



THREADWHIP (40)

2D20

LASH OUT A BRIGHT GREEN WHIP OF ENERGY THAT REACHES UP TO SOFT. THE WHIP RIPS THROUGH ARMOR AND DOES CONSIDERABLE DAMAGE.



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CLONE WEAPON (20)

CREATE A CLONE OF ANOTHER PLAYERS EQUIPPED WEAPON, OR A WEAPON STORED IN YOUR ARSENAL. THIS WEAPON CAN BE EQUIPPED IN ONE OF YOUR TWO WEAPON SLOTS.



•FOCUS

THE WHIP YOU CAST TRAVELS UP TO SOFT.

•INSIGHT

HITTING AN ENEMY CAN CAUSE THEM TO BECOME SUSPENDED OR WOVEN.

•MOTION

CREATE TWO DIFFERENT WHIPS FROM EACH HAND. TARGET TWO ENEMIES OR ONE ENEMY TWICE.

SNARE WAVE (50)

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•FOCUS

THE WAVE YOU CAST TRAVELS 200FT.

•INSIGHT

UPON BEING SNARED, THE THREADS SURROUNDING ENEMIES WILL RIP AWAY AT ARMOR, DETERIORATING IT BY 2L.

•MOTION

CREATE TWO DIFFERENT CONES FROM EACH HAND IN ANY DESIRED DIRECTIONS.



BANNER OF WAR (90)

CREATE A PULSING BANNER THAT IS ATTACHED TO YOU. IT PULSES ONCE ON YOUR TURN, THE ENERGY EMITTED FROM THE PULSE HEALS WOUNDS OF ALLIES FOR 3HP WITHIN 5FT. LASTS 4 ROUNDS.

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•FOCUS

HEAVY FOCUS ON THE BANNER EXTENDS THE EFFECT TO 6 ROUNDS.

•INSIGHT

INCREASES THE RANGE OF THE PULSE TO 75FT.

•MOTION

SLAM THE BANNER INTO THE GROUND, SO THAT DOES NOT FOLLOW YOU.

MINDSPUN INVOCATION (60)

EMPOWER YOUR WEAPON WITH THREADED ENERGY, KILLING ENEMIES WITH IT CAUSES A SUSPENDING BURST AT THEIR LOCATION 15FT WIDE. THE EFFECT LASTS 4 ROUNDS.

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•FOCUS

HEAVY FOCUS ON THE YOUR POWER EXTENDS THE EFFECT TO 6 ROUNDS.

•INSIGHT

THE SUSPENDING BURST NOW CAUSES ENEMIES TO BECOME WOVEN ALSO.

•MOTION

WRAP YOUR WEAPON WITH THREADS, ADDING AN EXTRA ID6 OF THREADWEAVING DAMAGE TO YOUR HIT..

ADVANCED REWIRE (30)

TARGET A NON-ORGANIC ENEMY WITHIN 20FT TO REWIRE. THE ENEMY CAN BE CONTROLLED NEXT TURN.

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•FOCUS

HARDEN THE ARMOR ON THE ENEMY THAT IS REWIRED, GIVING IT 50% DAMAGE RESISTANCE WHILE BEING CONTROLLED.

•INSIGHT

SENSE WHATEVER THE CONTROLLED ENEMY IS ABLE TO DETECT.

•MOTION

QUICK ACTION ALLOWS YOU TO CONTROL THE REWIRED ENEMY THIS TURN.

WHIRLING MAELSTROM (60) 2D12

THROW A WHILING SPOOL OF ENERGY THAT CAN BE MOVED EACH TURN. IT LASTS 5 ROUNDS AND HAS A SPEED OF 30, IT DAMAGES ENEMIES WITHIN 5FT OF IT EACH TURN.

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•FOCUS

HEAVY FOCUS ON THE SPOOL ALLOWS IT TO LAST 7 ROUNDS.

•INSIGHT

INCREASE THE DAMAGE OF THE SPOOL TO 3D12, AND THE DAMAGE RADIUS TO 10FT.

•MOTION

THROW THE SPOOL SOME WITH FORCE, INCREASING ITS SPEED TO 50.



ENERGY TETHER (S)

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

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•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.

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•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.