Chapter 8: Magic Schools and Spells

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.

Speaking your incantation requires Focus. This can be interrupted by non-beneficial effects.

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: <u>Aging</u>, <u>Blood</u>, <u>Nurture</u>, <u>Thorns</u>, Bone, Disease, Pain, Poison, Radiation, Sleep.		
Name	***Effect***	***Cost***
Talons of the Beast	Gain use of claws, casting takes as long as getting the Phys Rep takes.	-
Commune with Flora	Info Spell when cast on an plant creature you can glean more information on a situation. This spell is often futile. "Speak to Plant"	A

Life Stealing	Death strike someone to "Heal 2 to Self"	A
Nature Calls to Nature	"By My Voice, Expose Bloodied"	A
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 or are Hits into body.	A
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. Does not cure death.	A
Wild Tongue	Info Spell when cast on an bestial creature you can glean more information on a situation. This spell is often futile. "Speak to Beast"	A
Life Channeling	"2 Damage by [Trait]" change target and immediately call "Heal 2 by [Trait]"	T
Poison in your Veins	"Weakness by [Trait]	T
Tangle Vines	"Root by [Trait]"	T
Accelerated Recovery	"Heal All and Short Agony by [Trait]"	AA
Paying the Iron Tax	Touch-cast, "Heal All by [Trait]" followed by "Waste 2 Armor to Self"	AA
Purify the Body	"Cure metabolic by [Trait]"	AA
Bursting Boils	"Agony by [Trait]"	TT
Struck Dumb	"Silence by [Trait]"	TT
Wither Limb	"Maim [Limb] by [Trait]" (packet) or "Maim by [Trait]" (Melee)	TT
Adrenaline Fueled	"Cure Stricken and Frenzy by [Trait]"	AAA
Thickened Skin	"Shield"	AAA
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
Bloody Repulsion	"By My Gesture Repel by [Trait]"	TTT
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**
Elemental Ken	"By My Voice, Expose Elemental by [Trait]"	-

Cleanse	"Cure Elemental to Self"	A
Inner Warmth	"Grant Elemental Defense, Shield"	A
Blast	"4 Damage by [Trait]"	T
Crushing Impact	"Destroy [Item] by [Trait]" where Item is a focus, pouch, weapon, shield, or armor.	T
Eruption	"2 damage by [Trait]" continuously until you move your feet or hit into body	T
Fan the Flames	"Frenzy by [Trait]"	T
Mire	"Slow by [Trait]"	T
Earthen Bulwark	"Grant 5 Protection, Root to Self"	AA
Mirage	"Grant Shield by [Trait] to Self"	AA
Disrupt	"7 Damage to Elemental"	TT
Drowned	"Agony by [Trait]"	TT
Quake	"Slam by [Trait]"	TT
Painful Awakening	"Cure Paralysis by [Trait]"	AAA
Asphyxiation	"Death by [Trait]"	TTT
Crashing Storm	"Paralyze and 5 Damage by [Trait]"	TTT
Forked Bolt	"Double 5 Damage by [Trait]"	TTT
Tempest	"By my gesture, Repel by [Trait]"	TTT
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: <u>Awe,</u> <u>Fear</u>, <u>Inspiration</u>, <u>Madness</u>,　　Confusion, Despair, Gloom, Presence, Trance, Will.

Name	Effect	Cost
Groundskeeper's Bell	"By My Voice, Expose Ghost by [Trait]"	-
Read the Signs	Info Spell when cast on a dead creature (NPC) you can glean more information on a situation. This spell is often futile. "Speak to Spirit"	-
Grave Tongue	"Speak to Spirit"	A
Mental Fortress	"Grant Mental Defense: Shield"	A
Chill Your Spine	"4 Damage by [Trait]"	T
Pull the Chords	"Drain by [Trait]"	T
You Look Unwell	"Frenzy by [Trait]"	T
Clairvoyance	"Grant Defense, Elude"	AA
Through the Shadows	"Cure Mental by [Trait]"	AA
Warding	"Reduce Mental to Heal to Self"	AA
Grave Vision	"Paralyze by [Trait]"	TT
Tearing at Shadows	"7 Damage to Ghost"	TT
Protection from the Grave	"Purge Death to Self" when dead.	AAA
Hint of Doom	"Stricken by [Trait]"	TTT
Ferrymen's Toll	"Waste Aegis by [Trait]"	TTT
Grave Nails	"Waste Threat by [Trait]"	TTT
Sever Ties	"Death by [Trait]"	TTT
Return the Spirit	"Cure Death by [Trait]"	C
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

Grape

Ingredients expire and end of first day of next event.
Note that when you Refresh by Clarity you must call "Imbue to Self" (The general I did a thing call.)
Added a note in Attuning about learning what an item does and negative effects
Removed once per long rest restriction on Primal Magi: Channel Pain under Pure Mage.
Added note that spell casting requires focus and can thus be interrupted by non-beneficial effects.
Added Workshops in the Crafting section.
Nibs, Ink, and Parchment and similar items used as inputs do not require attunement to use.
Adding symbol to mark items not normally needing attunement.
Added note to Gathering Ingredients emphasizing that the distributions are separate.
Emphasized the rules on Spell Focus under the Primary and Secondary schools.
Made clear that First Responder can use any active or preserved ingredient.
Cleared up the references to sustainable items and how they are sustained under the glossary.
Added an example of crafting.
Expanded Ritual section

Fennel

Corrected typo on Sleight of Hand description in Rogue to match summary table.
Cleaned up Open Skills summary table to match formatting of all other tables (removed prereq from short descriptions).
Added "First Responder" to Open Skills.
Updated "Battle Possession" to show prerequisite of "Mental Intrusion" and cleared up description.
Updated Observant to allow it to be bought multiple times.
Updated Armor coverage requirements to 50% of all zones must be made of required prop type. Eg: 50% of heavy prop must be plate, scale, or brigandine and cover 5 zones to count as heavy rep.
Updated crafting to allow people to carry 6 items at a time and store extras in a stationary container.
Updated all crafting skills to reflect adding containers so that labs/workshops go from storing 3 ingredients per purchase to just storing ingredients.
Removed redundant listing of purchase limits on crafting skills as each skill can only be purchased once per existence of similar name (can't buy Alchemy 1 twice).

Added Ritual Magic to Warchanter header.

Clarified simple items from crafted items.

Clarified carrying multiple crafted items vs equipping them.

Clarified what ingredient types of common, uncommon, etc mean in regards to unique ingredients where quartz and mica would both be common, but give you the same punch.

Reorganized spell lists to sort by trait used and quantity of trait. All end with free bought spells.

Added spells: Accelerated Recovery, Adrenaline Fueled, Painful Awakening, and Grave Nails.

Added ingredient symbols to ingredients section.

Rephrased the Ritual Magic placeholder to leak the player agency sooner.

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