***Fire spells:***

Fireball (*Arcane*):

Lvl1: Deals X fire damage

Lvl2: Deals X fire damage

Lvl3: Deals X fire damage, 30% chance to deal 10% of damage to all other body parts

Lvl4: Deals X fire damage, 40% chance to deal 10% of damage to all other body parts

Lvl5: Deals X fire damage, 50% chance to deal 10% of damage to all other body parts

Fissure (*Nature):*

Lvl1: Deal X fire damage to all body parts

Lvl2: Deal X fire damage to all body parts

Lvl3: Deal X fire damage to all body parts, 20% chance to burn

Lvl4: Deal X fire damage to all body parts, 30% chance to burn

Lvl5: Deal X fire damage to all body parts, 40% chance to burn

Holy fire *(divine)*:

Lvl1: Deal X fire damage, removes afflictions, dealing 10% extra for each one

Lvl2: Deal X fire damage, removes afflictions, dealing 12% extra for each one

Lvl3: Deal X fire damage, removes afflictions, dealing 15% extra for each one

Lvl4: Deal X fire damage, removes afflictions, dealing 18% extra for each one

Lvl5: Deal X fire damage, removes afflictions, dealing 20% extra for each one

Boil Blood (*demonic)*

Lvl1: Deal X fire damage, 10% extra for each wounded body part on target

Lvl2: Deal X fire damage, 10% extra for each wounded body part on target

Lvl3: Deal X fire damage, 15% extra for each wounded body part on target

Lvl4: Deal X fire damage, 20% extra for each wounded body part on target

Lvl5: Deal X fire damage, 25% extra for each wounded body part on target

Blackfire (*Eldritch)*

Lvl1: Deal X fire damage, has a 30% to chill

Lvl2: Deal X fire damage, has a 40% to chill

Lvl3: Deal X fire damage, has a 50% to chill and a 10% to curse

Lvl4: Deal X fire damage, has a 50% to chill and a 20% to curse

Lvl5: Deal X fire damage, has a 50% to chill and a 30% to curse

***Fire Rituals***:  
  
Create Bonfire (*nature)*:  
Lvl1: Create a bonfire that lasts for 4 hours. Mishap: Take fire damage  
Lvl2: Create a bonfire that lasts for 6 hours. Mishap: Take fire damage  
Lvl3: Create a bonfire that lasts for 8 hours. Cooking rotten food removes the rot. Mishap: Take fire damage  
Lvl4: Create a bonfire that lasts for 10 hours. Cooking rotten food removes the rot. Mishap: Take fire damage  
Lvl5: Create a bonfire that lasts for 12 hours. Cooking rotten food removes the rot. Mishap: Take fire damage  
  
Fire Wall (*arcane)*:  
Lvl1: Surround your camp with a wall of fire, causing ambushing enemies to take X fire damage during the first round of combat. Mishap: Take fire damage  
Lvl2: Surround your camp with a wall of fire, causing ambushing enemies to take X fire damage during the first round of combat. Mishap: Take fire damage  
Lvl3: Surround your camp with a wall of fire, causing ambushing enemies to take X fire damage and have a 30% chance to be burned during the first round of combat. Mishap: Take fire damage  
Lvl4: Surround your camp with a wall of fire, causing ambushing enemies to take X fire damage and have a 45% chance to be burned during the first round of combat. Mishap: Take fire damage  
Lvl5: Surround your camp with a wall of fire, causing ambushing enemies to take X fire damage and have a 60% chance to be burned during the first round of combat. Mishap: Take fire damage  
  
Aura of Incineration (*divine)*:  
Lvl1: At the end of your turn, deal X fire damage to enemies. Only one aura can be active at a time. Lasts until next rest. Mishap: Take fire damage  
Lvl1: At the end of your turn, deal X fire damage to enemies. Only one aura can be active at a time. Lasts until next rest Mishap: Take fire damage  
Lvl1: At the end of your turn, deal X fire damage to enemies with a 10% chance to burn. Only one aura can be active at a time. Lasts until next rest Mishap: Take fire damage  
Lvl1: At the end of your turn, deal X fire damage to enemies with a 15% chance to burn. Only one aura can be active at a time. Lasts until next rest Mishap: Take fire damage  
Lvl1: At the end of your turn, deal X fire damage to enemies with a 20% chance to burn. Only one aura can be active at a time. Lasts until next rest Mishap: Take fire damage  
  
  
  
Volcanic Glyph (*arcane)*:  
Lvl1: Inscribe a weapon with fire magic, causing your attacks and skills with it to deal an additional 10% damage as fire and granting it +1 maximum damage. Only one glyph can be active per weapon at a time. Lasts until the next rest. Mishap: Destroy weapon  
Lvl2: Inscribe a weapon with fire magic, causing your attacks and skills with it to deal an additional 15% damage as fire and granting it +1 maximum damage. Only one glyph can be active per weapon at a time. Lasts until the next rest. Mishap: Destroy weapon  
Lvl3: Inscribe a weapon with fire magic, causing your attacks and skills with it to deal an additional 20% damage as fire and granting it +2 maximum damage. Only one glyph can be active per weapon at a time. Lasts until the next rest. Mishap: Destroy weapon

Lvl4: Inscribe a weapon with fire magic, causing your attacks and skills with it to deal an additional 25% damage as fire and granting it +3 maximum damage. Only one glyph can be active per weapon at a time. Lasts until the next rest. Mishap: Destroy weapon

Lvl5: Inscribe a weapon with fire magic, causing your attacks and skills with it to deal an additional 30% damage as fire and granting it +4 maximum damage. Only one glyph can be active per weapon at a time. Lasts until the next rest. Mishap: Destroy weapon

Molten Aegis (*arcane)*:  
Lvl1: Cover yourself with burning coals, reducing all incoming damage by 1 and granting you X fire thorns. Only one aegis can be active at a time. Lasts until the next rest. Mishap: Reduce fire resistance  
Lvl2: Cover yourself with burning coals, reducing all incoming damage by 1 and granting you X fire thorns. Only one aegis can be active at a time. Lasts until the next rest. Mishap: Reduce fire resistance  
Lvl3: Cover yourself with burning coals, reducing all incoming damage by 2 and granting you X fire thorns. Only one aegis can be active at a time. Lasts until the next rest. Mishap: Reduce fire resistance  
Lvl4: Cover yourself with burning coals, reducing all incoming damage by 3 and granting you X fire thorns. Only one aegis can be active at a time. Lasts until the next rest. Mishap: Reduce fire resistance  
Lvl5: Cover yourself with burning coals, reducing all incoming damage by 4 and granting you X fire thorns. Only one aegis can be active at a time. Lasts until the next rest. Mishap: Reduce fire resistance  
  
Archdemon Form *(switches body parts to a new set) (eldritch)*:  
Lvl1: Does nothing. Mishap: Summon hostile demon  
Lvl2: Does nothing. Mishap: Summon hostile demon  
Lvl3: Transform yourself into an Archdemon. Only one form can be active at a time. Mishap: Summon hostile demon  
Lvl4: Transform yourself into an Archdemon. Only one form can be active at a time. 5% of permanent changes. Mishap: Summon hostile demon  
Lvl5: Transform yourself into an Archdemon. Only one form can be active at a time. 10% of permanent changes. Mishap: Summon hostile demon

***Cold spells***:  
  
Freezing Ray (*Arcane*):  
Lvl1: Deal X frost damage, 5% to paralyze targeted body part  
Lvl2: Deal X frost damage, 5% to paralyze targeted body part  
Lvl3: Deal X frost damage, 6% to paralyze targeted body part  
Lvl4: Deal X frost damage, 7% to paralyze targeted body part  
Lvl5: Deal X frost damage, 8% to paralyze targeted body part

Cold Wave (*Nature):*Lvl1: Deal X frost damage to all body parts  
Lvl2: Deal X frost damage to all body parts

Lvl3: Deal X frost damage to all body parts, 30% chance to chill

Lvl4: Deal X frost damage to all body parts, 40% chance to chill

Lvl5: Deal X frost damage to all body parts, 50% chance to chill  
  
Frost Breath (*Divine):*Lvl1: Chill enemy, deal X frost damage  
Lvl2: Chill enemy, deal X frost damage  
Lvl3: Chill enemy, deal X frost damage. Deals 100% extra if enemy is already chilled  
Lvl4: Chill enemy, deal X frost damage. Deals 125% extra if enemy is already chilled  
Lvl5: Chill enemy, deal X frost damage. Deals 150% extra if enemy is already chilled

Chant of Caina (*Infernal):*Lvl1: Deal X frost damage. If target is left below 5% Endurance, it dies.  
Lvl1: Deal X frost damage. If target is left below 5% Endurance, it dies.  
Lvl1: Deal X frost damage. If target is left below 6% Endurance, it dies.  
Lvl1: Deal X frost damage. If target is left below 7% Endurance, it dies.  
Lvl1: Deal X frost damage. If target is left below 8% Endurance, it dies.

Drain Body Heat (*Eldritch):*Lvl1: Deal X frost damage. Has a 5% chance to chill per every 10% of endurance the enemy is missing  
Lvl2: Deal X frost damage. Has a 6% chance to chill per every 10% of endurance the enemy is missing  
Lvl3: Deal X frost damage. Has a 8% chance to chill per every 9% of endurance the enemy is missing  
Lvl4: Deal X frost damage. Has a 9% chance to chill per every 8% of endurance the enemy is missing  
Lvl5: Deal X frost damage. Has a 10% chance to chill per every 8% of endurance the enemy is missing

***Cold rituals***:

Snowy Mist (*Nature)*

Lvl1: Conceals your camp, reducing chance of ambushes. Lasts 4 hours. Misshap: Call enemy to your location  
Lvl2: Conceals your camp, reducing chance of ambushes Lasts 4 hours Misshap: Call enemy to your location  
Lvl3: Conceals your camp, reducing chance of ambushes Lasts 6 hours Misshap: Call enemy to your location  
Lvl4: Conceals your camp, reducing chance of ambushes Lasts 8 hours Misshap: Call enemy to your location

Lvl5: Conceals your camp, reducing chance of ambushes. Lasts 10 hours Misshap: Call enemy to your location  
  
Black Ice (*arcane)*Lvl1: Surround your camp with jagged patches of ice, causing ambushing enemies to take X frost damage and be chilled. Misshap: Take cold damage  
Lvl2: Surround your camp with jagged patches of ice, causing ambushing enemies to take X frost damage and be chilled. Misshap: Take cold damage  
Lvl3: Surround your camp with jagged patches of ice, causing ambushing enemies to take X frost damage and be chilled. Misshap: Take cold damage  
Lvl4: Surround your camp with jagged patches of ice, causing ambushing enemies to take X frost damage and be chilled. Misshap: Take cold damage  
Lvl5: Surround your camp with jagged patches of ice, causing ambushing enemies to take X frost damage and be chilled. Misshap: Take cold damage

Aura of Rime (*Divine)*Lvl1: At the end of your turn, deal X frost damage to enemies. Only one aura can be active at a time. Lasts until next rest. Mishap: Take cold damage

Lvl2: At the end of your turn, deal X frost damage to enemies. Only one aura can be active at a time. Lasts until next rest. Mishap: Take cold damage

Lvl3: At the end of your turn, deal X frost damage to enemies with a 30% chance to chill. Only one aura can be active at a time. Lasts until next rest. Mishap: Take cold damageLvl4: At the end of your turn, deal X frost damage to enemies with a 40% chance to chill. Only one aura can be active at a time. Lasts until next rest. Mishap: Take cold damageLvl5: At the end of your turn, deal X frost damage to enemies with a 50% chance to chill. Only one aura can be active at a time. Lasts until next rest. Mishap: Take cold damage

Glacial Glyph (*arcane)*Lvl1: Inscribe a weapon with cold magic, causing your attacks and skills with it to deal an additional 10% damage as cold and granting it +2% crit chance. Only one glyph can be active per weapon at a time. Lasts until the next rest. Mishap: Destroy weapon  
Lvl2: Inscribe a weapon with cold magic, causing your attacks and skills with it to deal an additional 15% damage as cold and granting it +2% crit chance. Only one glyph can be active per weapon at a time. Lasts until the next rest. Mishap: Destroy weapon  
Lvl3: Inscribe a weapon with cold magic, causing your attacks and skills with it to deal an additional 20% damage as cold and granting it +2.5% crit chance. Only one glyph can be active per weapon at a time. Lasts until the next rest. Mishap: Destroy weapon  
Lvl4: Inscribe a weapon with cold magic, causing your attacks and skills with it to deal an additional 25% damage as cold and granting it +3% crit chance. Only one glyph can be active per weapon at a time. Lasts until the next rest. Mishap: Destroy weapon

Lvl5: Inscribe a weapon with cold magic, causing your attacks and skills with it to deal an additional 30% damage as cold and granting it +3.5% crit chance. Only one glyph can be active per weapon at a time. Lasts until the next rest. Mishap: Destroy weapon

Polar Aegis (*arcane*)

Lvl1: Cover yourself with a layer of frost that has X hit points. 50% of all damage taken is absorbed by Polar Aegis instead . Only one aegis can be active at a time. Lasts until the next rest. Mishap: Reduce cold resistance

Lvl2: Cover yourself with a layer of frost that has X hit points. 50% of all damage taken is absorbed by Polar Aegis instead . Only one aegis can be active at a time. Lasts until the next rest. Mishap: Reduce cold resistance

Lvl3: Cover yourself with a layer of frost that has X hit points. 55% of all damage taken is absorbed by Polar Aegis instead . Only one aegis can be active at a time. Lasts until the next rest. Mishap: Reduce cold resistance

Lvl4: Cover yourself with a layer of frost that has X hit points. 60% of all damage taken is absorbed by Polar Aegis instead . Only one aegis can be active at a time. Lasts until the next rest. Mishap: Reduce cold resistance

Lvl5: Cover yourself with a layer of frost that has X hit points. 65% of all damage taken is absorbed by Polar Aegis instead . Only one aegis can be active at a time. Lasts until the next rest. Mishap: Reduce cold resistance

Mi-go Form *(switches body parts to a new set) (eldritch)*:  
Lvl1: Does nothing. Mishap: Summon hostile troglodyte  
Lvl2: Does nothing. Mishap: Summon hostile troglodyte  
Lvl3: Transform yourself into a Mi-go. Only one form can be active at a time. Mishap: Summon hostile troglodyte  
Lvl4: Transform yourself into a Mi-go. Only one form can be active at a time. 5% of permanent changes. Mishap: Summon hostile troglodyte  
Lvl5: Transform yourself into a Mi-go. Only one form can be active at a time. 10% of permanent changes. Mishap: Summon hostile troglodyte

***Lightning spells:***Arcing Bolt (*arcane)*

Lvl1: Deal X lightning damage  
Lvl2: Deal X lightning damage

Lvl3: Deal X lightning damage, 15% chance to repeat on another body part for 50% damage

Lvl4: Deal X lightning damage, 20% chance to repeat on another body part for 50% damage

Lvl5: Deal X lightning damage, 25% chance to repeat on another body part for 50%

damage

Lightning Strike (*nature)*

Lvl1: Deal X lightning damage to all body parts, 5% chance to stun  
Lvl2: Deal X lightning damage to all body parts, 5% chance to stun

Lvl3: Deal X lightning damage to all body parts, 6% chance to stun

Lvl4: Deal X lightning damage to all body parts, 7% chance to stun

Lvl5: Deal X lightning damage to all body parts, 8% chance to stun

Sky Spear (*divine)*

Lvl1: Deal X lightning damage, 20% extra per every cast in a row  
Lvl2: Deal X lightning damage, 20% extra per every cast in a row

Lvl3: Deal X lightning damage, 25% extra per every cast in a row

Lvl4: Deal X lightning damage, 30% extra per every cast in a row

Lvl5: Deal X lightning damage, 35% extra per every cast in a row

Red Lightning (*infernal)*

Lvl1: Deal X lightning damage, 33% chance to burn  
Lvl2: Deal X lightning damage, 33% chance to burn

Lvl3: Deal X lightning damage, 45% chance to burn

Lvl4: Deal X lightning damage, 57% chance to burn

Lvl5: Deal X lightning damage, 70% chance to burn

Ball Lightning (*eldritch)*

Lvl1: Deal X lightning damage, 10% chance to overcharge  
Lvl2: Deal X lightning damage, 10% chance to overcharge

Lvl3: Deal X lightning damage, 15% chance to overcharge

Lvl4: Deal X lightning damage, 20% chance to overcharge

Lvl5: Deal X lightning damage, 25% chance to overcharge

***Lightning Rituals:***

Storm Cloud (*Nature)*

Lvl1: Creates a cloud over your camp. Whenever you cast a spell, the cloud bolts the enemy for X lightning damage. Lasts 4 hours. Misshap: Take lightning damage  
Lvl2: Creates a cloud over your camp. Whenever you cast a spell, the cloud bolts the enemy for X lightning damage. Lasts 4 hours. Misshap: Take lightning damage  
Lvl3: Creates a cloud over your camp. Whenever you cast a spell, the cloud bolts the enemy for X lightning damage. Lasts 6 hours. Misshap: Take lightning damage  
Lvl4: Creates a cloud over your camp. Whenever you cast a spell, the cloud bolts the enemy for X lightning damage. Lasts 8 hours. Misshap: Take lightning damage

Lvl5: Creates a cloud over your camp. Whenever you cast a spell, the cloud bolts the enemy for X lightning damage. Lasts 10 hours. Misshap: Take lightning damage  
  
Discharge Field (*arcane)*Lvl1: Surround your camp with agitated particles, causing ambushing enemies to take X lightning damage and be overcharged. Misshap: Take lightning damage  
Lvl2: Surround your camp with agitated particles, causing ambushing enemies to take X lightning damage and be overcharged. Misshap: Take lightning damage  
Lvl3: Surround your camp with agitated particles, causing ambushing enemies to take X lightning damage and be overcharged. Misshap: Take lightning damage  
Lvl4: Surround your camp with agitated particles, causing ambushing enemies to take X lightning damage and be overcharged. Misshap: Take lightning damage  
Lvl5: Surround your camp with agitated particles, causing ambushing enemies to take X lightning damage and be overcharged. Misshap: Take lightning damage

Aura of Conductivity (*Divine)*Lvl1: At the end of your turn, deal X lightning damage to enemies. Only one aura can be active at a time. Lasts until next rest. Mishap: Take lightning damage

Lvl2: At the end of your turn, deal X lightning damage to enemies. Only one aura can be active at a time. Lasts until next rest. Mishap: Take lightning damage

Lvl3: At the end of your turn, deal X lightning damage to enemies with a 15% chance to overcharge. Only one aura can be active at a time. Lasts until next rest. Mishap: Take lightning damageLvl4: At the end of your turn, deal X lightning damage to enemies with a 20% chance to overcharge. Only one aura can be active at a time. Lasts until next rest. Mishap: Take lightning damageLvl5: At the end of your turn, deal X lightning damage to enemies with a 25% chance to overcharge. Only one aura can be active at a time. Lasts until next rest. Mishap: Take lightning damage

Voltaxic Glyph (*arcane)*Lvl1: Inscribe a weapon with lightning magic, causing your attacks and skills with it to deal an additional 10% damage as lightning and granting it +10% crit damage. Only one glyph can be active per weapon at a time. Lasts until the next rest. Mishap: Destroy weapon  
Lvl2: Inscribe a weapon with lightning magic, causing your attacks and skills with it to deal an additional 15% damage as lightning and granting it +10% crit damage. Only one glyph can be active per weapon at a time. Lasts until the next rest. Mishap: Destroy weapon  
Lvl3: Inscribe a weapon with lightning magic, causing your attacks and skills with it to deal an additional 20% damage as lightning and granting it +12% crit damage. Only one glyph can be active per weapon at a time. Lasts until the next rest. Mishap: Destroy weapon  
Lvl4: Inscribe a weapon with lightning magic, causing your attacks and skills with it to deal an additional 25% damage as lightning and granting it +15% crit damage. Only one glyph can be active per weapon at a time. Lasts until the next rest. Mishap: Destroy weapon

Lvl5: Inscribe a weapon with lightning magic, causing your attacks and skills with it to deal an additional 30% damage as lightning and granting it +18% crit damage. Only one glyph can be active per weapon at a time. Lasts until the next rest. Mishap: Destroy weapon

Storm Aegis (*arcane*)

Lvl1: Cover yourself with crackling lightning, granting you X lightning thorns. Only one aegis can be active at a time. Lasts until the next rest. Mishap: Reduce lightning resistance

Lvl2: Cover yourself with crackling lightning, granting you X lightning thorns. Only one aegis can be active at a time. Lasts until the next rest. Mishap: Reduce lightning resistance

Lvl3: Cover yourself with crackling lightning, granting you X lightning thorns, with a 5% chance to paralyze the attacking limb. Only one aegis can be active at a time. Lasts until the next rest. Mishap: Reduce lightning resistance

Lvl4: Cover yourself with crackling lightning, granting you X lightning thorns, with a 8% chance to paralyze the attacking limb. Only one aegis can be active at a time. Lasts until the next rest. Mishap: Reduce lightning resistance

Lvl5: Cover yourself with crackling lightning, granting you X lightning thorns, with a 10% chance to paralyze the attacking limb. Only one aegis can be active at a time. Lasts until the next rest. Mishap: Reduce lightning resistance

Impundulu Form *(switches body parts to a new set) (eldritch)*:  
Lvl1: Does nothing. Mishap: Summon hostile elemental  
Lvl2: Does nothing. Mishap: Summon hostile elemental  
Lvl3: Transform yourself into a Impundulu. Only one form can be active at a time. Mishap: Summon hostile elemental  
Lvl4: Transform yourself into a Impundulu Only one form can be active at a time. 5% of permanent changes. Mishap: Summon hostile elemental  
Lvl5: Transform yourself into a Impundulu.Only one form can be active at a time. 10% of permanent changes. Mishap: Summon hostile elemental