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| **Shard of Thox** | | | | | |
| **Spell** | **CT** | **DL** | **DR** | **Effects** | **Enhancements** |
| **Tier 1** | | | | | |
| Call Breeze | C | 10 | 1 r | * Minor telekinesis with Muscle of 6 * Can reach objects up to 20 hexes away | * Duration x5 / x2 / +2 DL * Muscle +4 / x3 / +3 DL * Range x2 / x3 / +2 DL |
| Lightning Bolt | C | 10 | Inst | * 2d6 Lightning Bolt * Daze(3) & Stun(1) | * Accuracy +2 / x2 / +2 DL * Increase Dmg Dice / x3 /+3 DL * Option – Attack gains chain(8) up to 4 hexes away / x1 / +3 DL * Proc +1 / x3 / +3 DL |
| Lightning's Emissary | S | 10 | 10 m | * Minor electric aura surrounds you * +2 to social checks to persuade, diplomacy, or interrogate if a display of power is appropriate | * Bonus +1 / x2 / +4 DL * Duration x5 / x2 / +2 DL * Enemy must save Charisma, Power 16 to start combat with you / x1 / +4 DL |
| Lightning Reflexes | C | 10 | 1 H | * +2 Reflex | * duration 5x / 2x /+3 DL * Morph – affects Skill instead of reflex / x1 / +0 DL * Reflex +2 / x1 / +6 DL |
| Lightning Touch | C | 10 | 3 r | * Your ***touch*** becomes electrified * Does 2d6 lightning damage * Daze(3) & Stun(1) | * Accuracy +2 / x2 / +2 DL * Increase Dmg Dice / x3 /+3 DL * Proc +1 / x3 / +3 DL |
| Wind Blast | C | 10 | Inst | * 2d6 physical damage * Prone (Muscle) | * Accuracy +2 / x2 / +2 DL * Increase Dmg Dice / x3 /+3 DL * Option – Enemies that fall prone can also be moved 1d6 hexes / x1 / +3 DL * Save DL +2 / x5 / +2 DL |
| **Tier 2** | | | | | |
| Spark Skin | C | 14 | 6 r | * +1 defense vs metal weapons * Anyone who touches you, or strikes you with a metal weapon takes 1d6 penetrating damage and gets stun(2) | * Defense +1 / x2 / +3 DL * Increase Dmg Dice / x3 /+3 DL * Morph – Affects all weapons / x1 / +3 DL * Proc +1 / x2/ +3 DL |
| Storm Cell | C | 14 | 6 r | * Creates a zone of radius 2 * Anyone *entering* the zone other than the caster takes 2d6 lightning damage * Daze(4) * Every round they remain in the cell they have a 4/12 chance of getting hit again | * Increase Dmg Dice / x3 /+3 DL * Proc +1 / x2/ +3 DL * Radius +1 / x1 / +4 DL |
| Summon Wind Elemental | C | 14 | 6 R | * Summons a minor wind elemental to fight for you * Inspired(1) | * Creature is level 5 / x1 / +4 DL * Creature is level 9 / x1 / +4 Dl * Creature is level 13 / x1 / +4 DL |
| Thunderclap | C | 14 | Inst | * All adjacent enemies are dazed for 1d3 rounds (Reflex) * Stun(1) | * Proc +1 / x2/ +3 DL * Radius +1 / x1 / +4 DL * Save DL +2 / x5 / +2 DL |
| Wind Shield | C | 14 | 6 r | * Create a zone with radius 2 * Missile fire through the zone is -2 | * Penalty +1 / x2 / +3 DL * Radius +1 / x1 / +2 DL |
| **Tier 3** | | | | | |
| Grounding Rod | C | 18 | 3 R | * You jam a rod into the ground * Adjacent allies Resist Magic(2) | * Duration +1 / x3 / +2 DL * Option – Allies that make a save while adjacent to your rod give you 1 mana / x1 / +3 DL |
| Lightning Rod | C | 18 | 3 R | * Enemies that enter a hex adjacent to the rod take 2d10 lightning damage (Reflex) * Daze(6) & Stun(3) |  |
| Ride the Winds | C | 18 | 30 M | * Fly(11) * Expenditure(1) * May spend inspiration to continue this spell without recasting |  |
| Thunder Chariot | C | 18 | 3 R | * You can teleport(20) as a ½ action |  |