

## Chapter 5: 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.

Unless specifically Noted otherwise none of these spells can be cast while affected by a **Silence.**

## Spell lists

Augmentation		
<b>Traits:</b> Aging, Blood, Nurture, Thorns, Bone, Disease, Pain, Poison, Radiation, Sleep.		
<b>Name</b>	<b>Effect</b>	<b>Cost</b>
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 a plant creature you can glean more information on a situation. This spell is often futile. "Speak to Plant"	-
Life Stealing	As you complete a Death Strike, you can spend the Aegis to "Grant [target] with "Heal 3 to Self" "	A
Nature Calls	"By My Voice, Expose Bloodied" (First use after Full Refresh is free)	-/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 take a Hit that costs Vitality.	A
Straighten Bone	If you 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. Impairments are : Drained, Paralyzed, Rooted, Silenced, Slowed, Stricken, Stunned,	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]", and immediately call "Heal 2 by [Trait]" to new target	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]" [Reduce cost by 1 by RPIing the damage and Agony to Self]	AA
Bursting Boils	Two uses of "Agony by [Trait]"	T
Struck Dumb	"Silence by [Trait]"	T
Shhhhh	"Short Silence by [Trait]"	A
Wither Limb	"Maim [Limb] by [Trait]" (packet) or "Maim by [Trait]" (Melee)	TT
Adrenaline Fueled	"Cure Stricken and Frenzy by [Trait] and Grant Shield	A
Hide Hyde!	"6 Damage to Beast"	T
Thickened Skin	"Grant Metabolic Defense, Shield"	AA

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	<i>Focus</i> "By My Gesture Repel by [Trait]"	TT
<b>Augmented Health</b>	<b>Focus for 10 seconda and then "Heal 3 Damage by [Trait]", touch cast.</b>	-

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## Invocation

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

<b>Name</b>	<b>Effect</b>	<b>Cost</b>
Elemental Ken	"By My Voice, Expose Elemental by [Trait]"	-
Cleanse	"Cure Elemental to Self"	A
Inner Warmth	"Grant Elemental Defense, Shield"	A
Blast	"3 Damage by [Trait]"	T
Crushing Impact	"Destroy [Item] by [Trait]" where Item is a focus, pouch, weapon, shield, or armor.	TT
Eruption	<i>Focus</i> "2 damage by [Trait]" continuously until you move your feet or hit into body	TT
Fan the Flames	"Frenzy by [Trait]"	T
Mire	" Slow by [Trait]" and if it works "Short Slow to Self"	T
Earthen Bulwark	"Grant 5 Protection, Root to Self"	AA
Mirage	"Grant Shield by [Trait] to Self"	AA
Nope	"Grant Shield [Trait]" for any single Invocation Trait you can use	A
Disrupt	"5 Damage to Elemental" or "7 Damage to [TRAIT] Elemental" where TRAIT is an invocation trait you know.	T
Drowned	"Agony by [Trait]"	TT
Quake	"Slam by [Trait]"	TT
Painful Awakening	"Cure Paralysis by [Trait]"	AAA
Asphyxiation	"Death by [Trait]"	TTTT
Crashing Storm	"Paralyze and 4 Damage by [Trait]"	TTT
Forked Bolt	"Double 4 Damage by [Trait]"	TTT
Tempest	"By my gesture, Repel by [Trait]"	TTT
<b>Elemental Maelstrom</b>	<b>You can continue your Boltstorm when you stop moving by focusing for 3 seconds. YOU can end your Boltstorm by calling <i>Incant</i> "1 Damage by [Trait]"</b>	-

## Necromancy

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

<b>Name</b>	<b>Effect</b>	<b>Cost</b>
Groundskeeper's Bell	"By My Voice, Expose Undead 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" (Used on active spirits and Ghosts)	A
Mental Fortress	"Grant Mental Defense: Shield"	A
Chill Your Spine	"3 Damage by [Trait]"	T
Pull the Chords	"Short 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	"6 Damage to Undead"	T
Protection from the Grave	"Grant to self Purge Death to Self" -- usable as you die	AAA
Hint of Doom	"Stricken by [Trait]"	TT
Ferryman's Toll	"Waste 2 Aegis by [Trait]" or Double Waste <i>Named Defense</i> by [Trait]	TTT
Grave Nails	"Waste 4 Threat by [Trait]" or Double Waste <i>Named Attack</i> by [Trait]	TTT
Sever Ties	"Death by [Trait]"	TTT
Return the Spirit	"Cure Death [to Spirit] by [Trait]" To Spirit is optional, If cure is refused C is not expended.	C
Warden's Guard	"Grant Purge Death" Usable as they die. (can spend 5D instead of 1 C)	5D/C
<b>Wrath of Ancestors</b>	<b>"Short Weakness by [Trait]"</b>	<b>T</b>