

General notes:

Range Progression: personal, touch (or eat), close (or eye contact, voodoo focus), far (voice), distant (line of sight), ∞ ;

Area progression: personal, 1, few, area, bigarea (battlefield), entire city;

Duration progression: 0, r/conc, min, h, d, M/y, permanent (caster/object or oath life)

Use DC = CAR - Lvl

† = “spell shaper”: sum its level to that of the spell it modifies.

‡ = this alone

Black Magic [WIS]

Agonaire

The art of torment. Pain whether physical, emotional, or psychic

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Torment</i>	-[1+SL] alle prove	0		close	few	r
	-[2+2SL] alle prove	0		close	1	r
<i>Shackle</i>	-2SL WIS	0		close	1	d
<i>Dark Delusion</i>	Implant blame	0		close	1	d
<i>Despair</i>	Doom	1		close	1	r
	Command	2		voice	1	r
	Suggestion	3		voice	1	r
	Hold/Paralysis	4		voice	1	r
<i>Nightmares</i>	Condition by dreams	1		close	1	d
<i>Neural Overload</i>	Stun [$\frac{1}{2}$ SLd6]/Daze	1		close	1	0/m
	Adrenaline exhaustion	3		close	1	m
	Stroke	6		close	1	0
<i>Interrogation</i>	Extract info	1		touch	1	conc
<i>Penance</i>	Take sb's pain [$\frac{1}{2}$ SLd6]	2		touch	1	conc ¹

Black Will

Commands and controls the wills of others.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Break Will</i>	<i>Command</i>	1		close	1	1
	<i>Charm</i>	1		close	1	m
	<i>Crushing despair</i>	3		close	area	m
	<i>Emotion</i>	4		voice	area	conc
	<i>Dominate person</i>	6		close	1	h
	<i>Thrall/Enslave</i>	7		close	1	∞
<i>Corruption</i>	Hypnotize	2		eye	f	m
	Suggestion (reshape will or activate)	3		eye	1	d
<i>Unholy Ecstasy</i>	Perverse pleasure	1		voice	1	r
<i>The Sun Eclipsed</i>	Channel through others	4		voodoo	1	r
<i>Bond of Shadows</i>	Sense through servants	2		far	1	m

Devouring

This spell allows one to absorb health and magic by draining others.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Draught of Life</i>	Steal life to use as spell pool	4		touch	1	r
<i>Steal Youth</i>	Steal years	4		touch	1	0
<i>Steal the Essence</i>	Steal mundane trait/ability from fallen	2		touch	1	d
	Steal EX ability from fallen	4		touch	1	d
	Steal SUP ability from fallen	5		touch	1	h
	Steal SL ability from fallen	7		touch	1	m
<i>Desolation</i>	Drain land by spreading desolation	3		close	area	r
<i>Way of the Wendigo</i>	Drain others to regen your HP	2		touch	1	r
	Drain others to regen your attributes	4		touch	1	r

Hellfire

The summoning of raw unholy power.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Unholy Flame</i>	blasts/bolts/walls of infected fire	1		touch	1	0
	blasts/bolts/walls of unhealable fire	3		touch	1	0
<i>Imbue Item</i>	Shape hellfire into weapon/shield	1†		touch	1	r
<i>Desecration</i>	Spoil/Taint (holy/natural) place/resources	3		touch	1	d
<i>Hell Blast</i>	Makes fires affecting undead/spirits	2†		close	1	r
<i>Inner Fire</i>	Hellfire in you	3		personal	personal	r

Black Magic [WIS]

Malediction

The bestowing of curses, both great and small.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Bestow Curse</i>	Annoyances	1		eye	1	r
	Minor penalties	2		touch	1	m
	<i>Besotw curse</i> spell / Twice cursed	3		touch	1	m
	L1 curses which affects also those near target	3		touch	1	m
	Ill fortune	3		touch	1	y
	Curse of undeath/lycanthropy	5		touch	1	permanent
	Outcasting	5		voice	1	y
	Generational curse	8		touch	1	permanent
<i>Black Prayer</i>	Invocation of unholy favor, <i>Prayer</i> [\pm SL/3]	1		close	few	r
	<i>Mark of death</i> / $2 \times$ <i>Prayer</i>	4		close	few	r
	<i>Unholy Chorus</i> / $3 \times$ <i>Prayer</i>	6		close	few	r
<i>Summons of the Damned</i>	Anchor to/haunt something after death	8		touch	personal	permanent
<i>Counter Blessings</i>	Dispell/End blessing effects	2		close	area	0
<i>Inhibition</i>	Disrupt innate EX talents	3		close	1	r
	Disrupt innate SU talents	3		close	1	r
	Disrupt innate SLA talents	5		close	1	r

Rend the Weave

Tearing apart a subjects flesh, bone, mind and spirit

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Rending</i>	Physical attack 1d6, requires bless to heal	2		close	1	0
<i>Crippling</i>	Inflict long-term injuries	2		touch	1	d
<i>Madness</i>	Inflict disorders/traumas	2		touch	1	d
	Shatters mind entirely	7		touch	1	M
<i>Attribute Damage</i>	Attribute damage [-1d6]	1		touch	1	m
	<i>Poison</i>	3		touch	1	r
<i>Cursed Wounds</i>	Wound must be blessed before heal is possible	3		touch	1	y
<i>Withering</i>	Block wound/illness recovery or fast heal	3		touch	1	y
	Block/Slow growth	4		touch	1	M

The Tolling

The summoning of demons or quasi-sentient demonic energy forces.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Unholy Construct</i>	Summon unholy power and animate construct	X		touch	1	r
<i>The Distant Call</i>	Summon entity not yet reach full demon status	3		touch	1	m
<i>Invoke the Darkness</i>	Command undead/demons	3		voice	few	m
<i>Bone Dance</i>	Channel for souls to possess their bodies again	4		close	area	h
<i>Stormbringer</i>	Awaken ancient power of destructive elements	5		voice	area	h
<i>Daemonium</i>	Project your shadow as a demonic construct	6		voice	1	r
	Havoc it causes will fuel your power	2†		voice	1	r

Repression

The binding and compelling of spirits.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Binding</i>	<i>Geas-quest</i>	6		close	1	M
<i>Enchain</i>	Imprison spirit in object	4		voice	1	d
	Imprison spirit in object to enhance it	5		voice	1	d
<i>Necromancy</i>	Corpse to unquiet dead	2		touch	1	M
	Corpse to sentient undead	6		touch	1	d
<i>Infernal Transmutation</i>	Offers “favors” for corruption	4		close	1	d
<i>Gate of Souls</i>	Bind victim to a demon to gradually sicken	5		touch	1	d
	Bind target to a demon to grant her PP	7		touch	1	h
	Bind victim to a major demon to sacrifice her	7		touch	1	0
<i>Black Transference</i>	Transferring your evil/corruption onto others	5		touch	1	h

Holy Magic [CON]

Armor of Light

Wrapping yourself in heavenly armament.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Smith of Light</i>	Forge powerful weapon/armor of pure light	1		personal‡	personal‡	r
<i>Radiant Spirit</i>	Aura granting +[SL] to ST	2		personal	area	r
	Aura granting +[2+SL] to ST against mind affecting	2		personal	area	r
	<i>Death ward</i>	5		personal	1	m
	Aura granting [SL/2] SR	7		personal	area	r
<i>Strength of Ten</i>	“Exoskeleton” of light granting [+1d4] Str	2		personal	personal	r
<i>Immovability</i>	Resist push/drift/charge forces [+SL] SIZ	2		touch	few	r
	Aggro all attacks on group onto yourself	3		personal	few	r
<i>Spear of Heaven</i>	Spend life-energy to [+HP/4] to damage	2		personal	few	1
<i>Body of Light</i>	Intervention beyond death	8		personal	area	1
	Act despite being helpless	4		personal	area	1
<i>Ward of Light</i>	<i>Sanctuary</i>	1		close	few	r
	Wall up creature of darkness	4		close	1	r

Awesome Wrath

Show thy enemies the true power of good, and they shall cower in their decrepit wickedness!

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Awe</i>	Cha-based skills get [+SL]	0		personal	area	r
	Stun/intimidate as per <i>Turn</i>	1		personal	area	r
<i>Radiant Strike</i>	Repulse enemies	2		personal	area	0
	Repulse and [2d6] damage enemies	3		personal	area	0
<i>Mighty Sign</i>	Wide range moral bonus [+SL/2]	2		far	battlefield	m
<i>Aura of Light</i>	[+1d6] Cha	1		personal	personal	r
<i>Holy Word</i>	Make people ear you clearly	0		voice	battlefield	0
	<i>Dictum</i>	7		far	area	0
	<i>Holy word</i>	7		far	area	0

Holy Magic [CON]

Benediction

You may lay blessings, counter curses, and inspire others.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Invocation</i>	<i>Bless</i>	1		close	area	m
	<i>Prayer</i>	3		close	area	r
<i>Remove Curses</i>	Remove curses, taint and lesser afflictions	2		touch	touch	0
<i>Guidance</i>	Influence large crowds toward good choices	2		voice	area	h
<i>Hand of Destiny</i>	Grant luck [+SL] / influence simple random effects	0		personal	personal	1
	Attempt to force destiny/outcomes	8		close	few	r
<i>Great Blessing</i>	Expend great deal of life force to form holy items	8		touch	1	permanent

Exorcism

This weave covers the purification and banishment of evil spirits or forces.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Purification</i>	<i>Neutralize Poison</i>	1		touch	1	m
	<i>Remove disease</i>	2		touch	1	0
	Turn creatures/diseases	3		voice	area	m
	<i>Remove fatigue</i>	4		touch	few	0
	<i>Dispel</i> mind-affecting spells	4		touch	1	0
<i>Banishment</i>	<i>Dismissal</i>	5		voice	1	0
<i>Deanimation</i>	<i>Disrupt undead</i> [1d6]	0		touch	1	0
	<i>Undeath to death</i>	6		voice	area	0
<i>Peace</i>	Offer peace and freedom to unquiet dead	5		touch	1	0
<i>Shattering</i>	<i>Break enchantment</i>	5		close	1	0

Hearthen

You may lend inner strength to others, granting the strength and courage to endure.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Inspiration</i>	<i>Hope</i>	1		close	few	m
	<i>Heroism</i>	3		touch	1	m
<i>Strengthen</i>	Grant HP, <i>Vigor-</i> mass lesser	3		touch	few	m
	<i>Aura of vitality</i>	7		close	area	r
<i>Sustaining</i>	Function despite wounds	4		touch	1	r
	Function beyond death	8		touch	1	1
<i>Holy smite</i>	Smite creatures	2		touch	1	r
<i>Enduring Heart</i>	Ignore fatigue/hunger/thirst/distracton/temperature	2		touch	1	h
	Strengthen mind/will (i.e. vs fear/mind affecting)	3		touch	1	m

Open the Way

Revive the dead, or ask higher beings to aid you

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Lesser Summons</i>	Summon positive-energy constructs	2		close	1	r
<i>Gates of Light</i>	Open a path to the higher planes for asking	1		personal	personal	1
<i>Gate of Judgment</i>	Send a spirit to be judged by the heavens	10		close	1	0
<i>Call of Alanor</i>	Summon the dead to <i>speak with the dead</i>					
	Allow a spirit to take form and act					
	<i>Raise the dead</i>					
<i>Path of Light</i>	Visit the fringes of the upper planes	5		personal	close	1
<i>Gates of Light</i>	Let elemental raw energies pour out	4		voice	area	r

Holy Magic [CON]

Prophecy

Allows higher powers to speak through you.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>The Currents of Time</i>	Minor foretelling, insight, and scrying effects	0		touch	personal	1
	<i>Augury</i>					
	<i>Find the Path</i>					
	<i>True Strike</i>					
	<i>Clairvoyance</i>					
<i>Divine Insight</i>	See into hearts	3		personal	1	m
<i>Prophecy</i>	Higher powers to speak/work through you	5		personal	voice	r
<i>Inner Voice</i>	Alerted of important events/knowledge	2		personal	personal	h
<i>Gift of Tongues</i>	Communicate with livign and entities	3		personal	voice	h
<i>True Witness</i>	Make truths you speak apparent or alive to audience	3		personal	few	conc

White Light

Summon holy energy to attack evil or heal good characters

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Healing</i>	Heal mundane injuries	1		touch	1	m
	Wards off mundane injuries	2		touch	1	r
	Neutralize poisons/diseases	2		touch	1	h
	Restore attributes loss	4		touch	1	h
	Restore level loss	5		touch	1	d
<i>Elemental Light</i>	<i>Light</i>	0		personal	area	h
	<i>Daily Light</i>	1		close	area	r
	<i>Luce Incandescente</i>	2		close	1	0
<i>Revelation</i>	<i>Detect ...</i>	1		close	area	conc
<i>Wings of Light</i>	Pos. energy bonus to Abilities, SR, ST	3		close	few	r
<i>Reveal Lies</i>	<i>Reveal lies, Zone of truth</i>	3		close	area	m
	Targets know the caster is telling the truth	2		voice	voice	conc
	<i>Suggestion</i> makes victim confront w/ her li(v)es	3		touch	1	conc
<i>Form of Light</i>	<i>Ethereal jaunt</i>	5		personal	personal	m
	<i>Commune</i>	4		personal	personal	r

The Inner Way [STR]

Storm Dance

Grants the blazing speed of lightening and the incredible reaction speed of a cat.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Hastening</i>	Eye-no-see sleight of hand skill check	1		personal‡	personal‡	0
	<i>Expeditious retreat</i>	1		personal‡	personal‡	0
	<i>Haste</i>	3		personal‡	personal‡	r
<i>Deflection</i>	<i>Evade</i>	4		personal‡	personal‡	r
	Monk's <i>Deflect arrows</i>	2		personal‡	personal‡	m
<i>Blinding Strike</i>	+SL to BAB for ranged attacks	2		personal‡	personal‡	r
<i>Split Second</i>	Pay CON to take bonus action out of turn	6		personal‡	personal‡	
	<i>Time stop</i>	9		personal‡	personal‡	
<i>Enhanced Dexterity</i>	<i>Cat's grace</i>	1		personal‡	personal‡	
<i>Stop the Sands</i>	Accelerate time spent in mental/focus skills	2		personal‡	personal‡	

Adrenaline Jolt

Infuse allies with extra energy and enhance their performance.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Mighty Effort</i>	<i>Rage</i>	1		personal	personal	r
	Grant an explosive action	3		touch	1	1
<i>Hastening</i>	as per Storm Dance	+2		touch	1	r
<i>Focused Blow</i>	2+ attacks condensed into a single blow at Σ BAB	3		touch	1	1
<i>Psychic Surgery</i>	Safely manipulate body processes (<i>Sleep</i> , stop bleeding)	3		personal	1	r
<i>Nerve Strike</i>	Halts a body process (<i>blindess</i> , paralysis, heart attack)	5		touch	1	1

Bank the Fires

Support and control of the user's metabolism and life force.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Metabolic Support</i>	resist need to eat/drink/breath or fatigue	1		personal	1	h
	feign death	1		personal	1	h
<i>Death Ward</i>	resist disease/poison	1		personal	1	m
	resist paralysis	3		personal	1	m
	halt blood loss, reattach severed limbs	3		personal	1	d
	resist aging	4		personal	1	permanen
<i>Metabolic Control</i>	accelerate recovery, resist extreme climate	2		personal	1	h
	<i>Haste/Slow</i>	3		personal	1	r
<i>The Sleep of Ages</i>	suspend animation without detectable signs of life	6		personal	1	permanen
<i>C'hi Reservoir</i>	build up a reserve of HP ($= PP \times 2$)	3		personal	1	d

Face Dancer

Sorceress manipulate her own flesh.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Body Weaponry</i>	combat related augmentations	1		personal	1	m
<i>Shapeshift</i>	animal form, duplicating animal mundane talents	2		personal	1	r
	impersonate specific individual	4		personal	1	m
<i>Self-Healing</i>	self-stabilization	2		personal	1	0
	<i>Cure light wounds</i>	3		personal	1	0
<i>Enhanced Durability</i>	bonus HP via duplicating vital organs, reinforcing tissue	3		personal	1	d
<i>Dematerialize</i>	<i>Amorphous form</i> , flow like water	4		personal	1	m
	<i>Gaseous form</i>	6		personal	1	m
	immune to physical attacks	7		personal	1	m

The Inner Way [STR]

Flesh of Iron

Sorceress manipulate her won flesh.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Iron Consitution</i>	enhance str, cos, HP	3		personal	1	m
<i>Inner Armor</i>	grant “natural” armor, also focused on aspecific limb	2		personal	1	m
<i>Iron Fist</i>	increase damage from natural attacks	1		personal	1	r
	<i>Keen weapon</i> on natural attacks	3		personal	1	r
	<i>Ghost touch</i> on natural attacks	5		personal	1	r
<i>Strenght of Stone</i>	trades dex for str and damage resistance	2		personal	1	r
<i>Immovability</i>	resist impacts transferring them into the earth	4		personal	1	r
<i>Iron Shoulders</i>	increase carrying capability	1		personal	1	h

Hyper Senses

Allow user to enhance or extend her senses.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Enchanced Perception</i>						
<i>Extyended Senses</i>						
<i>Analytic Senses</i>						
<i>New Senses</i>						
<i>Clairsentience</i>						

Trance

The art of utterly focusing and channelling own energies.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Mnemonies</i>						
<i>Acceleration</i>						
<i>Analytic Senses</i>						
<i>Quick Study</i>						

Voice

Inluience and manipulate through voice.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>The Subtle Tongue</i>						
<i>Tone of Command</i>						
<i>Whisper on the Wind</i>						
<i>Shattering</i>						
<i>Power Words</i>						

Mind Magic [INT]

Beglamourment

Alter either what people perceive or how they interpret it.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Cloak of the King</i>						
<i>Veil of Memory</i>						
<i>Mob Rule</i>						
<i>Visages</i>						
<i>Cloak of the Fey</i>						

Shield of Will

Warding off mental attacks and divination.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Eldritch Mists</i>						
<i>Auric Disguise</i>						
<i>Warded Mind</i>						
<i>Psychic Purge</i>						
<i>Iron Will</i>						
<i>Ward of the Magi</i>						
<i>Supreme Effort</i>						

Deep Lore

Tap into the massed memories and mental energy of the world.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Wisdom of the Ages</i>						
<i>Secrets of the Craft</i>						
<i>Summon History</i>						
<i>True Witness</i>						
<i>Dreams of Adventure</i>						

Dreamvoyaging

The art of projecting yourself onto the astral plane.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Dreamtravel</i>						
<i>Dreamwalk</i>						
<i>Possession</i>						
<i>Dream of Explration</i>						
<i>Dreamsearch</i>						

Mind Magic [INT]

Dreamweaving
Weaving of dreams and illusions.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Dreamshaping</i>						
<i>Gate of Dreams</i>						
<i>Forge of Dreams</i>						
<i>Experiential Tale</i>						
<i>Dream Sending</i>						
<i>Maze</i>						

Telekinesis
Create motive force on the specified target.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Force Field Generation</i>						
<i>Telekinetics</i>						
<i>Micromanipulation</i>						
<i>Stabilization</i>						
<i>Inertial Compensation</i>						
<i>Missile Control</i>						
<i>Acrobatics</i>						

Telepathy
Communication with minds, as well as mental scans and probes.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Sending</i>						
<i>Scan</i>						
<i>Probe</i>						
<i>Seek</i>						
<i>Link</i>						
<i>Alter</i>						

Wood Magic [CHA]

Forestwalk

You may call on the aid of animal spirits.

Spellweave	Effect	Lvl	PP	Range	Target
<i>Call of the Wilds</i>	<i>Summon Nature Ally</i>	1		close	1
	<i>Summon Swarm</i>	3		close	1
<i>Skinwalker</i>	call an animal spirit into the spellcaster	2		personal	1
<i>Beastspeech</i>	<i>Speak to animals</i>	1		personal	1
	borrow nearby animal senses	2		personal	1
	<i>Charm Animals</i>	2		touch	1
<i>Forest Tread</i>	request the guidance or guard of animal spirits	2		personal	few
<i>Totem Patron</i>	gain an intermediary with the spirit world	4		personal	1

Trailtwist

You may conceal your traces, lead others astray, and walk ways hidden to others.

Spellweave	Effect	Lvl	PP	Range	Target
<i>Weave the Roads</i>	redirect targets subtly causing path lead to/around places you specify	3		voice	1
	misleading paths can include extra-planar destinations	6		voice	1
<i>The False Path</i>	cause your own trail to vanish	0		eye	few
<i>The Short Stroll</i>	drastically reduce travel times	0		close	few
<i>The Fair Guide</i>	caster never gets lost	0		personal	1

Hand of the Earth

Allows the user to grow and animate plants.

Spellweave	Effect	Lvl	PP	Range	Target
<i>Plant Growth</i>	<i>Plant growth</i>	3		touch	area
<i>Animate Plants</i>	<i>Entangle</i>	2		close	area
	<i>Deadly vines</i>	4		touch	area
	<i>Animate Treant</i>	6		touch	1
<i>Strange Harvest</i>	plants grow anything the soil provided prime matters to	4		touch	1
<i>Plant Speech</i>	<i>Speak to plants</i>	2		personal	1
<i>Bonsai</i>	manipulate plants (source of energy, climate)	5		touch	1

Hunter's Hound

This powerful effect allows the user to embody the vengeance of the earth.

Spellweave	Effect	Lvl	PP	Range	Target
<i>The Wild Hunt</i>	enhanced speed no fatiguing, unnerving track accuracy	2		close	few
<i>Tale of the Earth</i>	tap into the memories of the earth	4		personal	1
<i>Spirits of Vengeance</i>	chance for nature spirits rise up and do battle their enemies	6		close	few
<i>Embodiment of Anger</i>	caster wrap herself in the angry essence of the earth	4		personal	1
	<i>Elemental form</i>	5		personal	1

Water Magic [INT]

Animation

Imbue target with the energies of water, allowing it to move and act on its own.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Sea of Life</i>						
<i>Master the Current</i>		2		personal	1	r
<i>Bound Suspension</i>		1		personal	1	m
		2		personal	1	m
		2		touch	1	r
<i>Prosthesis</i>		2		personal	few	m

Tide of Blood

You may reshape flesh, heal wounds, and create minor servants.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Birthed of Blood</i>		3		voice	1	m/conc
		6		voice	1	conc
<i>Pulse of Life</i>		0		eye	few	m
<i>Reshaping of Flesh</i>		0		close	few	h
<i>Blood Bond</i>		0		personal	1	conc

Polar Current

This straightforward effect generates and shapes ice.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Ice Storm</i>		3		touch	area	h
<i>The Sculptors Hand</i>		2		close	area	m
		4		touch	area	m
		6		touch	1	m
<i>Sustain the Glacier</i>	to	4		touch	1	h
<i>Daggers of Blood</i>		2		personal	1	r
<i>Armor of Winter</i>		5		touch	1	M/y

Tincture of Alchemy

Extract substances and essences from a variety of sources.

Spellweave	Effect	Lvl	PP	Range	Target	Duration
<i>Refining</i>		2		close	few	h
<i>Extract the Essence</i>		4		personal	1	r
<i>The Master Chef</i>		6		close	few	h
<i>The Inner Eye</i>		4		personal	1	m
		5		personal	1	m
<i>Spiritual Refinement</i>		6		close	few	h