

Written Spells Of Nevermore :

“The art of the arcana is a study of one ; to each their own devices of usage. Yet some spells are unique, as they have been undoubtedly perfected. A parent taught their children, and the children taught their own. It is thus how eons of practice have yielded methods of incantation, suited universally to all. Magic is alive, as is the person casting it. To each their own ways, but these spells are ubiquitous in their usage.”

~§~ Arcana Of Teness, HeadMaster

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General Spells

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Persona No Grata : Perhaps the most basic, yet the strongest Summoning magic spell of all time. Sure, one could summon the demons of the Depth, The leviathans of The Abyss, The Phoenix of the Pyre, yet when can one summon one's own strength ? Persona No Grata is the manifestation of oneself ; One's own shadows and secrets. The more a person is reconciled with themselves, the stronger the spell. Now, show me a person that truly loves themselves, that truly believes in themselves, with no shadow of doubt lingering.

Sight Of Aria : One needs no eyes to see. Sight Of Aria is a Soul-magic spell, allowing one to gain insight of the real world, meaning oneself indeed. Upon casting, the user loses all visual sight, yet gains the ability to see the essence of everything.

Some monks gouge out their eyes, and rely solely on this spell to see. The greater the insight, the greater the truth is.

Dust Boundary : One of the greatest spells of Nevermore. A near unbreakable spell, Dust Boundary is seen as a legend, a folklore at this point. Upon usage, the caster manifests their wishes to guard what they hold dear, rendering everything else in the boundary to static dust. This includes the space-time continuum, making Dust Boundary a fearsome offensive as well.

Salt Sanctuary : To cast Salt magic, one must bring forth the Salt Kingdom. Salt Sanctuary is the spell that allows the usage of all salt arts, rending the surroundings into The Sanctuary. Simply casting this spell is more than enough to wipe out armies, since for great magic, lesser

beings may as well as be objects. Salt Magic is highly destructive, to foe, to ally, to user --- all the same.

Duel Ring : a metal magic spell, calling forth ancient beams to supervise an honourable duel. The essence of this spell relies on the agreement of both parties to enter the duel, and even allows manipulation to certain limits of the inner world. This means that the fighters may well wish for their wounds to heal instantly in the domain, and so it shall be for the rest of the duel. This spell is seen as far too complex to master. While it can be excellent to train cadets, the investment to be able to pull off this spell outweighs the benefits.

Darker Ages : a spell brought forth from Oblivion Magic, this spell can cause the slow and insidious death of an entire village. Darker Ages is a vexation that welds the soul of Man to Death's Door, making the slightest of injuries become fatal. Diseases that would otherwise be easily cured become intolerable. Food rots at an alarming rate, and if not, it will be festering with bugs and maggots that spew poison. Time is an ally, for waiting is all that is needed after casting the spell.

The spell is brought forth from Oblivion magic, so one can easily predict the fate of the caster. A disease discriminates against none. A boy who has lost his bread is more than willing to resort to crime.

Cosmic Commune : undoubtedly, there exists no life beyond Nevermore. There are only higher Things, unfathomable, unpredictable. They are not necessarily sane nor conscious, but they act and move around. With The Ice Angels now gone, they are ever free to roam. Cosmic Commune is a fairly new spell, being the first that requires no magic type to channel. No magic is even needed, hence why some proclaim it to be something different than a spell ; a medium of some sort. Cosmic Commune calls upon *something*. This is the only constant effect the spell has. Anything else is up to randomness. A dice roll, a gamble with life being a single chip.

Bargain Of The Automaton : The line between animate and inanimate is very thin in Nevermore. Bargain Of The Automaton is a spell that trades Life to create a temporary Automaton, based on the force of the caster. The creator of this spell did not predict the outcome of fusing metal and flesh, and became the very first Trans-Automaton. They lived a fairly happy life, albeit shorter than the average length. They did not have to fear disease, nor exhaustion of the flesh.

Align : some spells are made from sheer boredom. Align is one of those spells, being used for pure entertainment. Align replicates the night sky above the caster on a flat surface, allowing the user to make out the constellations. The night holds beautiful lights that give hope to Humans.

Many tales speak of stars granting celestial powers to heroes, aiding them in their quest. Align is also used by some to prepare a wedding proposal.

Fragmented Soul : Anger breeds a pure form of power, unchanneled, outraging. Those who can utilize this force master the spell Fragmented Soul. Upon channeling the Wrath flowing in one's soul, the caster can manifest a part of their soul as a highly volatile projectile. The fragment of the soul holds the same magic type of the caster.

Some tales include a person with Lightning magic casting this spell, summoning a storm that lasted for days, wrecking unimaginable havoc.

Exsanguination : A spell of Blood magic, used by flagellants to drain the blood of their enemies, and their ranks as well. Exsanguination is a barbaric spell. The caster must wound the target first, typically by a lash of a whip, and then cast the spell at point blank range. It is much more of an explosion of blood than a draining, but it is effective in breaking morale. The Flagellants come back from life or death predicaments by using this spell.

Nux Hart : One can always open their heart to the darkness of the world. No need to hold on to such a fleeting, meek light. Upon casting the spell, one can use Dark magic, proportionally to their own strength, increased by a substantial amount. The cost is letting The Beacon do what he will with the heart...and the heart of humans is fodder for the maggots of The Beacon. Beware not to become a hive.

Obelisk : The OathKeeper once piled up the skulls and bones of his quarry, issuing a tower of dominance that ended the age where no one was promised a tomorrow. The Monument is accursed, filled with foul senescence. One can call upon the ancient forces that lay hidden in the pile, with the darkest of magic of course. Upon embracing the senescence, the force of the ancient spirit will surge. The usage of this spell is suspiciously safe. No bargain is struck, no contract is signed. You call a soul, and it answers. Perhaps the instinct of war is yet still persistent, wanting to get into action, even if out of body.

Survivor : A universal spell, known by all adventurers. Survivor is a spell that has served mankind like a loyal hound, keeping many far enough from knocking on Death's Door. Survivor is an enhancement spell, allowing the caster to let their magic flow freely in their bodies. This surge gives a simple boost in strength, and sharpens the senses ever so slightly. Beginners may disregard this spell, stating that preserving their magic is better, as they could always use the preserved magic to get out of any sticky situation. The experienced knows it's better to avoid the problem altogether.

Veteran : The level up Survivor, unlocked by those who kept Survivor up during many years, becoming their standard senses. Veteran unhinges the core, primordial instincts, allowing one to be keen at all times. An additional effect is experienced as well, commonly referred to as “The HeartBeat”. The HearBeat is unexplainable, but one can not doubt its effectiveness, for it warns the caster of upcoming danger. The louder The HeartBeat, the closer the danger.

The adventurers who can cast Veteran are fearsome. They evolve past the relationship of prey and predator, and become intangible.

Othermore : Nevermore is said to be a superposition of two worlds, hence why magic is present at all. One world has magic floating around, in eternal emptiness, while one holds a world populated by sentient beings. Othermore allows one to peer into the magic world, seeing all the magic that flows around. This is especially useful for locating targets, as their Magic signature can be differentiated. The drawback is that one needs to readjust their eyes to the natural superpositioned world after coming out of the magic one.

Hex : Fairy Blue : The moonlight shed by the Fairy Moon is boon to some, a curse to others. This hex calls onto the cryptic cosmic entity that is The Fairy Moon, and beacons its light onto the battlefield.

One must keep in mind that The Fairy Moon has no allegiance. If called, it may very well just end your life.

Shrine Of Redemption : A Light based spell, allowing one to summon a tolling bell on top of a target. Inside the bell, all the sins of the trapped are played directly to the mind, with the pain and agony of the victims incurred.

A spell that judges indiscriminately. Only Saints with hearts of gold can utilize this spell...and some never do, fearing the outcome.

OathBreaker : The OathKeeper is said to favor those who keep their promises, but there comes times when a promise must be broken, perhaps for a greater cause, perhaps for selfish desire. OathBreaker allows one to call forth dark forces, rendering flesh into hardened bones and shells. The transformation is visceral, and painful, but the outcome is strength to reap lives. Naturally, the transformation cannot be undone.

Will you break an Oath to fulfill a Goal ? Will the end justify the means ? Will you save their soul, at the cost of yours ?

This Charcoal Of Mine : A spell made by a man who desired to be closer to flames, for it burns the body, and fills the veins with flowing fire. The wielder becomes a flame entity, capable of manipulating the flames roaming their bodies freely. The price is simple : You burn. Hold fast,

and extinguish the flames, and maybe you will just lose the feeling of nerves, instead of becoming charcoal for flames greater than you.

It Speaks : The Beacon, the malediction we suffer, whispers into any willing ear. The words are not understood, but they do stir emotions, and premonitions. Maddening phrases, and a tone that can never be forgotten affect the mind, revealing truths. Maybe you should remain ignorant though.

Magic Rampage : Generate more magic than your body can withstand, then unleash it as a burst. The magic will naturally be attuned to harm all, so be careful not to incur friendly fire. This spell can only be used while your reservoir is full, as well as large enough.

// FIRE magic

Burst : A quick motion of fire magic spreads and proliferates in a radius in front of the caster. This spell is a swift attack that requires very little effort.

Lv cantrip > 1d6 > 45 Deg cone

First Pyre : The most rudimentary magic of them all. Once a student has mastered this spell, they will truly understand magic. The First Pyre is the basic projection of fire. The fascination of Humans, The dawn of magic, all started with this one spell. Some have dedicated their lives to master this one spell.

Lv 1 > 1d8 > 1 target

Crackling : Bright lights and blazing embers, this projectile explodes into a multitude of cracklings, burning the skin of whatever it touches.

Lv 1 > 1d2 > 3 turns > Slight blind > AOE 3 meters.

Blaze Trail : Magicians face a multitude of problems when confronted in close quarter combat. This spell allows the user to dash a 5 meter distance, leaving behind a flame trail that will burn enemies who try to catch up

Lv 1 > 1d2 > inside flame > 5 meter uni directional dash.

Overheat : Expelling magic from one's own body, the caster raises the room temperature by overheating the surrounding magic.

Lv 1 > 1d10 Temperature gain > 30 meters.

Flame Boost : Expelling flame from the end of a held object, the caster can either propel said object, or use the force as momentum to increase the strength of a melee hit.

Lv 2 > Launch / Boost > 1 target

Blaze Blade : Channelling flames into a single edge, the caster can slash up to three times a Blaze Blade.

Lv 2 > 1d5 Each Slash > 3 targets at most

Fire Breath : Exuding scorching flame from one's inner core, the caster is capable of spewing dragon like flames for 5 seconds to melt anything so unfortunate to be in the way of this spell.

Lv 2 > 1d12 > 60 Degree cone

Focal Point : Focusing on a single point, the caster can gather enough flames to superheat a pinpoint, increasing the temperature to over 800 Degrees in a few seconds. This can melt a weak point into almost anything metallic.

Lv 2 > 60 meters > 1 target

Heat Haze : Becometh Heat, turning one's body into an ethereal flame that can burn through any realm, but cannot be touched itself, unless by another Heat Haze.

Lv 3 > 10 seconds immunity > 1 dmg for every second in contact with enemy > Self

Blood Combustion : Slashing one's veins, the caster uses their own blood as fuel for combustion, causing any who shower in blood to burn with hellfire.

Lv 3 > 1d5 to self > 1d17 to any blood-marked.

Ashen Entity : Revive for a brief while any enemy that was burnt to ashes, becoming an Ashen entity that will fight for you.

Lv 3 > 1 target

Engulf Weapon : Making a friendly fire, cause any ally held weapon to be engulfed in flames, dealing an additional fire based magic damage.

Lv 3 > 1d2 : 1 for regular enchant, 2 for *Azure Ignition* > 1 target

1 : add 1d4 fire

2 : add 1d6+1 fire

Engine Powered : Turn the crank up to an eleven, and ignite the azure flame inside, causing one to exude incredible amounts of mana.

Lv 4 > every spell has a “shadow” version of it repeated. : Blaze blade 3 -> 5 blades.

Dying Burst : Every Death Save roll will emit a blaze wave, damaging any enemy who stands near your body.

Lv 4 > 1d5 for every roll > 15 meters diameter

Fire Of The Weak : The dimmest embers carry the greatest wildfires. Unleashing all the pent up rage and hatred, all the love you have for what you fight for, the caster is capable of unleashing 3 spells at the cost of half their current life points.

Lv 4 > ½ health bar > 3 spells instant (including this one)

Cauterize Wounds : Burning any open gashes, the caster is able to instantly stop any form of bleeding, at the cost of a slight burn.

Lv 4 > 1d3 dmg > stop bleeding + disinfect > 1 target

Life Of Embers : Your understanding of burning has reached depths that go beyond materialistic flames. One has reached the epitome of fire magic. The epitaph of burning has been seen, felt, and granted.

The caster is capable of manipulating any flame for up to 10 seconds, regardless of the source.

Lv 5 > 1d10 for amount of seconds > 1 target.

// WATER magic

Boon : Mistress of water truly cares for all. Upon using this cantrip, the caster is able to quickly treat wounds to some extent.

Lv cantrip > 1d4 > 1 target

Stream Blast : A pressurized water stream can be just as lethal as a hammer strike. Stream Blast allows the caster to channel enough pressurized water into a dangerous beam.

Lv 1 > 1d8 > 1 target

Mend : The very first healing spell to ever be standardized, Mend is used by water and light casters. This rudimentary spell can stop light bleeding, and will allow for faster recovery. It is a lengthy spell, taking up to 5 minutes to heal a single gash or cut, so it is truly unwise to use it in the heat of battle. This limitation forces it to be a recovery spell, only used after the battle has

been concluded. It is the beginner spell, and children who learn it are taught the patience needed to help others, especially those wounded in places where this spell can not help at all.

Lv 1 > 1d7 Heal > 1 target

Aquatic Lens : Focusing water into a calm state, the caster can create a magnifying lens that increases the accuracy of any who use it to mark prey.

Lv 1 > + Dex Rolls concerning accuracy

Cleanse : Dowse an ally with purifying water, removing a set of negative afflictions.

Lv 1 > 1d3 (amount of afflictions removed) > 1 target

Slippery Grounds : Soaking the ground entirely, transforming an area into “Difficult terrain”, with a chance of slipping to make the target go prone.

Lv 2 > 15 diameters circle.

Drowning Grasp : Collect a set of magic around the head of the enemy, cutting air supply to their lungs, effectively drowning them if held long enough, or causing exhaustion if interrupted.

Lv 2 > 1 minute to Kill / 30 seconds minimum for exhaustion > 60 meters > 1 target

Warding Halo : Release an ever flowing water stream, circulating around a target of your choice, effectively shielding them from a set amount of projectiles, whilst protecting them from any who assaults them physically.

Lv 2 > 3 projectiles > 1 target

Wash Down : Cleanse the bodily systems, refreshing tolerance to potions and poisons.

Lv 2 > 1 target > half toxicity

Heart Flow : Channel a stream of concentrated magic into a liquified state, augmenting its healing capabilities. The stream can be launched to an ally, or saved to increase the potency of other healing spells.

Lv 3 > 1d10 Heal > 1 Ally // +5 Heal to any other healing ability

Stream Health : Turn any liquid into a healing potion. Depending on the properties of the liquid, the healing effect may become stronger, weaker, or gain a new additional effect. Can not be used on Potions.

Lv 3 > 0.25 Liters of any liquid > Random Healing Potion

Stream Health : Turn any liquid into a healing potion. Depending on the properties of the liquid, the healing effect may become stronger, weaker, or gain a new additional effect. Can not be used on Potions.

Lv 3 > 0.25 Liters of any liquid > Random Healing Potion

Whirlpool : Circulating water magic at high speed, all whilst feeding it more magic, creates a deadly whirlpool that drowns enemies, and can draw them closer to you, or farther.

Lv 3 > 1d12 AOE dmg > Draw Closer / Push Back

Megalodon Summon : Formulate an ancient sea hunter from pure magic, giving it a physical form to consume your enemies with ferocious jaws.

Lv 4 > 1d18 > 1 target

Oceanic Grace : bestow the oceans' blessings, greatly revitalizing an ally, and restoring a part of their mana.

Lv 4 > 1 ally > 10+1d20 Health > 10 Mana Restore

Deep Sea : Tap into the abyss and procure a forbidden shard of strength. You may add Dark Healing to any Healing Spell. Dark Healing will allow the affected to restore health every time they hit an opponent.

Lv 4 > 1 ally > +1d4 for every Hit landed

Vivify : Liquify the dream scape, and let it float into the material realm. Any ally who float within the scape have increased perception, and gain Advantage on their attacks.

Lv 4 > AOE 10 Meter Radius > Advantage gained on DMG

Ocean Hunter : Call forth the primordial water source, where life can grow infinitely. Upon casting this spell, the user will create a bubble that is instantly filled with Primordial Soup. Allies in contact with Primordial Soup regain health every turn. Enemies in contact of Primordial Soup have 50% less movement. Additionally, the essence of any enemy Soaked in Primordial Soup suffocates, essentially Consuming inanimate and animate essence.

Lv 5 > AOE 30 meter Radius > Allies Heal +10 per turn > Enemies 50% Movement > Enemies 3 Turns till Suffocation

//ELECTRIC magic

Spark : the most rudimentary form of lighting magic. One's inner circuits awaken only after learning this spell. While quite simple, its efficiency and adaptability make it the basis of many

other lightning spells. A simple current and voltage through the palm to the tip of the fingers, making a charged field in front of an open hand. (consume charge)

Lv cantrip > 1d6 > 1 target

Thunder Fist : Thunder users are unhinged, and as a testament to this fact, this spell exists. Some incredible lad decided that Spark was not enough, and created the improved version “Thunder Fist”, allowing for even more output. (add Charge)

Lv 1 > 1d8 > 1 target

Coursing Static : Charging the sole of the caster, this spell allows the user to store an electric charge that will be dispelled once the caster steps with vigor on the ground, creating a small radius of electrified ground. (Add charge)

Lv1 > 1d4 > AOE 3 meters

Lightning Bolt : Condensing Electric magic into a small sphere, then allowing the magic to escape through a small opening creates a concentrated bolt of electricity. (Add charge)

Lv 1 > 1d8 > 1 target

Charger / Charger Field : Choose between a guaranteed hit, or an AOE that applies a static charge onto anything, increasing one of the following stacks by one : (Add Charge)

- Transitivity Stack : When spent, deal 1 point of electric Dmg that bounces between nearby enemies for every stack.
- Fusion Stack : When spent, deal 1.5 points of Dmg for every stack.
- Shock Stack : When spent, reduce the enemy's movement by 5 meters for every stack.

Lv 1 > 1 target / 30 m radius

Circuit Line : Composing two charges, the caster can release an expanding line of electric magic. (Consume Charge)

Lv 2 > 1d8 > Expanding AOE (1 m -> 5 m) 10 meters.

Polar Charger : The caster can consume any amount of stack to gain a benefit depending on the type of stack absorbed : (Consume Charge)

- Transitivity : Increase Speed
- Shock : Faster Debuff recovery
- Fusion : Restore Mana to self

Lv 2 > self

Sigil Of Sparks : Mark an enemy with a sigil, causing them to become more receptive to your Magic. For every Sigil Of Sparks used, the enemy will take more damage, but the spell cost will increase, as they absorb more and more magic. (Add Charge)

Lv 2 > 1d4 (+3 for every consecutive hit) > 1 target

Chaos Bolt : Releasing all restraints, the caster launches a bolt of pure Lightning magic, which even they can not control. The bolt will attack any who hold enough charges, and will travel through them to other charged entities. (Add Charge)

Lv 2 > 1d8 > 1d6 (minimum of 2) enemies bounced

Inverter Field : Invert all stacks on a circular basis, but it consumes one charge from each enemy hit. (Consume charge)

Transitivity => Shock => Fusion => Transitivity

Lv 2 > 1 target / 30 M radius

Galvanic Eruption : Lightning magic folds onto itself repeatedly, charging up to form a colossal bolt that can sunder skies. The caster launches a bolt of pure lightning at an enemy. (Adds Charge)

Lv 3 > 1d16 > 1 target

Thunder Clap : Imitating the wild thunder of storms, the user can incur the same force of sound, deafening all who are within the radius of the spell.

Lv 3 > AOE stun > 30 m radius

High Volt Blade : overcharge one's weapon, causing it to be reactive to any who are charged with stacks. (Adds Charge)

Lv 3 > 1d8 base, + 2 for each stack on target > 1 target

Impulse : Become lightning itself, and charge through an enemy on an impulsive reaction. If the caster passes through a charged enemy, then depending on the charges, they gain buffs. (Consume Charges)

Transitivity : 3 stacks = one extra dash

Fusion : 1 DMG for each stack

Shock : Heal mana.

Lv 3 > reaction / preemptive

Circuit Plan : Trail behind a passive static field for 3 turns, causing any linked fields to overcharge on the borders, and to release the pent up charges inside the fields. (add Stacks)

Lv 4 > 3 turns > 1d10 inside field > 1d14 on edge

Polarized Magnetic Pull : Pull together enemies with the same charge you designate, causing them to crash into each other. (consumes stack)

Lv 4 > 1d10 > 3 stacks minimum > 15 M radius

Coil Tower : Become a rod of pure electricity, unleashing a thunderstorm onto your enemies. (add stacks)

Lv 4 > 1d20 > 40 M radius

Battery Feed : Cling to an enemy and transfer your magic directly onto their core, overcharging it to a certain limit. The instant the link is broken, the charges erupt. (consume charges)

Lv 4 > 1 turn = 15 dmg > 1 target

Effigy Of Voltage : Allowing Lightning magic to transmorph one's body, the caster becomes an effigy of electricity, capable of traversing through their own spells, and unleashing One additional spell per turn. Their movement speed and reaction times become the fastest possible.

Lv 5 > Self > 3 turns

// EARTH magic

Rubble : Stick and Stones break bones. That is good enough on the battlefield, and this cantrip allows the caster to hurl decent sized stones at multiple enemies, or focus on a single target.

Lv cantrip > 1d3 > 3 targets / 1d6 > 1 target

Rock Fall : The weight of a boulder can crush flimsy metal armor. This spell allows the caster to gather and coagulate enough rocks to form a boulder right above the target, allowing gravity to do the rest, helped with a little push from the user of course.

Lv 1 > 2d4 > 1 target

Wall Formation: Calling the ground to rise, this spell creates a small scale wall to shield the caster.

Lv 1 > 8 HP Shield > 4x4 square > 10 meters radius.

Clamp : Solidifying magic into rock formations around the feet of the enemy, the caster is able to halt the movement of any who fall prey to this spell. Any enemy moving too fast cannot, however, be targeted with this spell.

Lv 1 > Root 1d3 Turns > 1 target

Boulder Rush : Form a rolling rock that grows in size in proportion to the distance it travels. The boulder can be controlled only below a certain distance and weight limit.

Lv 1 > 1 Dm for every 3 meters rolled > max control distance 10 meters

Stone Crusher : Swing your weapon mighty high and bring it down with a clump of rock to maximize gravitational pull, making any weapon into an anti armor Hammer.

Lv 2 > 1d4 + dmg Stone Clad Weapon Infusion > +2 dmg to all armor classes

Dreadnaught : Coalesce rocks to your skin, cladding yourself in solid defense.

Lv 2 > 1d4 + defense > Self

Fissure : Slam the ground with vigor, causing cracks and holes to open up, creating difficult terrain. If the fissure opens up right underneath a foe, they are stuck and have to pass a Dexterity check.

Lv 2 > 1d3 for fissure length > 1 = 2 meter fissure

Size Augment : Solidify your magic furthermore, increasing the size and weight of any rock magic. Those who understand physics can utilize this to great extent.

Lv 2 > 1d4 + to any rock magic ability

Entomb : Call forth two compacts from the ground, encapsulating anything in a tomb of rock and stone. Afterwards, one can slowly sink the Tomb into the ground.

Lv 3 > 1d4 Success check 1-2 fail 3-4 entomb > Sinking Depends on enemy size.

Catapult : Raise a small plateau in preparation. If nothing is placed on the plateau, the user can channel more Magic to form a Boulder on top.

Lv 3 > 1 turn = 50 meters (max : 300 meters

Ground Cracker : Break the ground in a large area, creating edged formation. Much like spiked barbs and tacks, they render an area serration prone, even to the most armored of enemies.

Lv 3 > 30 Radius AOE > 1d3 every turn

Tower Feller : Spawn a tower from the ground, then let it fall onto the enemy. The tower can be built continuously, so long as there is no roof to halt it.

Lv 3 > 5 meters tall for every cast > 5 meters = 6 dmg

Road Paver : Amass a wave of soil that bends the ground it washes over, paving one's road. Any who are caught in the waves are crushed mercilessly, and can get stuck in the ground as a corner stone made of flesh.

Lv 4 > 1d10 meters radius > 2 meters width > 20 Dmg AOE

Mined Land : Dig through the soil and hide underground, gaining the "Burrow" state. In Burrow state, you are undetectable unless within 2 meters of the enemy. You can perform 2 attacks while burrowed.

- Earth Worm : Swallow the ground hole underneath the enemy, creating a pitfall that will incur fall damage, as well as trapping them. (remain burrowed)
1d10 Fall damage > Trapped > Enemy
- Stone Riser : Propel yourself with a pillar of stone, Uppercutting the enemy with a solid fist of rocks. (exit burrowed)
2d12 > 1 enemy

Lv 4 > Self

Bulwark : Heart as cold as stone. Mind as hard as rock. You become impervious to despair, as well as hope gain.

Lv 4 > Self

Dune Stride : Incur a land slide, allowing you to enter "Land Bender" state. Land Bender doubles your movement speed, and ignores all terrain effects. Additionally, it allows you to hover spells over you Slide, allowing you to wait out casting your spells. Slamming into an enemy is a possibility, and incurs damage based on speed and distance.

Lv 4 > 1 meters = 1 dmg > Hold Out casting.

Core Cracker : Slam the ground with the force of a meteor, cracking the surface entirely. You create a special type of difficult terrain "Apocalyptic Grounds". Walking based movement can not traverse parts of the terrain that you can specify. Flying Based movement has reduced mobility due to giant tectonic shifts that create blocking pillars.

Additionally, any foe within 5 meters of you upon casting this spell fall into a fissure, and they require a saving check or ability, otherwise they lose half of their max Hp to fall damage, and are stuck inside the fissure.

You may burrow without Mana cost in any Special terrain created.

Lv 5 > Terrain AOE

// LIGHT magic

Flare : May guidance ever be present along your journey. With this cantrip, you may rest assured that you will be able to look ahead, piercing the danger ridden night with a ray of dim light.

Lv cantrip > produce Light 10 meters diameter.

Respite : The Epitome of all light magic, Respite is the spell of close revival. When a creature receives a mortal blow, a few moments lay between life and limbo, and it is in that short window where the souls can be called back to inhabit the body once again.

Even so, Respite is still a heavy spell, and it is not so unheard of for a caster wasting their life trying to cast this spell one too many times in the heat of battle. The irony.....

Lv 1 > revive > 1 target

Light Ray: Focusing light magic into a powerful ray, the caster is able to incur heavy damage onto the enemy.

Lv 1 > 1d7 > +3 for every turn focused on the enemy > 1 target

Mend : The very first healing spell to ever be standardized, Mend is used by water and light casters. This rudimentary spell can stop light bleeding, and will allow for faster recovery. It is a lengthy spell, taking up to 5 minutes to heal a single gash or cut, so it is truly unwise to use it in the heat of battle. This limitation forces it to be a recovery spell, only used after the battle has been concluded. It is the beginner spell, and children who learn it are taught the patience needed to help others, especially those wounded in places where this spell can not help at all.

Lv 1 > 1d7 Heal > 1 target

Light Shine : Creatures of the dark have a typical weakness to brightness. This spell allows the caster to emanate a bright light from within the target, marking them for allies.

Lv 1 > Mark Target > 1 Target

Inspiring Entity : Remind your target of their purpose, emboldening their actions with newfound motivation.

Lv 1 > 1 ally > Advantage on next action

Angel Wings : Provide an Ally or yourself with wings of divine light, allowing for brief gliding.

Lv 2 > 1 ally / Self

Last Stand : Invigorate your allies, allowing them to enter “Last Stand” stance. In Last Stand, an individual can perform 2 turns in 1 turn, at the cost of 1/3 of your Mana Points.

Lv 2 > 3 Allies

Warden : Conjure light that covers an ally, cloaking them in a shimmering defense, allowing them to ignore any interruption by the enemy.

Lv 2 > 1 Ally

Light Blade : Concentrate light beams into a singular entity, forming a blade of pure light, allowing the user to cut down creatures of the dark with ease.

Lv 2 > 1d14 > 1 target

Guiding Lamp : At the edge of despair, one can find a lamp in a dim tunnel, providing respite among the darkness. Become that Guiding Lamp, and bolster your allies's hope.

Lv 3 > 1d20 Hope > 1 ally

Shining Force : Engage in battle with a dazzling light beaming the area, giving the party an initial boost of strength, as well as blinding the enemies.

Lv 3 > Ambush /Reactive Reversal > Party goes first

HighLighter : Emit a ray imbued with intention and thoughts, allowing you to notice specific details, hidden or not.

Lv 3 > 1d20 :11 to notice ; 10- to fail

Shimmering : Imbue any weapon with light type magic, causing it to glow dimly. The weapon can be used as a torch, allowing your allies to forgo carrying a torch in one hand. The soothing light, a guidance in the narrow hallways of dungeons.

Lv 3 > Imbue Weapon with light magic

Add 1d4 light dmg. Resting with a Shimmering weapon will reduce despair by 10

Illumination : Draw hope from their despair. Absorb a set amount of Hope from the enemy, afflicting them with Despair. Upon the execution platform, you lay there, moonlit...

Lv 4 > 1d20 Hope increase > 1d20 Despair inflicted > 1 target

Aurora : Dispel any darkness with colorful light, fueled by magic inspired from The Ice Angels. Aurora allows the user to tremendously buff their allies' action, based on their Hope.

Lv 4 > Hope / 12 + to all actions > Party

Angelic Feathers : The Iridescent wing of the Lunads hold great power, as they are the mightiest in the sky. Launch Iridescent feathers at the enemy, slicing them to bits.

Lv 4 > 1d20 > AOE

Moonlit : Form a holo moon, scintillating above you. Any who stand in the light shone by this hologram receive the following buffs :

1d4 to dmg | 1d4 to dmg reduction | +10 speed | 0.5 extra action

Lv 4 > 1.5 Radius > 30 Meters max > Allies Only

Stars From Beyond : Recite the prayer of The Ice Angels, calling forth The Frozen Star, the cosmic entity that bestows the purest light as a boon to goodmen, and an affliction to evil. Their light is held safe inside this construct of pure ice, ever reflecting within its mirrors an ancient shine, forgotten by many.

Lv 5 > (Hope / 3 + Despair / 3) to all enemies

// DARK magic

The Darkness : A cantrip in nature, but an addiction in application. Learning this cantrip is said to open an ill omened path, a stairway to a dim future. Nevertheless, people willingly learn this spell, and proliferate its usage. Unleash a whip of concentrated dark magic, lashing at the foe.

Lv cantrip > 1d4 + Kill Count > 1 target

Siphon : The beginner spell of Dark arts, Siphon is the spell from which people discovered what is truly inside of beings : hollow darkness. Siphon allows one to extract life from foes, albeit at a relatively close range. Mastering this spell can allow one to siphon other abstractions from the poor soul.

Lv 1 > 1d4 DMG > Kill Count Heal > 1 target

Nightmare Fangs : Darkness manifests itself into a set of fangs, biting down on whatever poor soul it meets.

Lv 1 > 1d6 + Kill Count > 1 target

Shroud : For a short moment, completely shroud an area with a cloak of darkness, blinding friend and foe who are in the area of effect.

Lv 1 > AOE Blind > 15 radius

Heart Eater : Consuming stored up essence, you heal HP as well as MP.

Lv 1 > 1 Kill Count = 2 HP ; 1 MP > Self

Shadow Step : Silence, and embolden your stride whenever you walk in the dark.

Lv 2 > self > +10 + 1 per Kill Count meters movement

Lash Out : Expulse a large amount of dark magic, harming all who stand near you.

Lv 2 > 1d6 + Kill Count > AOE 5 Meters

Nightmare Maws : Darkness manifests itself in a higher density, forming a set of double Maws, crunching down on a singular target.

Lv 2 > 1d10 + Kill Count > 1 target

Despair Induction : Introduce the enemy to the killer of all life in Nevermore, plaguing their essence with sheer darkness.

Lv 2 > 1d100 + 3*Kill Count > 1 target > Add Despair

Ephialtes Jaws : Darkness manifests itself into a physical form of hardened sludge, consuming an enemy whole with a large set of seemingly infinite Jaws.

Lv 3 > 1d14 + Kill Count > 1 target > Root target

Betray Shadow : Control the enemy's shadow, causing it to become a linked portal to your spells.

Lv 3 > 1 target (shadow)

Darkness Itself : Becometh one with the dark, essentially gaining immunity to anything that does not shine brighter than your darkness.

Lv 3 > 5 Seconds Immunity ; 1d20 + Kill Count for Light source defiance > Self

Ghoulish Hunger : Consume the corpse of an enemy, gaining 4 stacks that are immediately consumed upon using your next move. This spell does not end your turn.

Lv 3 > 1 target (corpse)

Ryokure : Transfer some Despair from an ally to yourself, increasing your magical output, at the cost of the sanity of your mind.

Lv 4 > 1 Ally > 1d20 Despair Heal > Half amount Heal to stacks > 1d20 Despair Add Self

Limbo Peer: On the verge of death, dark magicians learn the meaning of a “darkness in between life and death”. This remembrance awakens a vestige of Darkness inside of the heart, or the mind, or whatever kills us...

Lv 4 > Every Death Save Roll > Add + 2 Stacks for every roll failed or succeeded > return to life with 1 point (Needs long rest to be able to use it again)

Gyokuremon Agito : Open a portal directly to the source of your darkness, unleashing a chain of Infinite Maxillas, digging their fangs into the enemy's ranks repeatedly.

Lv 4 > 1d14 + Kill count > AOE 7 Meters Radius

Heart Reader : Read the hearts of those you killed, and you learn the different faces of despair... and one day, when yours is read, you will know the truest face of them all.

Consume a stack, transforming it from a static to an active stack. You may store Active stacks at any spell incantation to increase their damage. Active Stacks are worth twice the amount of Static Stacks.

Lv 4 > Static Stack to Active Stacks Adapter > Self

The Darkness ; Jack : There is no defined source of Darkness. It exists and that's it. Ubiquitous in its presence, but a beacon points to where it might beat. Those who find their source can tap into it, activating a primordial form of what has essentially driven all races down a path of thorns and sheer cold. The shadow, perhaps it is your true self.

Consume all types of stacks. For every 1 Kill Count Equivalent, deal 5 Despair to all enemies.

Lv 5 > Consume All types of Stacks > 5 Despair to all enemies

//WIND magic

Gust : Wind magic is a truly versatile magic, allowing one to control the literal flow of battle. Gust is a cantrip that makes sure the caster never has to meet the edge of a blade

Lv cantrip > Push back of 5 meters / halting charges > Wall

Bubble Burst : Compressed air is an explosive hazard. By forming a sphere of compressed air, the caster is capable of launching a timed bomb right in the face of an enemy.

Lv 1 > 1d8 > 1 target

Double Jump : Making the wind blow in one's favor, this spell allows a secondary propulsion once airborne, or even a higher jump if coupled with the first physical jump.

Lv 1 > Secondary Jump > 1 target

Air Spilt : Launch a leafblade of wind, cutting the critical points of the enemy. You may choose to launch multiple small cutters, or a large AOE cutter.

Lv 1 > 6d2 one or many enemies > 1d12 One enemy

Flow : Circulate the air in your favor, allowing you to redirect one of your spells. Must be cast before the spell to redirect.

Lv 1 > 1 Spell

Heavy Storm : Create a storm that hinders enemy movement, causing them to either be reeled in or pushed back. Low weight enemies can be picked up by the storm, and used as projectiles.

Lv 2 > Push / Reel 10 meters > Launched enemy dmg depends on weight.

Projectile Defense : A refined Heavy storm, allowing the caster to essentially redirect any non magic source projectile back at the enemy.

Lv 2 > Redirect enemy projectile.

Wind Walker : Grant the ability to walk on air, allowing for plunging attacks in the most creative of manners,

Lv 2 > Air Walking > 1 ally

Zephyr Rush : Twirl the wind around you, concentrating it into a single swirling rush aimed at the enemy. This blast lacerates as well as bludgeons the enemy.

Lv 2 > 1d6 Slash + 1d6 Bludgeon > 1 enemy

Marionette : Any Enemy that is airborne can be controlled to a certain extent. Unless the enemy has flight or other wind type abilities, they must perform disadvantaged dice rolls to resist the forced movement.

Lv 3 > 1 enemy

Depression : Force pressure onto an enemy with tremendous power, then release it quickly, depressurizing them in a sadistic act. An enemy that does not require air to live is not affected by this ability.

Lv 3 > 1d20 > 1 enemy

Rending Tempest : Encapsulate the enemy in the eye of the storm, then increase the speed of the wind to level high enough to shred armor.

_____Lv 3 > 6d4 > 1 enemy

Chariot : Blow wind behind your allies, increasing their next movement action by 15 meters each.

Lv 3 > all allies

Fresh Breath / Asphyxiation : Absorb a large quantity of the open air into a bubble, reducing oxygen levels to a dangerously low level. This spell affects both allies and foes. It is advised to use Fresh Breath to give your allies a bubble of fresh, breathable air before hand,

Lv 4 > Give air to allies / Reduce open oxygen > 50 meter radius

Hurricane : Incur a hurricane in the ranks of the enemies. This reduces their accuracy, steals any low weight equipment that is not held or stored, and reduces their movement by 15 meters each for the next turn.

Lv 4 > AOE 30 meter radius

Spacial Void : Split the air in two, creating a vacuum effect in a small area. Enemies caught within are ripped apart from the inside out, and have 3 turns before being shredded by the vacuum effect.

Lv 4 > AOE area of effect > 3 turn max till death.

Wind Blower Dance : Move as free as the wind, gaining increased damage on all physical abilities, as well as increased dexterity. This can be cast onto allies.

Lv 4 > 1d4 + to all physical abilities > 1d4 + to dexterity rolls > Allies

Continental Tornado : Disregard all safety, and create a Tornado that can ruin cities. Enemies caught inside the Tornado take tremendous damage, and are launched high up in the air. Any low weight enemies are immediately killed, as they are launched high enough to guarantee their deaths. The only exceptions are winged beasts and other wind users.

Lv 5 > 1d18 + 18 Dmg > AOE 80 Meter Radius.

//METAL magic

Riser : Make a metal beam rise from the palm of your hand, giving the enemy in front of the caster a good beating. Metal magic is known to be the most physically tethered magic, typically requiring large amounts of mana for menial spells, if a certain catalyst is not present. This cantrip teaches new casters this fact in the harshest way possible.

Lv cantrip > 1d4 (catalyst) Bludgeoning / 1d2 Bludgeoning > 1 target

Riser ; Double Take : Recycled Spells are typically up to flavor, but this iteration of Riser is popular enough to merit its name on the list. Do a double take and sucker punch the enemy

Lv 1 > 2d4 Bludgeoning > 1 target

Serration : A serrated blade cares little for elegance, and leaves nasty gashes on the victim. Calling forth two serrated beams from any metal or metal magic source, this spell heavily wounds the target.

Lv 1 > 1d6 -> 1d3 3 turns > 1 target

Ioda Path : Metal magic is the reflection of one's stability. The strength to stay composed, unwavering in the face of fear, despair, and death. Steel path allows the caster to shroud 2 parts of their body with metal coatings, provided they carry the metal.

Lv 1 > 2 parts coated.

Toned : Encapsulating muscle fiber with metallic magic, the caster can increase the strength of any melee attack, albeit with a reduction to dexterity if made too hastily.

Lv 1 > Physique + 1d4 > 1 target

Riser ; Shadow Fist : Any melee attack will be followed up with a Shadow version of Riser.

Lv 2 > 1d4 amount of shadows > 1d3 dmg

Hardening : A spell meant for preemptive blocking, now popularized as a parrying gambit. Hardening can be used in two formats :

- Preemptive : Guaranteed "Reverb Strike", becoming immune to 1 physical attack
- Instant : 1d4 : 1 = failure ; 2 = "Glancing strike" ; 3 = "Reverb Strike" ; 4 = "Parry"

2 = the enemy will not be staggered for the next turn

3 = the enemy will be staggered for the next turn

4 = the enemy will be open for parry attacks + advantage against

Lv 2 > Self

Metal Doll : Perform a static dodge, leaving behind a Metallic effigy from where you stood. If the enemy attack connects with the doll, they are in a weaker "Parry" state, allowing for parry attacks, but without the Advantage.

Lv 2 > Static dodge

Opportunity : If an enemy is staggered, the caster can activate this spell to perform "Opportunist Strike". If an enemy is parriable, "Opportunist Gambit" can be performed.

- Opportunist Strike : Deal 1d5 dmg > 1 target

- Opportunist Gambit : roll 1d2 => 1 = Opportunist Strike ; 2 = deal 1d5 dmg + 1d20 for another staggering strike (15+ non modifiable)
Lv 2 > 1 target

Riser ; No Dog Days : Metal magic is characterized by a few words “: Dog Fights”. This spell is a true manifestation of this fact, allowing the user to perform Riser for every successful dodge performed.

Lv 3 > 1d4 amount of Risers

Safety Disregarded : Dog fights require no safety. Lose all regards to your life, and carry on. This spell allows the user to ignore any physical debuffs for a single attack

Lv 3 > Self

Clampering : Charge an attack with two fists, crushing anything that stays within the range of your two fists. Any opponent hit with this are guaranteed staggered status if the hit connects with their head / logic source.

Lv 3 > 1d12 > 1 target

Riser ; Canon Punch : The most impacting form of Riser, requiring a straight minute of uninterrupted channeling. The caster can then perform a Canon Punch, launching a Riser from their fists at the speed of sound, effectively making a sonic boom staggering AOE.

Lv 3 > 1d25 > AOE sound Boom 5 Meters radius > 1 target

Regwar Path : Expand “Ioda Path” to 2 more body parts.

Lv 4 > Self

Spring Action : Coated Part becomes significantly faster, allowing the user to gain a boost to speed, as well as allowing cleaner reactions.

Lv 4 > Self > Speed Boost > Reaction Dice + 1

Forearm Blades : Any Dodge or missed hit allows the caster to apply a small bleed.

Lv 4 > Self > 1d2 bleed 2 turns Dodge or Miss

Dog's Gambit : Stack all Coating onto one part, making any spell used with the coated part stronger (0.4+ for every stack)

Lv 4 > Self

Riser ; Na'a : The purest form of Riser. This spell is reserved to those who strike with the conviction of a trillion men. A 4 strikes combo, with the final punch being a Na'a composed riser. Can only be performed on Parried enemies.

Lv 5 > 1d25 (4 strike addition) > 1 target

// WOOD MAGIC

Mallet : Gather magic onto your weapon, transforming it into a Mallet of ridiculous size.

Lv Cantrip > 1d4 + 2 dmg to Weapon > Transform to Bludgeoning

Defensive Measures : Create a thick wall of wood almost instantly, protecting yourself, or your allies from harm.

Lv 1 > Instant Wall > 2.5x2.5 meters > 40 meters radius

Bark Guard : Equip your allies with magically infused wood, coating them with a defensive layer that does not hinder their movement.

Lv 1 > 1d4+ Defense Checks > 1 Ally

Golem Arms : Manifest Wooden structures onto your arms, increasing your weapon reach by 1 meter, and increasing your Melee damage. Can be cast onto an ally.

Lv 1 > 1 meter reach increase > 1d3 dmg To Melee attacks > 1 ally

Gattle Punch : Store up 4 charges to be released at will this turn. Upon recasting the ability, the user launches 3 sticks to harm the enemy.

Lv 1 > 4d2 dmg > 1 target

Create Terrain : Plot planning within your mind, then create in a 5x5 meters area any wooden terrain.

Lv 2 > 5x5 meters AOE > create Terrain

Target Dummy : Create a Doll with shafts protruding from it. If the enemy hits the Target Dummy, they will receive a portion of the damage they incurred.

Lv 2 > 1 Doll > ¼ Riposte

Tree Fall : Grow 3 pillars of wood, then fell them onto the enemy.

Lv 2 > 1d4 x 3 AOE / Single Target

Blockade : Create a makeshift blockade from wood, trapping an enemy in place. Fire Damage can quickly dispel this trap.

Lv 2 > Trap > Enemy

Titan Fist : Swirl a wooden pillar to the shape of a fist, then smite the enemy with the heavy conglomeration.

Lv 3 > 1d18 > 1 target

Sweeping Willow : Extend a pillar to great length, then sweep the area around you. Enemies that fail a Balancing check are knocked over, and become prone.

Lv 3 > 25 meters > 360 AOE > 1d10 > Enemies Balance check

Capsule Seed : Encapsulate an ally within a seed, protecting them from harm at the cost of their movement.

Lv 3 > Defend Ally

Rampart : Follow up and Formation created from wood by another identical Formation.

Lv 3 > Redo defensive action (+ Target Dummy)

Weak Construct : Suspend a heavy anchor to weak pillars, prone to breaking by attacks or over time. Upon deterioration or breaking, the heavy anchor will fall and damage any who stand below it.

Lv 4 > 1d5 + 1d10 + 10 DMG > 3 turn max until deterioration / at will / attacked

Ram Batter : Construct a Ramming Batter Head, then push it by 3 meters in a direction. This ram can be pushed further every turn by an additional 5 meters.

Lv 4 > Create Ram + Push by 3 meter / Push ram by 5 meters > 1d20 > 1 target

Golem Legs : Armor an ally or yourself by Wooden construct legs, allowing you to ignore land based terrain, as well gain additional movement speed and defense.

Lv 4 > + 10 meters movement > 1d4 + defense > 1 ally

Wood Chipper : Purposefully shatter any wooden construct of yours, splattering sharpened wood splitters in a dynamic explosion.

Lv 4 > 1d10 for every construct destroyed > AOE 8 meters radius

Citadel Builder : Overcome your own limits, and construct 10 wooden constructions of your choice. You may choose to do 3 of the following then:

Destruction : cast wood chipper to all construct

Alcazar : Fortify all wooden construct by 1d2 defense

Over Support : build 5 additional struts.

Lv 5 > Multi Cast

#####SHAMAN

Limbo Body : Infuse the spirit you summon with your magic, allowing them to become strongly tethered to The Limbo. Their attack type becomes skewed towards Shaman Type damage.

Lv 2 > $\frac{3}{4}$ dmg SHAMAN ; $\frac{1}{4}$ any melee type / any magic type

Materialize : Tether the spirit you summon to the materialistic realm, allowing them to become tangible. Their attacks become skewed towards Melee / Magic type damage.

Lv 2 > $\frac{3}{4}$ Their type ; $\frac{1}{4}$ dmg SHAMAN

Spirit Dwelling : Imbue any item with the soul of a spirit, losing that spirit in the process, but allowing the item to gain special abilities. The spirit must be willing to do so, or forced.

Lv 4 > Imbue item

Inhabit : Allow the spirits to take over your body, giving them access to life for a brief moment. They will take their own actions.

Lv 5 > Self > Allow spirit to take over

Servitude : Force the spirit into slavery, and make them hark your commands, forcibly.

Lv 5 > Force any spirit of equal or lower level to heed commands Once.

(ANCESTOR CALLER)

Accord : Form a pact with the spirit of the deceased, allowing you to carry a fragment of their souls with you. You may attempt to call their spirit, and command them for a single action.

Lv 1 > Attempt to form a pact / Summon Ancestor

(SPIRIT TAMER)

Tame : Form a pact with the spirit of unintelligent creatures, allowing you to carry a fragment of their souls with you. You may attempt to call their spirit, and command them for a single action.

Lv 1 > Call spirit

(CURSED ENTITY):

Harvest Curse : Seal a curse in any object of your choice, either imbuing the item, or allowing you to unleash the curse at will.

Lv 1 > Seal Curse / release curse

Hex Totem : create a hexed totem, allowing you to tether a curse to an enemy to anything within the range of the spirit.

Lv 2 > Place Hex Totem

###Blood Magic

Drain Blood : From any open wound inflicted, drain life to regain vigor.

Lv 1 > 1d6 dmg + Heal Self

Velvet Cloak : Cloak yourself with a veil of blood, increasing your defense by the amount of health sacrificed.

Lv 1 > 1 Health = 1 defense

Red Javelin : Stream blood and coagulate it into a javelin, then launch it at the enemy

Lv 2 > 1d12 Dmg

Vigor : Accelerate the course of your own blood, allowing you to activate primordial powers hindered by the brain.

Lv 2 > Increase Physique / Defense / Tempo +1

Crystalize : Any surface Covered with blood can be crystalized Instantly.

Lv 2 > 1 target > Crystalize

Heart Beat : You can hear the blood of those around you. You can accurately read the physical and mental states, as well as the coordinates of everyone around you.

Lv 2 > 30 meter radius > Detection

Hedge Shield : Eject your blood in a burst, forming a spiked advancing ram.

Lv 3 > 1x1 Spiked Wall > 1d15 + Every Lost health point Dmg

Bleed Out : Incur self harm to bleed out, allowing your blood spells to be cast quickly.

Lv 4 > 2 dmg (+4 for every subsequent cast) to cast an additional blood spell

Crimson Wing : Spray out a flight with blood, creating a blade the span of a wing. Any movement done will incur Bleeding damage onto the enemy.

Lv 4 > 1d12 + 6 Bleed Dmg for 2 turns

Vampire Call : Call forth the original Vampire, nurtured by The Ice Angels themselves. Blood Magic becomes highly volatile, being castable from any source of blood, including enemies.

Lv 5 > All Cast

Vampire Vigor : Accelerate the course of your own blood, allowing you to activate primordial powers hindered by the brain. As a vampire, your blood gasifies, allowing you to become lighter as well.

Lv 2 > Increase Physique / Defense + 1 Tempo + 2

Vampire Night : Call forth the Cryer in your blood, summoning The Blood Moon. Upon casting this spell, the user is empowered by the presence of blood. For every bleed status ailment, on self, friend, or foe, the caster gets 0.25+ Action.

Lv 2 > Self

Vampire Lineage : Call forth the original Vampire, down to the genetic copy. You may Cast blood magic from any source, regardless of blood presence.

Lv 5 > All Cast

// spells to write

Geyser trap

Userper Carnival

//spells to check

Limbo travel

Magic lens