duration. |
| Resist Check: | 4d6 vs HEA negates |
| Target: | LOS 20 + 5/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single creature |
| Effect: | make flammable |
|  |  |  |
| **3 – Heat Weapon** | |  |
| Time to Cast: | 1 round | *Heat Weapon* makes a single weapon heat up, causing it to glow red-hot. The wielder of the weapon takes 2d6 heat damage and must succeed on a 3d6 vs WIL check or instinctively drop the weapon (if capable). If it does not drop the weapon, or if it picks the weapon back up during the spell’s duration, they take 1d6 heat damage per round they hold the weapon, and suffer a -2 penalty to all attacks with the weapon. |
| Resist Check: | 3d6 vs WIL\* |
| Target: | LOS 60 + 15/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | single weapon |
| Effect: | make very hot |
|  |  |  |
| **4 – Heat Exhaustion** | |  |
| Time to Cast: | 1 round | The caster channels heat from the elemental plane of fire towards the target, affecting it with symptoms of acute heat exhaustion. If the target fails the resist check, they are *Dazed* as they are overcome with nausea and dizziness. The target reattempts the resist check at the end of each of its rounds, ending the spell on a success. |
| Resist Check: | 4d6 vs HEA negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 1 + 1/F minute |
| Area: | single creature |
| Effect: | expose to heat |
|  |  |  |
| **5 – Arcane Scorch** | |  |
| Time to Cast: | 1 round | *Arcane Scorch* forcibly burns the target’s magical units, causing them to magically scorch the target. The target loses 3 + 1/F magical units, and takes the same number of units lost in d6 of pure magical damage. If the target has multiple pools of units, determine which pool this spell burns from randomly. If this spell burns through all the units remaining in a pool, it does not carry over to other pools. |
| Resist Check: | 4d6 vs PWR negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | burn spell units |
|  |  |  |
| **6 – Thermal Sink** | |  |
| Time to Cast: | 1 round | The caster touches an object and magically links it with the elemental plane of fire. The object then becomes a heat sink, which can absorb any excess heat and channel it to the elemental plane of fire. The object becomes cool to the touch, and is immune to any spells or effects that would heat it up. With 4 finesses, the caster can target a single creature with this spell. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | single target |
| Effect: | heat sink |
|  |  |  |
| **7 – Heat Shield** | |  |
| Time to Cast: | 1 reaction\* | The caster creates a translucent, insulating shield around the target with a reaction when the target would take heat damage. The shield absorbs 10 + 5/F points of heat damage, and dissipates immediately after. If the heat damage would exceed the DP of the shield, the excess damage carries over to the target. |
| Resist Check: | willing target |
| Target: | LOS 30 + 10/F’ |
| Duration: | instantaneous |
| Area: | 1 + 1/2F creatures |
| Effect: | protect from heat |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **8 – Hut of Warmth** | |  |
| Time to Cast: | 1 minute | *Hut of Warmth* creates a 10’ radius immobile dome. The spell ends early if the caster leaves the radius. Up to 6 creatures (of humanoid size) can fit inside the dome with the caster, and each finesse for area allows 2 more creatures. The atmosphere inside the dome is warm, dry, and comfortable, regardless of the weather outside. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 6 + 2/F hours |
| Area: | 10 + 5/F’ radius |
| Effect: | warm resting area |
|  |  |  |
| **9 – Heat Syncope** | |  |
| Time to Cast: | 1 round | The caster channels torrential heat from the elemental plane of fire towards the target. If the target fails the resist check, they fall *Unconscious* as they are overcome with heat exhaustion. If the target succeeds, they do not fall *Unconscious* but are still affected by heat exhaustion, and are dizzy and sluggish. For the duration, the target is *Delayed.* |
| Resist Check: | 4d6 vs HEA partial\* |
| Target: | LOS 30 + 10/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single creature |
| Effect: | cause fainting |
|  |  |  |
| **10 – Fever** | |  |
| Time to Cast: | 1 round | *Fever* induces a dangerously high fever in the target’s body. The target makes the resist check at the start of each of their turns. If the target fails, they take 2d6 heat damage and are *Dazed* for the turn. If they succeed, they take 1d6 heat damage and can act as normal. |
| Resist Check: | 5d6 vs HEA partial\* |
| Target: | LOS 30 + 10/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single creature |
| Effect: | raise body temperature |
|  |  |  |
| **11 – Overheat** | |  |
| Time to Cast: | 1 round | Overheat channels power of the plane of fire to ignite magical energy inside those that enter the radius. Every creature possessing any type of units loses 2d6 units of their dominant pool and takes equal amounts of fire/heat damage. Any units lost this way count towards spending limits per round and might prevent affected creatures from casting higher rank spells. Effects that prevent unit drain would cancel this effect for the creature. |
| Resist Check: | none |
| Target: | LOS 60 + 15/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | 20 + 5/F’ radius |
| Effect: | dangerous casting |
|  |  |  |
| **12 – Heat Frenzy** | |  |
| Time to Cast: | 1 round | *Heat Frenzy* causes the target to be overcome with hot-blooded rage. The target makes the resist check at the start of each of their turns. If the target fails, they take 3d6 heat damage and become enraged, and must attack the closest creature to itself, be it friend or foe. If the target succeeds the resist check, they take 2d6 heat damage and can act as normal. |
| Resist Check: | 5d6 vs CSE\* |
| Target: | LOS 60 + 15/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | single creature |
| Effect: | Hot-blooded rage |
|  |  |  |
| **13 – Heat Stroke** | |  |
| Time to Cast: | 1 round | The caster channels lethal heat from the elemental plane of fire towards the target. If the target fails the resist check, they take 13d6 heat damage and fall *Unconscious* as they are overcome with heat exhaustion. If the target succeeds, they take half damage and do not fall *Unconscious* but are still affected by heat exhaustion, and are dizzy and sluggish. For the duration, the target is *Delayed.* |
| Resist Check: | 6d6 vs HEA\* |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single creature |
| Effect: | kill with heat |
|  |  |  |
| **14 – Mansion of Warmth** | |  |
| Time to Cast: | 1 minute | The caster creates a portal to a mansion on the edge of the elemental plane of fire. This mansion is magically shaped and designed to the caster’s whims, and contains as many doors, rooms, beds, blankets, etc. as the caster desires. The atmosphere inside the dome is warm, dry, and comfortable. Due to the proximity to the elemental planes, all elemental mages regenerate twice the number of units when resting here. The caster can choose to make the portal invisible as a mental action, and can designate which creatures are allowed within the mansion when the spell is cast, or as a mental action. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F days |
| Area: | special\* |
| Effect: | heated mansion |
|  |  |  |
| **15 – Witchscorcher** | |  |
| Time to Cast: | 2 rounds | *Witchscorcher* causes the target to lose 15d6 units from their pools, or half as much units (rounding down) on a successful resist check. Once one pool is depleted, the leftover unit drain moves to the next pool. The caster can choose which pools to drain first. The target then takes 2 points of heat damage for every unit burned by this spell. |
| Resist Check: | 6d6 vs PWR halves |
| Target: | LOS 20 + 5/F’ |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | burn all units |
|  |  |  |
| **16 – Temperature Adaptation** | |  |
| Time to Cast: | 1 minute | The caster attunes and magically tethers their body with the elemental plane of fire, using it as a thermal source or sink to enhance their own body’s homeostasis. During the duration of the spell, the caster can use an action to adapt their body to the temperature around them, allowing them to survive and negate the effects of hypo- or hyperthermia in any temperature between -60 °F and 200 °F. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 year |
| Area: | self |
| Effect: | enhance homeostasis |
|  |  |  |

##### Combustion

Unless otherwise stated, a combustible object will explode with 4d6 fire/heat damage in a 5’ radius with a 4d6 vs HEA to halve if it is ignited. Items with a low flash point, such as gunpowder, natural gas, or magnesium, that can easily burst into flame in the air are called “combustible”.

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Detect Combustibles** | |  |
| Time to Cast: | 1 round | The caster can detect flammable and combustible objects in the spell’s area. Flammable objects are outlined in orange, and combustible objects are outlined in red. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 30 + 10/F minutes |
| Area: | 120 + 30/F’ radius |
| Effect: | detect combustibles |
|  |  |  |
| **2 – Spark Point** | |  |
| Time to Cast: | 1 round | *Spark Point* allows the caster to make any non-magical flammable item (wood, paper, cloth, etc.) combustible. With two finesses, the caster can target non-magical, non-flammable objects as well. With four finesses, the caster can target magical items, which must make a 4d6 vs PWR to negate this effect. This spell is most useful as a preparatory step to other *Combustion* spells. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | 20 + 5/F lb. object |
| Effect: | makes object combustible |
|  |  |  |
| **3 – Blast Shield** | |  |
| Time to Cast: | 1 round | The caster creates a translucent, shimmering shield around their body. They gain 1 + 1/2F ranks of *Resist Explosives*, which functions like other resist abilities, but applies to resist checks and damage from explosions of grenades and combustible objects. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | self |
| Effect: | resist explosions |
|  |  |  |
| **4 – Abey Combustion** | |  |
| Time to Cast: | 1 reaction\* | This spell is cast on an explosion the caster can see within range. The caster creates a magical sphere of force that surrounds the explosion within a 1’ sphere, which will keep the explosion in stasis until this spell ends. Once the spell ends, the explosion occurs as normal. |
| Resist Check: | none |
| Target: | LOS 30 + 10/F’ |
| Duration: | 1 + 1/2F rounds |
| Area: | single explosion |
| Effect: | delay explosion |
|  |  |  |
| **5 – Grenade** | |  |
| Time to Cast: | 1 round | *Grenade* allows the caster to launch a **combustible object**they can see within range, throwing it 30 + 10/F’ at a point they can see. As the object flies through the air, it ignites and explodes as it hits, dealing 4d6 fire/heat damage in a 5’ radius, with a 4d6 vs HEA to halve. If cast on an object with *Modify Combustibility*, the explosion is replaced by the new effect. A magical object must make a 3d6 vs PWR to negate this effect. |
| Resist Check: | 4d6 vs HEA halves |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | single combustible object |
| Effect: | throw grenade |
|  |  |  |
| **6 – Backfire** | |  |
| Time to Cast: | 1 reaction\* | The caster casts this spell when a linear weapon is fired within range. The caster causes the gunpowder in the weapon to backfire, and the wielder of the weapon takes the damage of the attack, as if they were hit with a simple attack from the weapon. Any skills used for the attack are nullified, and the attack counts as a miss for the purposes of multiattacking. A magical weapon must make a 4d6 vs PWR to negate this effect. Linear weapons that do not rely on gunpowder are unaffected. |
| Resist Check: | none |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | single linear weapon |
| Effect: | cause backfire |
|  |  |  |
| **7 – Modify Combustibility** | |  |
| Time to Cast: | 1 round\* | This spell allows the caster to modify a **combustible object**to explode in a special way, as determined by the number of finesses. The explosion’s area is 10 + 5/F’ radius. All status effects last for 4 rounds, with a repeated resist check each round to end it early. A magical object must make a 4d6 vs PWR to negate this effect.  0: Flashbang, no damage but *Blinded* with a 4d6 vs PER to negate.  1: Sonic, 2d6 pain damage and *Deafened* with a 4d6 HEA to negate.  2: Chemical, 5d6 acid damage and *Dazed* with a 4d6 vs HEA to halve.  3: Napalm, 6d6 fire damage and *Burning* with a 5d6 vs AGI to halve.  4: Magical, 8d6 magical damage and *Stunned* with a 5d6 vs WIL to halve.  This spell can be used in conjunction with *Grenade* for instantaneous effect*.* |
| Resist Check: | special |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | single combustible object |
| Effect: | change explosive property |
|  |  |  |
| **8 – Defuse** | |  |
| Time to Cast: | 1 reaction\* | *Defuse* allows the caster to prevent a **combustible object** they can see within range from exploding. This will affect grenades and spells from this group, making them ineffective. A magical explosive must make a 4d6 vs PWR to negate this effect. |
| Resist Check: | none |
| Target: | LOS 30 + 10/F’ |
| Duration: | instantaneous |
| Area: | single explosion |
| Effect: | defuse explosive |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Explosive Trap** | |  |
| Time to Cast: | 1 minute | The caster casts this spell on a **combustible object** and a non-magical triggering object. This sets the combustible object to explode once the holder of the triggering object mentally commands the explosion to trigger (which takes a reaction). The combustible object explodes, causing 9d6 fire damage in a 40’ radius, which ends the spell. |
| Resist Check: | 5d6 vs AGI halves |
| Target: | touch |
| Duration: | 6 + 2/F hours |
| Area: | special\* |
| Effect: | create trap |
|  |  |  |
| **10 – Mass Grenade** | |  |
| Time to Cast: | 1 round | *Mass Grenade* allows the caster to launch 2 + 1/2F **combustible objects**they can see within range, throwing it 30 + 10/F’ at a point they can see. As each object flies through the air, it ignites and explodes as it hits, dealing 4d6 fire/heat damage in a 5’ radius, with a 4d6 vs HEA to halve. Each grenade can be launched at a different target. If cast on an object with *Modify Combustibility*, the explosion is replaced by the new effect. A magical object must make a 4d6 vs PWR to negate this effect. |
| Resist Check: | 4d6 vs HEA halves |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | 2 + 1/2F objects |
| Effect: | throw multiple grenades |
|  |  |  |
| **11 – Pyro Ignition** | |  |
| Time to Cast: | 1 round | The caster glares at a **combustible object** and at the snap of their finger, the target explodes into a ball of fire. Anyone within the area of the explosion takes 11d6 fire damage with an AGI resist check for half damage. The mass of the object changes the effect range of the explosion. A magical object must make a 5d6 vs PWR to negate this effect.  0–20 lbs. : 20 + 5/F’ radius  20–50 lbs. : 30 + 10/F’ radius  50+ lbs. : 60 + 15/F’ radius |
| Resist Check: | none, 5d6 vs AGI halves |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | single combustible object |
| Effect: | explode |
|  |  |  |
| **12 – Exothermic Reaction** | |  |
| Time to Cast: | 1 reaction\* | The caster casts this spell on an explosion they can see within the range, which causes the explosion to explode again, although with a weaker effect. The resist check for this secondary explosion is reduced by 1 die, and the damage is reduced by 2 dice. Any additional effects beyond damage are not replicated. |
| Resist Check: | none |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | single explosion |
| Effect: | explode again |
|  |  |  |
| **13 – Defusion Field** | |  |
| Time to Cast: | 1 round | *Defusion Field* creates an aura that travels with the caster, which causes all combustible objects that enter the field to be snuffed out and unable to ignite. This will affect grenades and spells from this group, making them ineffective if they are within the aura. Objects that explode outside the radius can still capture the caster in their area of effect. A magical explosive must make a 5d6 vs PWR to negate this effect. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | 10 + 5/F’ radius |
| Effect: | aura of safety |
|  |  |  |
| **14 – Self-Combustion** | |  |
| Time to Cast: | 1 round | The caster begins breaking down the elements of their own body to trigger a volatile combustion. The caster takes 8d6 fire damage as their body explodes, dealing 16d6 fire damage to creatures in the area and pushes them 15 + 5/F’ away from the caster. The creatures can attempt a 6d6 vs HEA resist check to halve the damage, and to negate the push. This effect cannot be targeted by *Exothermic Reaction*. |
| Resist Check: | none, 6d6 vs HEA halves |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self, 30 + 15/F’ radius |
| Effect: | explode own self |
|  |  |  |
| **15 – Arcane Volatility** | |  |
| Time to Cast: | 1 round | *Arcane Volatility* destabilizes the target’s magic, inhibiting their control over their spells. Whenever the target casts a spell or activates a psionic ability during the spell’s duration, the magic has a 50% chance to explosively backfire on the caster, dealing a number of d6 equal to the spell’s rank in pure magical damage with a 3d6 vs PWR to halve. |
| Resist Check: | 6d6 vs PWR negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | single creature |
| Effect: | make magic volatile |
|  |  |  |
| **16 – Consumir Chamas** | |  |
| Time to Cast: | 1 round | If the target fails the resistance check, they are engulfed in a black flame. The flame consumes the target, killing the target and turning its body to ash. |
| Resist Check: | 6d6 vs PWR negates |
| Target: | LOS 120 + 30/F’ |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | turn target to ash |
|  |  |  |

##### Chaos Magics

This group invokes the ***Duhebris***, one of Rudri’s dark and chaotic planes, which is described in the *PFC Campaign Setting Guidebook*. Anyone that learns this spell group and anyone under the effect of its spells is detected as slightly divine under Rudri. This detection is weak, and not strong enough for anyone to think the individuals are servitors or priests of Rudri, but some interpret this as an unholy curse.

Anyone who learns these spells are no longer able to effect any of the chaos rolls made by these spells through any means except these spells; they cannot use luck amulets or *Blessings* to reroll or modify the chaos rolls, but the victims of these spells can still use those to defend against them unless they also know this spell group. if *Chaos Student*, *Control Chaos*, or *Chaos Master* is used on a chaos roll that does not come from this list, this restriction now applies to that roll.

Most spells in this group are instantaneous, although they may create effects with a duration. That means the caster cannot drop the effect; they can only drop the spell they actually cast (the *Chaos Magics* spell) and it is already over.

When a spell calls for a random spell effect, it is rolled using a 1d10000 (roll 4d10 using one of each number, a 0000 is equal to a 10,000) on the [**Net Libram of Random Magical Effects v2**](http://centralia.aquest.com/downloads/NLRMEv2.pdf).

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Chaos** | |  |
| Time to Cast: | 1 round | The caster chooses a target and generates a random spell effect. This effect will last a maximum of 1 + 1/F minutes even if the duration listed is longer. |
| Resist Check: | none |
| Target: | LOS 100 + 20/F’ |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | random |
|  |  |  |
| **2 – Minor Element** | |  |
| Time to Cast: | 1 round | The caster rolls a random ***elemental*** ***spell*** of rank 1-6 from any group except this one.  The caster knows the spell that is rolled, and can choose whether or not to target that spell at either valid targets they can see within range or themself. Whatever target the caster chooses must be a valid target for the spell rolled, within that spell’s range and restrictions. The caster may finesse this spell when casting it and choose to apply those finesses in valid aspects of the spell after rolled. |
| Resist Check: | special\* |
| Target: | special\* |
| Duration: | instantaneous |
| Area: | special\* |
| Effect: | random elemental spell |
|  |  |  |
| **3 – Chaos Shield** | |  |
| Time to Cast: | 1 round\* | When the caster is hit by a spell or takes damage while this spell is active, they may end this spell as a reaction. If they do, they choose to either do (1d6)d6 magical damage to the person that triggered it or generate a random spell effect and the person that triggered this is both the caster and target for the purposes of that roll. The caster may have any number of *Chaos Shields* active at once, but may only activate one of them per round.  The caster can use this spell with their reaction, but must fully finesse the spell doing so. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 10/F minutes |
| Area: | caster |
| Effect: | chaotic revenge |
|  |  |  |
| **4 – Chaos Student** | |  |
| Time to Cast: | 1 reaction\* | The caster may cast this spell as a reaction to a chaos roll being made in the range. This spell causes that roll to be rerolled, the caster must take the second roll. The usual limit of only being able to spend EU up to a caster’s PWR per round applies, so someone with low PWR may not be able to cast this on some of their own *Chaos Magics* spells. |
| Resist Check: | none |
| Target: | LOS 100 + 20/F’ |
| Duration: | instantaneous |
| Area: | single chaos roll |
| Effect: | change roll |
|  |  |  |
| **5 – Minor Other** | |  |
| Time to Cast: | 1 round | The caster rolls a random ***divine spell or psionic ability*** of rank 1-6.  The caster knows the spell that is rolled, and can choose whether or not to target that spell at either valid targets they can see within range or themself. Whatever target the caster chooses must be a valid target for the spell rolled, within that spell’s range and restrictions. The caster may finesse this spell when casting it and choose to apply those finesses in valid aspects of the spell after rolled. |
| Resist Check: | special\* |
| Target: | special\* |
| Duration: | instantaneous |
| Area: | special\* |
| Effect: | random spell |
|  |  |  |
| **6 – Control Chaos** | |  |
| Time to Cast: | 1 reaction\* | When a chaos roll is made within range, the caster may cast this spell as a reaction and change that roll by up to 1 + 1/F. The caster knows the effects that would result from this spell and is able to choose the desired effect from the options provided. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | single chaos roll |
| Effect: | adjust chaos |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **7 – Chaos Bolt** | |  |
| Time to Cast: | 1 round | The target takes 7d6 damage of a random type. Roll 1d6 to determine the damage type as follows: 1 – acid, 2 – cold, 3 – fire, 4 – lightning, 5 – poison, 6 – roll twice, half of the damage is one type and half is another; ignore further 6s and duplicate rolls. |
| Resist Check: | 4d6 vs HEA halves |
| Target: | LOS 100 + 20/F’ |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | chaos damage |
|  |  |  |
| **8 – Major Element** | |  |
| Time to Cast: | 1 round | The caster rolls a random ***elemental*** ***spell*** of rank 7-12 from any group except this one.  The caster knows the spell that is rolled, and can choose whether or not to target that spell at either valid targets they can see within range or themself. Whatever target the caster chooses must be a valid target for the spell rolled, within that spell’s range and restrictions. The caster may finesse this spell when casting it and choose to apply those finesses in valid aspects of the spell after rolled. |
| Resist Check: | special\* |
| Target: | special\* |
| Duration: | instantaneous |
| Area: | special\* |
| Effect: | random elemental spell |
|  |  |  |
| **9 – Chaos Master** | |  |
| Time to Cast: | 1 reaction\* | The caster may cast this spell as a reaction to a chaos roll being made in the range. This spell causes that roll to be rerolled twice, the caster may choose any of the three rolls. The usual limit of only being able to spend EU up to a caster’s PWR per round applies, so someone with low PWR may not be able to cast this on most of their own *Chaos Magics* spells. |
| Resist Check: | none |
| Target: | LOS 200 + 40/F’ |
| Duration: | instantaneous |
| Area: | single chaos roll |
| Effect: | change roll |
|  |  |  |
| **10 – Super Chaos** | |  |
| Time to Cast: | 1 round | The caster chooses a target and generates a random spell effect. They may choose up to 2 + 1/F effects within 4 + 2/F of the rolled effect if they wish. They may not choose the same effect twice and must choose at least one effect. These effects will last a maximum of 1 + 1/F days even if the duration listed is longer. |
| Resist Check: | none |
| Target: | LOS 120 + 30/F’ |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | controlled randomness |
|  |  |  |
| **11 – Major Other** | |  |
| Time to Cast: | 1 round | The caster rolls a random ***divine spell or psionic ability*** of rank 7-12.  The caster knows the spell that is rolled, and can choose whether or not to target that spell at either valid targets they can see within range or themself. Whatever target the caster chooses must be a valid target for the spell rolled, within that spell’s range and restrictions. The caster may finesse this spell when casting it and choose to apply those finesses in valid aspects of the spell after rolled. |
| Resist Check: | special\* |
| Target: | special\* |
| Duration: | instantaneous |
| Area: | special\* |
| Effect: | random spell |
|  |  |  |
| **12 – Chaos Curse** | |  |
| Time to Cast: | 2 rounds | If the target fails their resist check, all magic that they cast or activate from magic items or creature abilities is changed to chaos magic for the duration. Each time they cast a spell, randomly determine the result as follows:  **D4 Effect**  1 The spell does not go off and generate a random spell effect.  2 The spell goes off on the caster if they were targeting someone else or on a random person within 100’ if they were targeting themselves, even if it is caster only.  3 Roll 1d12 and that ranked spell in the group they were casting goes off on the original target if they are a valid target for a new spell, or the caster if not.  4 The spell functions normally, but also generates a random spell effect. |
| Resist Check: | 5d6 vs PWR negates |
| Target: | LOS 200 + 40/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single creature |
| Effect: | screw with magic |
|  |  |  |
| **13 – Chaos Blade** | |  |
| Time to Cast: | 1 minute | The damage on the affected magical weapon is randomized and improved. The bonus to the attack roll is not impacted, but the magical bonus to the damage is replaced, depending on the strength of the weapon enchantment:  +1 becomes +1d4, +2 becomes +1d6, +3 becomes +1d8, +4 becomes +1d10, +5 becomes +1d12. For bonuses beyond +5, add two to the die size for each point above five.  Additionally, the damage type is randomized every day between:  1 – acid, 2 – cold, 3 – fire, 4 – lightning, 5 – poison, 6 – pure magical. |
| Resist Check: | none |
| Target: | touch |
| Duration: | permanent |
| Area: | one magic weapon |
| Effect: | improve damage |
|  |  |  |

#### 

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **14 – Death Lottery** | |  |
| Time to Cast: | 1 round | Whichever creature in the area of effect fails their resist check by the largest amount takes 3d6 blight damage per creature in the area of effect. If there is a tie, split the damage evenly amongst all the creatures that are tied. If no one fails the resist check, nothing happens. |
| Resist Check: | 6d6 vs PWR negates |
| Target: | LOS 200 + 40/F’ |
| Duration: | instantaneous |
| Area: | 30 + 10/F’ radius |
| Effect: | luck of the draw |
|  |  |  |
| **15 – Kaosovoki** | |  |
| Time to Cast: | 5 rounds | This spell calls 1d6 + 2/F chaos elementals to the caster to do their bidding. The elementals will serve the caster, even in combat. At the end of the spell’s duration there is a 40% chance the elementals will attempt to take the caster with them when they leave, a 40% chance they will attempt to kill the caster, and only a 20% chance that they leave peacefully. |
| Resist Check: | none |
| Target: | LOS 100 + 20/F’ |
| Duration: | 30 + 10/F minutes |
| Area: | special\* |
| Effect: | chaos elementals |
|  |  |  |
| **16 – Cheap Chaos** | |  |
| Time to Cast: | 1 minute | The target may reduce the cost of any of their spells by up to four, with a minimum cost of one. When they cast a spell with a reduced cost, roll 1d6. The result of the roll is as follows:  **1 –** the spell goes off normally.  **2 –** reduce a random attribute of the spell that can be finessed by the amount of cost reduction. If it doesn’t have an attribute that can be reduced, roll again.  **3 –** roll a die equal to the amount of units they spent on the spell and cast the spell of the rolled rank in the group they were casting from instead.  **4 –** cast a random spell of the same rank as the spell they were trying to cast, from the same spell type elemental, divine, or psionic.  **5 –** take 1d6 magical damage per unit of reduced cost and the spell goes off normally.  **6 –** take 1d6 magical damage per unit of reduced cost and roll again. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | permanent |
| Area: | single target |
| Effect: | cheaper spells |
|  |  |  |

#### 

##### Cindrolafo

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Ash Strike** | |  |
| Time to Cast: | 1 round | The target of this spell must be standing on natural earth or stone for this spell to take effect. The caster channels geothermal energy to the ground where the target is standing, causing it to scorch and erupt with cinders and ashes. The target takes 1d6 of earth or fire damage (caster’s choice).   If the target of this spell is standing in or on ash, such as an area created by *Ash Field*, they must also make a 3d6 vs PER or be *Blinded* for one round. |
| Resist Check: | none\* |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | single target\* |
| Effect: | erupting ash |
|  |  |  |
| **2 – Lava Bullet** | |  |
| Time to Cast: | 1 round | Once each round a stone or bullet fired from the affected ranged weapon is melted into magma. The projectile inflicts an additional 1d8 fire damage (*bonus*) on hit. |
| Resist Check: | none |
| Target: | LOS 30 + 10/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single weapon |
| Effect: | turn projectile molten |
|  |  |  |
| **3 – Cremation** | |  |
| Time to Cast: | 1 minute | *Cremation* cremates the touched corpse and its worn belongings, leaving only a pile of ash. The spell will not work on undeads. Any worn piece of equipment must make a check of 3d6 vs its Fire Resist or be destroyed too, and magical items must make a 3d6 vs PWR check to negate this effect. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single corpse |
| Effect: | create corpse |
|  |  |  |
| **4 – Ash Field** | |  |
| Time to Cast: | 1 round | The caster gathers energy from the elemental planes of earth and fire, combining them to produce a magical field of ash and cinders that hangs in the air, lightly obscuring the area. The area of the ash field cannot be brighter than dim lighting. A creature that moves more than 10 feet through the ash field in one round must make a 3d6 vs PER or be blinded for one round. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | 60 + 15/F’ radius |
| Effect: | field of ash |
|  |  |  |
| **5 – Shape Lava** | |  |
| Time to Cast: | 1 round | The caster can manipulate a 10 + 5/F’ cube of lava in one of the following ways, choosing the order that this occurs.   * The lava instantaneously moves or otherwise changes its flow up to 5 + 2/F feet in any direction. If this is directed towards a creature, the creature must make a 3d6 vs AGI check to halve 4d6 fire damage. * The lava forms simple shapes and animates to the caster’s whims. * The lava cools and hardens into stone, which will naturally begin to melt. |
| Resist Check: | none |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | 10 + 5/F’ cube |
| Effect: | manipulate lava |
|  |  |  |
| **6 – Summon Laf’hundo** | |  |
| Time to Cast: | 2 rounds | The caster must cast this spell on a 5’ cube of earth or stone. The section of earth or stone begins to melt and over the course of the casting time, it crackles and morphs into the shape of a large hound, about 4’ long and 3’ tall. This Lava Hound is under the caster’s control. Only one Lava Hound can be summoned and controlled at a time.  Refer to *Appendix D: Spell Clarification* for creature write ups and control mechanics. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 1 + 1/F minute |
| Area: | 5’ cube of earth/stone |
| Effect: | summon lava hounds |
|  |  |  |
| **7 – Lava** | |  |
| Time to Cast: | 2 rounds | This spell changes the indicated amount of non-magical **stone** into lava. Any object that touches the lava suffers 6d6 points of fire damage. A resistance check of four dice against HEA is allowed for half damage. The lava will cool at a normal rate and eventually turn back into stone. |
| Resist Check: | none |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | 5 + 2/F’ radius |
| Effect: | turn rock to lava |
|  |  |  |
| **8 – Magma Armor** | |  |
| Time to Cast: | 1 round | *Magma Armor* surrounds the target with a thin, protective shield of molten earth. This grants 4/4/0 to their magic DVs. Additionally, any creature that hits the target with a combat attack takes 1d6 fire damage as the magma splashes back towards them. This damage occurs per hit. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 4 + 2/F rounds |
| Area: | single target |
| Effect: | grant magma armor |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Molten Cerberus** | |  |
| Time to Cast: | 1 round | The caster channels the power of the elemental planes of earth and fire, and fires 3 bolts of ash and lava at three creatures within range. Multiple bolts can be targeted at a single creature if desired. These bolts take the form of three canine heads which bite at the targets. Each target must make a 4d6 vs HEA to halve 3d6 fire or earth damage (caster’s choice).   Additionally, each target is surrounded in a 10’ radius field of ash, regardless of the success of the resist check. These ash fields function identically to that of the *Ash Field* spell. The fields do not follow the targets. |
| Resist Check: | 4d6 vs HEA halves |
| Target: | LOS 20 + 5/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | three creatures |
| Effect: | tri-headed attack |
|  |  |  |
| **10 – Volcanic Storm** | |  |
| Time to Cast: | 2 rounds | *Volcanic Storm* opens a small rift to the intersection between the elemental planes of earth and fire, from which spews out molten earth and superheated ash. Any creatures within the area of the spell when it is cast must make a 5d6 vs HEA check to halve 4d6 fire and 4d6 earth damage. The area is filled with a field of cinders and ash for the next 4 + 2/F rounds. A creature that moves through the field takes 1d6 fire damage for each 10 feet it moves in a round. The field additionally has the effects of the *Ash Field* spell. |
| Resist Check: | 5d6 vs HEA halves |
| Target: | LOS 120 + 30/F’ |
| Duration: | special\* |
| Area: | 40 + 5/F’ radius |
| Effect: | burning ash storm |
|  |  |  |
| **11 – Lava Chains** | |  |
| Time to Cast: | 1 round | The caster causes chains of molten metal to burst from the ground and reach to shackle the target. If they fail the resistance check, they are *Rooted* and take 3d6 fire damage at the start of each of their turns while *Rooted* by this spell. The target can make a 5d6 vs STR from the chains after being shackled at the end of each of their turns, ending the spell on a success. If the target is flying or can fly, they are grounded for the duration of the spell. |
| Resist Check: | 5d6 vs AGI negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single target |
| Effect: | restrain with lava |
|  |  |  |
| **12 – Magma Mortar** | |  |
| Time to Cast: | 1 round | *Magma Mortar* opens a rift to the intersection between the elemental planes of earth and fire, funneling magma and ash into a powerful stream. Objects and creatures in this line must make the resistance check or take 6d6 earth damage and 6d6 fire damage, halved on a success. In addition, a 30’ radius around the caster becomes an ash field, as ash spews from the rift. This ash field functions identically to that of the *Ash Field* spell. |
| Resist Check: | 5d6 vs HEA halves |
| Target: | LOS 120 + 30/F’ |
| Duration: | instantaneous |
| Area: | 4 + 1/F’ wide line |
| Effect: | torrent of magma |
|  |  |  |
| **13 – Lava Terrain** | |  |
| Time to Cast: | 1 round | The affected area of ground becomes a thin layer of molten lava and 15 + 5/F’’ of air above it is filled with burning cinders of ash. For the duration, any creature that moves through the lava takes 3d6 fire damage per 5 feet it moves in a round, making the resist check at the end of its movement to halve it. Additionally the area of ash functions identically to that of the *Ash Field* spell. |
| Resist Check: | 5d6 vs HEA halves |
| Target: | LOS 120 + 30/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | 30 + 10/F’ radius |
| Effect: | floor is lava |
|  |  |  |
| **14 – Pyroclasm** | |  |
| Time to Cast: | 1 round | The caster points toward an area of ground within range, and opens a rift to the intersection between the elemental planes of earth and fire. A geyser of lava erupts from the chosen spot. The geyser is 10 + 5’ in radius and 30 + 10/F’ high. Each creature in the cylinder when it erupts must make the 6d6 vs AGI resist check or take 5d6 earth damage and 5d6 fire damage, or half as much damage if it makes a successful resist check.  The geyser also forms a pool of lava at its base, with the same radius as the geyser. This lava functions identically to the lava in the *Lava Terrain* spell, although no ash is produced.  The caster can spend an action within the duration of the spell to cause another geyser to erupt at a point within range. |
| Resist Check: | 6d6 vs AGI halves |
| Target: | LOS 60 + 15/F’ |
| Duration: | 2 + 1/F rounds |
| Area: | special\* |
| Effect: | geyser of lava |
|  |  |  |
| **15 – Lafovoki** | |  |
| Time to Cast: | 4 rounds | *Lafovoki* summons 4 + 2/F lava elementals from any flame source (a candle is sufficient) or source of natural earth within the target area.  Refer to *Appendix D: Spell Clarification* for creature write ups and control mechanics. |
| Resist Check: | none |
| Target: | LOS 30 + 10/F’ |
| Duration: | 30 + 10/F minutes |
| Area: | special\* |
| Effect: | summon lava elementals |
|  |  |  |
| **16 – Ashen Phoenix** | |  |
| Time to Cast: | 1 hour | When the caster dies within the duration of the spell, they explode with ash and lava. Each creature within 30 + 10/F’ of the caster must make a 6d6 vs AGI resist check to halve 8d6 of earth damage and 8d6 of fire damage, and a cloud of ash erupts in a 120 + 30/F’ radius, which functions identically to the field in the *Ash Field* spell. The caster is resurrected at half their Damage Points at the start of their next turn. Only one instance of *Ashen Phoenix* can be cast on an individual at a time. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F weeks |
| Area: | self |
| Effect: | fiery death and rebirth |
|  |  |  |

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##### Smoke

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Cloud** | |  |
| Time to Cast: | 1 round | *Cloud* creates a white cloud of smoke that lightly obscures all objects within the area of effect. Visibility is reduced to 40 feet for creatures inside the cloud. |
| Resist Check: | none |
| Target: | LOS 120 + 30/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | 10 + 5/F’ radius |
| Effect: | cloud of smoke |
|  |  |  |
| **2 – Incense** | |  |
| Time to Cast: | 1 round | The caster creates a cloud of gray, lightly obscuring smoke that fills the area with a non-offensive odor. The exact smell of the incense is of the caster’s choosing. Visibility is reduced to 40 feet for creatures inside the cloud. |
| Resist Check: | none |
| Target: | LOS 60 + 15/F’ |
| Duration: | 10 + 5/F minutes |
| Area: | 10 + 5/F’ radius |
| Effect: | scented smoke |
|  |  |  |
| **3 – Smog** | |  |
| Time to Cast: | 1 round | The caster summons a small fire, which creates a brown, lightly obscuring, noxious cloud of smoke that contains dust and other fine particles. Anyone in the area of effect that fails the resistance check begins coughing and is *Dazed*. They reattempt the resist check at the beginning of each turn while within the smog. Visibility is reduced to 40 feet for creatures inside the cloud. |
| Resist Check: | 4d6 vs HEA negates |
| Target: | LOS 30 + 5/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | 10 + 5/F’ radius |
| Effect: | unpleasant smoke |
|  |  |  |
| **4 – Hide** | |  |
| Time to Cast: | 1 round | The area of effect is filled with a thick black smoke that prohibits anyone from seeing through the area. Creatures inside the radius are *Blinded*. Alternate forms of vision can be used to see through the smoke. |
| Resist Check: | none |
| Target: | LOS 20 + 5/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | 10 + 5/F’ radius |
| Effect: | thick smoke |
|  |  |  |
| **5 – Tint** | |  |
| Time to Cast: | 2 rounds | *Tint* causes a **crystal or glass object** to darken and become semi-opaque. This will block half of all light from passing through the object. Light-based spells passing through the affected glass are affected accordingly (GM’s discretion). A magical item must make a 3d6 vs PWR to negate this effect. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 12 + 3/F hours |
| Area: | single glass object |
| Effect: | tint glass |
|  |  |  |
| **6 – Tear Gas** | |  |
| Time to Cast: | 2 rounds | This spell creates a white cloud of smoke that causes all breathing creatures within it that fail the resistance check to be brought to tears. Their vision is reduced to 30 feet, which inhibits Line of Sight targeting for ranged attacks and spells. They reattempt the resist check at the beginning of each turn while within the tear gas. |
| Resist Check: | 4d6 vs HEA negates |
| Target: | LOS 20 + 5/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | 10 + 5/F’ radius |
| Effect: | tear gas smoke |
|  |  |  |
| **7 – intoxicating Cloud** | |  |
| Time to Cast: | 2 rounds | This spell creates a light green smoke that fills the area. Those in it who fail the resistance check feel the effects normally associated with a rank 1 *Sago Weed*: they recieve a +2 magical bonus to their CSE attribute and any non-magical mental illnesses are temporarily cleared. If the affected creature leaves the area of effect, the effects remain for an additional half hour. A creature reattempts the resistance check every 5 minutes spent within the smoke. |
| Resist Check: | 4d6 vs HEA negates |
| Target: | LSO 20 + 5/F’ |
| Duration: | 10 + 5/F minutes |
| Area: | 10 + 5/F’ radius |
| Effect: | drugged smoke |
|  |  |  |
| **8 – Sleep Smoke** | |  |
| Time to Cast: | 2 rounds | This spell creates a light purple smoke that fills the area. All creatures within the area of effect that fail the resistance check fall into a magical sleep for 30 + 10/F minutes. Resistance checks must be made for every round that a creature is in the area of effect. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | 10 + 5/F’ radius |
| Effect: | sleeping smoke |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Spirit Smoke** | |  |
| Time to Cast: | 2 rounds | This spell creates a light red smoke that fills the area and outlines all ethereal creatures and spirits. If the creature fails a 4d6 vs PWR check, they become material, obtaining a form that best fits their shape, and maintaining the ability to fly. They will become immaterial again one round after they exit the smoke. |
| Resist Check: | special\* |
| Target: | LOS 40 + 15/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | 10 + 5/F’ radius |
| Effect: | spirit revealing smoke |
|  |  |  |
| **10 – Pain Smoke** | |  |
| Time to Cast: | 2 rounds | This spell creates damaging white smoke in the area. Targets in the area of effect who breathe in the smoke will start coughing violently and take 4d6 pain damage, or half as much on a successful resist check. The resist check and damage are repeated each round a creature remains in the smoke. |
| Resist Check: | 5d6 vs HEA halves |
| Target: | LOS 60 + 15/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | 10 + 5/F’ radius |
| Effect: | damaging smoke |
|  |  |  |
| **11 – Cataract** | |  |
| Time to Cast: | 2 rounds | If the target fails the resistance check, then they develop cataracts in both of their eyes. The lenses of their eyes cloud over and their vision is reduced to 120 - 30/F feet. |
| Resist Check: | 5d6 vs HEA negates |
| Target: | touch |
| Duration: | permanent |
| Area: | single creature |
| Effect: | cloud vision |
|  |  |  |
| **12 – Smoke Armor** | |  |
| Time to Cast: | 1 round | This spell creates a suit of smoke armor that envelops the caster. It gives the defense values of (10/10/6). This armor has no movement and attribute penalties. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 12 + 3/F hours |
| Area: | self |
| Effect: | create magical armor |
|  |  |  |
| **13 – Gaseous Form** | |  |
| Time to Cast: | 2 rounds | The target assumes a gaseous form that resembles a cloud smoke of any color the caster chooses. While in this form, the target can pass through small cracks, pipes, or move through the air at their normal land movement rate. Wind conditions can affect the target’s normal movement. In this form, the target is considered immaterial. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | single creature |
| Effect: | turn to smoke |
|  |  |  |
| **14 – Burning Smoke** | |  |
| Time to Cast: | 1 round | The caster summons a small fire which creates a cloud of blue, acidic smoke. The acid suspended in the smoke will cause 5d6 acid damage to any creature in the area of effect. The resist check and damage are repeated each round a creature remains in the smoke. The cloud can be moved by natural or magical wind, but will retain its shape for the duration of the spell. *Fresh Air* or similar spells will not purify the area. |
| Resist Check: | 5d6 vs HEA halves |
| Target: | LOS 120 + 30/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | 40 + 10/F’ radius |
| Effect: | acidic smoke |
|  |  |  |
| **15 – Fumivoki** | |  |
| Time to Cast: | 4 rounds | *Fumivoki* summons 4 + 2/F smoke elementals within the target area.  Refer to *Appendix D: Spell Clarification* for creature write ups and control mechanics. |
| Resist Check: | none |
| Target: | LOS 30 + 10/F’ |
| Duration: | 30 + 10/F minutes |
| Area: | special\* |
| Effect: | summon lava elementals |
|  |  |  |
| **16 – Killer Smoke** | |  |
| Time to Cast: | 2 rounds | This spell summons a cloud of lethal smoke. Those in the area of effect must make the resistance check each round they remain in the area of effect or die. |
| Resist Check: | 6d6 vs HEA negates |
| Target: | LOS 120 + 30/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | 10’ radius |
| Effect: | deadly smoke |
|  |  |  |

#### 

##### Blood Magics

**The cost of casting a spell from this group is: (Rank of Spell)\*EU + (Rank of Spell)\*DP. Finessing also adds to the DP cost.**

*Branding* Spells leave samples of the caster’s blood inside damaged creatures, called a *Brand*. *Purging* spells remove samples from affected creatures regardless of their success on the resistance check. Unless otherwise specified, *Purging* takes place at the spell’s conclusion.

Spells marked as *Acidic* deal the appropriate additional acid damage if the caster is under the effect of *Acidic Blood*.

*Branding* lasts for 1 week, detects as a Rank 6 Elemental effect and can be instantly *Purged* with rank 6 Revocation (no roll required). Only the strongest *Brand* from the caster stays on the creature.

Strength of the *Brand* from strongest to weakest:

*Blood Spike* (finessed for *Branding* strength) > *Blood Spike* > *Blood Shards* > *Sanguine Armament* > *Sanguine Pool*

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 - Blood Spike** | |  |
| Time to Cast: | 1 round | *Branding, Acidic 1d6*  The caster fires a spike of solid blood dealing 1d6 physical, piercing damage to the target. The caster can fully finesse this spell to automatically make the *Brand* from it the strongest active *Brand*. This will demote any other such *Brands* to the same level as an un-finessed *Blood Spike*. |
| Resist Check: | none |
| Target: | LOS 80 + 20/F’ |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | spike of solid blood |
|  |  |  |
| **2 - Blood Analyst** | |  |
| Time to Cast: | 4 rounds | For the duration of the spell, the caster sees blood drops in the area of effect up to 1 week old. Finesses can provide additional information about the blood:  1 – Distinguish blood from different creatures  2 – Race and exact number of creatures  3 – Type of weapon that caused blood loss  4 – In what direction creatures moved and with what speed |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | 50 + 10/F’ radius |
| Effect: | analyze blood sample |
|  |  |  |
| **3 - Bloody Trail** | |  |
| Time to Cast: | 1 minute | *Purging*  For the duration of the spell, the caster can sense the distance and direction to the creature that left a blood sample or to the strongest *Brand*. The creature is located up to the nearest 300’. When fully finessed, the caster takes one die off any *Survival: Tracking/Stalking* checks to track the creature. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | 8 + 2/F miles |
| Effect: | track blood |
|  |  |  |
| **4 - Heartseeker** | |  |
| Time to Cast: | 1 round | The caster can sense heartbeats of other creatures within the area of effect and knows the distance and direction to these creatures. When fully finessed, damage of any *Branding* spell is increased by 3. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | 100 + 20/F’ radius |
| Effect: | sense heartbeats |
|  |  |  |
| **5 - Acidic Blood** | |  |
| Time to Cast: | 1 round | When the caster is damaged by a combat attack, drops of caster’s blood that leave their body become acidic and deal 4d6 acid damage to the attacker. Any attacks from the same attacker past the first deal 1d6 acid damage. |
| Resist Check: | 4d6 vs HEA halves |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | self |
| Effect: | acidify blood |
|  |  |  |
| **6 - Sanguine Restoration** | |  |
| Time to Cast: | 1 round | *Purging*  The caster uses blood brands near them to leech off enemies’ life force. Every *Branded* living creature in the area takes 1d6 points of blight damage and the caster is healed for the total amount of damage dealt up to their maximum DP. |
| Resist Check: | none |
| Target: | caster |
| Duration: | instantaneous |
| Area: | 20 + 5/F’ radius |
| Effect: | recollect blood |
|  |  |  |
| **7 – Blood Shards** | |  |
| Time to Cast: | 1 round | *Branding, Acidic 1d6*  The caster is surrounded by 6 + 2/F floating shards of solid blood. Shards automatically hit, at caster’s discretion, anything within the spell's area of effect. A creature hit by a shard takes 1d6 physical, piercing damage. Any single creature can only be hit with a single *Blood Shard* per round. When fully finessed, 2 additional shards are summoned every round for the duration. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | 80 + 20/F’ radius |
| Effect: | multiple blood spikes |
|  |  |  |

| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **8 - Crimson Pull** | |  |
| Time to Cast: | 1 round | *Purging*  This spell momentarily generates a powerful attractive force centered at the targeted point. Any *Branded* creature within the area must succeed a resistance check of five dice vs STR or be pulled to the center of the targeted area and knocked prone. If more than one creature fails the resist check, all affected creatures take 3d6 blunt damage as they bump into each other. |
| Resist Check: | 5d6 vs STR negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | instantaneous |
| Area: | 20 + 5/F’ radius |
| Effect: | pull on blood |
|  |  |  |
| **9 - Sanguine Armament** | |  |
| Time to Cast: | 1 round | *Branding, Acidic 1d6*  The caster forms part of their blood into an enchanted weapon. The weapon can be any mundane weapon type and is enchanted to +1 + 1/F. For ranged weapons, ammo can be created for 1 DP per arrow/bolt. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | self |
| Effect: | blood weapons/ammo |
|  |  |  |
| **10 - Crimson Flash** | |  |
| Time to Cast: | 1 round | *Purging*  For the duration of the spell, the caster may use their fifth to teleport next to any *Branded* creature within 120’ of themselves, which *Purges* the chosen creature of their *Brand* at the moment of teleportation. |
| Resist Check: | none |
| Target: | caster, LOS 120’ |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | teleport to *Brand* |
|  |  |  |
| **11 - Explode Blood** | |  |
| Time to Cast: | 1 round | *Purging*  The caster’s blood inside *Branded* creatures within the area of effect explodes, dealing 10d6 fire/heat damage. When fully finessed, the caster may choose to exclude any number of *Branded* creatures from this effect. |
| Resist Check: | 6d6 vs HEA halves |
| Target: | caster |
| Duration: | instantaneous |
| Area: | 100 + 25/F’ radius |
| Effect: | explode *Brands* |
|  |  |  |
| **12 - Crimson Attraction/Repulsion** | |  |
| Time to Cast: | 1 round | *Purging*  This spell creates an area of force that affects any *Branded* creature. The spell is used in one of two modes declared at the time of casting:  **Attraction**: Affected creatures inside the area cannot leave the area unless they succeed at the resistance check of six dice against their STR attribute.  **Repulsion**: Affected creatures outside of the area cannot enter it unless they succeed at the resistance check of six dice against their STR attribute.  The *Brand* is purged at the end of the spell’s duration if the creature attempted the resistance check. If the Brand is purged by any other effect, this spell no longer affects the creature. |
| Resist Check: | 6d6 vs STR negates |
| Target: | LOS 60 + 15/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | 20 + 5/F’ radius |
| Effect: | trap/repel *Brands* |
|  |  |  |
| **13 - Sanguine Pool** | |  |
| Time to Cast: | 1 round | *Branding, Acidic 2d6*  The caster sinks into a 10 + 5/F’ radius pool of blood and becomes *Immaterial*. Each round, crimson tendrils shoot out of the pool, piercing every living creature in the area of the pool. Each creature takes 6d6 piercing damage and the caster heals for half of the total amount of piercing damage dealt, up to their maximum DP. While under this effect, the caster may move their fifth, but isn’t able to attack, cast spells or use their items. |
| Resist Check: | 5d6 vs AGI halves |
| Target: | caster |
| Duration: | 4 rounds |
| Area: | self, 10 + 5/F’ radius |
| Effect: | become deadly blood |
|  |  |  |
| **14 - Hemoportation** | |  |
| Time to Cast: | 1 round | *Purging*  The spell exploits the connection between the caster and the strongest active *Brand*. It can be used in one of two ways:  **Target-to-Caster**: the *Branded* creature sinks into a pool of blood and reappears next to the caster unless they succeed a six dice resistance check against their PWR attribute.  **Caster-to-Target**: the caster sinks into a pool of blood and reappears next to the *Branded* creature. The caster may not bring other creatures with them.  When fully finessed this spell functions across planes. |
| Resist Check: | 6d6 vs PWR negates\* |
| Target: | caster |
| Duration: | instantaneous |
| Area: | self, single creature |
| Effect: | transport to or call *Brand* |
|  |  |  |

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| **Elemental Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **15 - Ultimate Blood Ground** | |  |
| Time to Cast: | 1 round | The caster opens a domain of blood magic centered around themself. The caster of the domain can choose any other living creature within the domain to pay the DP cost of any *Blood Magics* spell being cast. If the creature fails a 5d6 vs HEA attribute resistance check, it loses DP equal to the DP cost of the *Blood Magics* spell being used by the caster and the DP cost of the spell is considered paid.    In addition, this effect augments other *Blood Magics* effects originating from the caster:    **Blood Spike**: A spike’s base damage is increased to 2d6, the target distance is extended to cover the entire domain.  **Sanguine Restoration:** The amount of blight damage is increased from 1d6 to 2d6.  **Blood Shards**: A shard’s base damage is increased to 2d6, the area of effect is extended to cover the entire domain.  **Crimson Pull**: Damage is increased to 6d6 blunt damage.  **Crimson Flash**: *Brand* is not purged until the end of the spell’s duration.  **Explode Blood**: The area of effect is extended to cover the entire domain. |
| Resist Check: | 5d6 vs HEA negates |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | 200 + 50/F’ radius |
| Effect: | create domain of blood |
|  |  |  |
| **16 – Blood Lotus** | |  |
| Time to Cast: | 1 round | *Purging*  The spell causes the target's blood to instantly vaporize inside their body. If the target fails the resist check, their body explodes, killing them instantly, leaving flower-like ruptured remains on the ground. If the creature makes the resistance check, they take 8d6 (12d6 if *Branded*) fire/heat damage instead. |
| Resist Check: | 6d6 vs HEA partial |
| Target: | LOS 100 + 25/F’ |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | vaporize blood |
|  |  |  |

| Dominium Sanguinis *Dominium Sanguinis* (also known as *Mastery of Blood*) ritual was developed by the Blood Progenitor to circumvent the greatest weakness of Blood Magic - its reliance on the caster’s life force. Instead it creates a way to store the blood of others into the orb shaped repository floating next to the mage.  The orb can store up to the caster’s PWR\*2 units that are used in place of the caster’s DP when casting Blood Magic spells. The caster cannot maintain the orb when resting.  The orb can be refilled in two different ways. The caster can transfer any number of DP from their pool into the orb. The transfer only works one way. If the caster is touching a willing or grappled living creature, they can drain 1d6 DP per round into the orb as a full action.  The ritual can be performed by any mage with 16 ranks of Blood Magic. The caster is also the target. The effect exists as a magical creature ability.  1,500 gc or 3,000 xp are expanded as the cost of the ritual. |
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[insert art of Powerful Blood Magics]