

ENERGY TETHER (S)

TETHER YOUR POWER WITH ANOTHER PLAYER. THE NEXT SPELL THEY CAST HAS ALL STATS DOUBLED IN A POSITIVE DIRECTION.



•FOCUS

YOUR TETHERED PLAYERS SPELL DEALS THREADWEAVING DAMAGE ON TOP OF THEIR OWN DAMAGE TYPE DAMAGED ENEMIES BECOME SUSPENDED.

•INSIGHT

SIPHON SOME ENERGY FROM YOUR TETHERED PLAYER. YOUR NEXT SPELL APPLIES THE CORRESPONDING KEYWORD OF THEIR ELEMENT.

•MOTION

TETHER TWO PLAYERS AT ONCE. STATS ONLY INCREASE BY 50% PER PLAYER.

DEADLY SNARES (S)

FOR THE NEXT 3 ROUNDS, ALL SUSPENDED OR WOVEN ENEMIES HAVE THEIR ARMOR REDUCED BY 1L.



•FOCUS

LASTS 5 ROUNDS.

•INSIGHT

ALL EFFECTED ENEMIES TAKE 1D6 DAMAGE FROM THE CRUSHING THREADS.

•MOTION

WHILE YOUR BUFF IS ACTIVE, USE A BONUS ACTION TO TARGET ONE EFFECTED ENEMY PER TURN TO TIGHTEN, CAUSING 1D20 DAMAGE.