

Chapter 7: All about Magic

Ritual Magic

Ritual magic details are being refined now. While some stub references exist do not view them as signifiers, most of the details are still in development and when released will pop up where appropriate.

Magic

Spells require a verbal incantation in order to focus their energies. Incantations for Augmentation, Invocation, and Necromancy come to every practitioners mind. There is a basic incantation that each practitioner knows as soon as they embark down their path of study and it is the same for everyone. No practitioner has proven why this is true yet.

Augmentation incantations usually start as:

“Knit all the Bones and Bind the Flesh,”

Invocation incantations usually start as:

“Unleash the Mighty Primal Force,”

Necromancy incantations usually start as:

“My Whispered Plea I Call to You,”

Many practitioners continue to use these incantations throughout their lives, but others have found, so long as their incantations are long enough, any practical, and memorable chant works as a focus for their power.

All incantations must be a minimum of 8 syllables long and must be completed before the effect is called.

Ex: “I call to the jaws of the earth, Imbue Shield by Earth to Self” would be valid as a Mirage spell.

Spell lists

Augmentation

Traits: Aging, Blood, Disease, Poison, Radiation, Sleep, Thorns.

Name	Effect	Cost
Purify the Body	"Cure metabolic by [Trait]"	AA
Bloody Repulsion	"By My Gesture Repel by [Trait]"	TTT
Life Channeling	"2 Damage by [Trait]" change target and immediately call "Heal 2 by [Trait]"	T
Wither Limb	"Maim [Limb] by [Trait]" (packet) or "Maim by [Trait]" (Melee)	TT
Bursting Boils	"Agony by [Trait]"	TT
Soothing Touch	"Imbue by [Trait]" (self only) may call "Stabilize by [Trait]" (touch only) to as many targets as you want until you drop concentration. Hits into body drop this spell.	A
Warping Aura	"Imbue by [Trait]" (self only) may call "Reduce" to the first three claw, missile or blunt weapon attacks that hit you until you drop concentration. Deliver back as "4 damage by [Trait]" per reduced attack	AAA
Struck Dumb	"Silence by [Trait]"	TT
Straighten Bone	Diagnose an impairment, or know what impairment is on your target, or you can guess what ails them, then cast "Cure [x] and 2 damage by [Trait]" where x is the impairment you are curing, and the damage applies even if no impairment is removed.	A
Talons of the Beast	Gain use of claws, casting takes as long as getting the Phys Rep takes.	-
Thickened Skin	"Shield"	AAA
Commune with Flora	Info Spell when cast on an NPC you can glean more information on a situation. This spell is often futile. "Speak to Plant"	A
Wild Tongue	Info Spell when cast on an NPC you can glean more information on a situation. This spell is often futile. "Speak to Beast"	A
Life Stealing	Death strike someone to "Heal 2 to Self"	A
Tangle Vines	"Root by [Trait]"	T
Poison in your Veins	"Weakness by [Trait]"	T
Nature Calls to Nature	"By My Voice, Expose Bloodied"	A
Paying the Iron Tax	Touch-cast, "Heal All by [Trait]" followed by "Waste 2 Armor to Self"	AA
Augmented Health	Modifies Bolt Storm to "Heal by [Trait]". Start spell with "Imbue to Self". Must be delivered as touch-cast only. Or can drop concentration to use standard bolt storm effect. Dropping concentration does not require re-starting your Bolt Storm. Hits into body drop this spell.	-

Invocation

Traits: Fire, Earth, Storm, Ice, Cold, Lightning, Sand, Embers.

Name	Effect	Cost
Mirage	"Grant Shield by [Trait] to Self"	AA
Mire	"Slow by [Trait]"	T
Drowned	"Agony by [Trait]"	TT
Earthen Bulwark	"Grant 5 Protection, Root to Self" (self only)	AA
Eruption	"2 damage by [Trait]" continuously until you move your feet or hit into body	T
Forked Bolt	"Double 5 Damage by [Trait]"	TTT
Crashing Storm	"Paralyze and 5 Damage by [Trait]"	TTT
Blast	"4 Damage by [Trait]"	T
Cleanse	"Cure Elemental to Self"	A
Disrupt	"7 Damage to Elemental"	TT
Inner Warmth	"Grant Elemental Defense, Shield"	A
Quake	"Slam by [Trait]"	TT
Tempest	"By my gesture, Repel by [Trait]"	TTT
Asphyxiation	"Death by [Trait]"	TTT
Fan the Flames	"Frenzy by [Trait]"	T
Crushing Impact	"Destroy [Item] by [Trait]" where Item is a focus, pouch, weapon, shield, or armor.	T
Elemental Ken	"By My Voice, Expose Elemental by [Trait]"	-
Elemental Maelstrom	Modifies Bolt Storm to "Short Frenzy by Weapon". Start spell with "Imbue to Self". Or can drop concentration to use standard bolt storm effect. Dropping concentration does not require re-starting your Bolt Storm. Hits into body drop this spell.	-

Necromancy

Traits: Awe, Confusion, Despair, Fear, Gloom, Inspiration, Madness, Presence, Trance, Will.

Name	Effect	Cost
Grave Vision	"Paralyze by [Trait]"	TT
Mental Fortress	"Grant Mental Defense: Shield"	A
Through the Shadows	"Cure Mental by [Trait]"	AA
Pull the Chords	"Drain by [Trait]"	T
Tearing at Shadows	"7 Damage to Ghost"	TT
Grave Tongue	"Speak to Spirit"	A
Return the Spirit	"Cure Death by [Trait]"	C
Protection from the Grave	"Purge Death to Self" when dead.	AAA
Sever Ties	"Death by [Trait]"	TTT
Clairvoyance	"Grant Defense, Elude"	AA
Read the Signs	Info Spell when cast on an NPC you can glean more information on a situation. This spell is often futile. "Speak to Spirit"	-
Hint of Doom	"Stricken by [Trait]"	TTT
Ferryman's Toll	"Waste Aegis by [Trait]"	TTT
Chill Your Spine	"4 Damage by [Trait]"	T
You Look Unwell	"Frenzy by [Trait]"	T
Warding	"Reduce Mental to Heal to Self"	AA
Groundskeeper's Bell	"By My Voice, Expose Ghost by [Trait]"	-
Wrath of Ancestors	Modifies Bolt Storm to "Short Weakness by Weapon". Start spell with "Imbue to Self". Or can drop concentration to use standard bolt storm effect. Dropping concentration does not require re-starting your Bolt Storm. Hits into body drop this spell.	-

Appendix: Change Log

Eggplant

Changed Sunder Armor from Waste All Armor to Destroy All Armor to fit core rules.
Corrected Primal Magi to fit core rules. Removed comments about waste from absorb abilities and added "If the Cure Waste has no effect to cure, this ability cannot be used." to Channel Pain.
Updated Hasty Crafting to include "This item may be used immediately without attuning to a simple item slot."
Typo from Shaper changed from "can make 1 magic item per purchase" to "can make 1 shaper item per purchase".
Added definitions of Info Skills and From Behind to Glossary.
Added a note on Medical status.
Added a note on clearances.
Added Prestige Headers.
Changed "Chanters Band" to allow other warchanters to join each others communities and share the same community name in their skills with that other warchanter.
Updated Pact of the Gifted race appearance to allow black around eyes and on cheekbones for additional character building options.
Defined per Day for Per Day skills.
Updated definition of hasty crafting to be once per purchase per day instead of per long rest and changed how attuning to those items works.
Added optional names for Purist Headers. Database will still reflect the functional name of Pure Header.
Clarified how Scribe Scroll is intended to work in regards to spell traits.
Added **Sailborne** as a culture option.
Updated Fists to match the core rules for claws, while still being affected as a damaging effect if hit with a disarm attack.
Edited and added content to Gnomes racial section.
Added Rune Projector Recipes.
Added core rules to this book.
Reorganized descriptions for flow.
Rename spell "Thick Skin" to "Thickened Skin"
Added Plague Trait to Special Traits. This allows in game call for needing a break.
Changed Alchemist to Apothecary. Mentioned they refer to selves as Alchemists.
Culture skills now listed as bonus to the culture trait instead of seperate skill name.
Fixed copy/paste typos in secondary specialization.
Added Ritual Magic Skill to all Mage based Headers.
Combined Grand Master 1, 2, and 3 into one description.
Combined Strengthened Magic 1, 2, and 3 into one description.

Added notes to crafted items to state that items without called game effects “do not expire”.

Durham

Through the Shadows updated to AA for cost instead of A to mirror augmentation.

Adding crafted component to Sustain rule.

Renamed Artificer to Shaper

Updated Shaper skill to include no need for crafted component to sustain.

Updated Shaper skill to include ability to craft items.

Adjusted physical element names

Added the phrase slower Sanctuary for places like Cabins which have a longer time to refresh.

Clarified Unified Attributes to make clear that it is a permanent character change.

Added Scribe Scroll to Mage Header

Added Mentalist to Advanced Headers

Clarified all skills in Berserker

Changed full helm requirement to helm in Heavy Armor section.

Alchemy changed to Alchemist

Potion Brewing changed to Potion Brewer

Recipes added for Alchemist, Potion Brewer, Shaper, and Tinkerer

Changed bolt storm description to reflect using your spell focus as a launcher for missile attacks.

Modified the Bolt Storm modifying spells to use “by Weapon” as a shield blockable delivery.

Clarified Bolt Storm to include a sound and holding focus forward as a launcher for uncalled missile attacks.

Clarified casting spells in primary and secondary school to show need to hold a focus but to not hold it forward as a launcher.

Added Pure Berserker.

Added Pure Crafter.

Added Pure Rogue.

Added Pure Mage.

Added Pure Warchanter.

Added Pure Warrior.

Added Ritual Magic section.

Clarified Ingredients to show “Search for” does not take any longer than a normal search on monsters. Gathering at resource locations distinguished from monsters.

Added explanation for how to reset characters under “Starting Characters!” section.

Updated all skill costs.

Added examples to Possession and more Traits that will be needed as people explore.

Carrot

Alphabetized spell schools.

Descriptions of all open skills clarified.

Example for refresh cleaned of old notes on Earth, Air, Fire attributes.
Added spell "Iron Toll" to Augmentation.
Cleaned up spell tables and separated spell schools by page.
Added Gambeson and Cloth Armor to Light armor group.
Updated importing characters table for Pact of the Willful added to Phaunos like race.
Added prerequisites to Purist headers to clarify.
Changed Bow and Blade Master to taking damage but can fire and don't need to restring
Redefined shield sizes to fit available foam shields from internet stores.
Defined weapons to fit sizes available for foam weapons from internet stores.
Changed color of shield skills to show distinct from weapons skills.
Added contouring makeup option to greenskins.
Changed Elbael ears from long to pointed.
Updated Earthen Bulwark cost to 2 Aegis
Added Companion Spirits
Replace the use of Spirit with Ghost as a Monster Trait
Chanters Band changed from Grant to Imbue to fall in line with rules.
Inspiring Word time required changed to 10 seconds and changed from Imbue to Grant to fall in line with rules.
Chanters Band clarified to "induct 10 members in addition to yourself" instead of "induct 10 new members".
Added note about performance and changed time from 1 minute to 30 seconds minimum.
Hunters Retreat updated to 1x per long rest.
Added a max length below normal max for Staff and Sword.
Updated Augmented Health to "Heal by [Trait]"
Life Channeling changed from "By Aging" to "by [Trait]"
Returning from death changed from 5 minutes to 3 minutes
Added armor evaluation chart. Removed mentions of marks and changed to areas of coverage.
Added extra clarification that Determination cannot be used in place of clarity.
Added an example to spell master to clear up confusion.
Reduced armor refit time to 1 minute for all of game. Removed Field Refit and just put this in the armor section as a "for everyone" rule.
Updated Harvest Ingredient to allow harvesting from resource locations in addition to monsters.
Updated Storage, in reference to ingredient storage to allow all players to carry 3 ingredients, and allow Crafters to carry additional ingredients based on their skills.
Updated all multi-purchase skills to be numbered to allow multiple unique purchases following base accelerant rules that do not allow multiple purchases of the same skilled name.
Updated Cabin Safe Spaces to use a Talisman to invoke safe space. Increased time requirement for Active Sanctuary benefits from Cabins as a Safe Space
Added clarifications of intent for professions skills.
Adding cooldown to performance.
Added Advanced Headers
Updated recipes statements to allow all people to collect ingredients and to remove requirements for recipes in order as that is not design intent.

Updated Sustain to clarify that all characters having some Sustain to use each event and that all Sustainable items need to be renewed each attended event.

Clarified intention of Purist Headers.

Added ability to harvest ingredients from resource locations to Harvest Open Skill.

Blueberry

CP increased to 50

Armor raised by 1 point for all categories

Code of conduct updated for nobles

Cabins defined as safe zones with hours

Pact of the Willful added

Content description updated to indicate PvE and PvP stance

Formal Duel added as a conflict resolution device

Added incantations

Apple

Kaurath specific skill tables released