

Enchanted Realms

Skills Book



Basic Fantasy Role-Playing Game

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Using Skills

Rapid Rules:

- Skills are required to perform actions.
- Compatible skills allow for an increase in dice when performing actions.
- A maximum of 5 dice from skills can be placed in a die pool for an action.
- When successfully performing feats, encounters, story plots, etc, a player is rewarded with points of Karma.
- New skills are gained by spending acquired Karma.
- Karma may also be spent in a one-time scenario to gain advantage.

The more skills combined to address a problem, the better the chance for a better result.



When more skills are gained that work in conjunction, then all applicable skills can be used for the action. Thus, if two skills can apply, then 2d20 are rolled rather than just one die. The adjustment modifiers apply the same to each separate die roll, comparing each separate total against the DC. This means there can be multiple successes to an action. When multiple successes occur, this means that many effects are applied. In the case of combat for example and two skills are successfully rolled, then the attacker inflicts damage twice against the opponent. Other skills may have specific details for what occurs when multiple dice are used.

As skills increase and combine, more dice can be used on an attempted action. However, regardless of applicable skills, there is a maximum of 5 skills that can be applied on any single skill event roll. Some skills may allow bonus dice, and there is also the case of advantage gaining an extra die; therefore, the rule-of-5 applies only to skills, not the number of dice rolled. Additional dice can be gained by crits, magic and advantages.

Not every action that can be taken requires a skill. “Can my character hold her breath without a skill?” Well, of course. There is a fuzzy line in some cases between whether an action is possible or not. Riding a horse in a general direction can be performed without a skill but fighting atop of one would require a skill. Following tracks in fresh snow would not require a skill; however, following the path from broken twigs in a forest would. If a skill is explicitly listed in this manual and no explanation for unskilled actions equal to it, then one should assume that action cannot be done without it. Lock-Picking would be an example. Other skills enhance one’s chances of success by granting extra dice and having an advantage for success (or multiple successes).

The high level summary of this skill system from the perspective of game-play is a character wants to acquire skills that can be used together and wants to use as many skills as possible in conjunction towards a single goal. In the chart below are a few examples of how combined skills work more efficiently than a single skill by itself.

Fighting		Opening a Lock		Forging Armor		Brewing a Concoction	
Melee	Attack with	Lock-	Attempt to pick	Armoring	Can create bronze	Brewing	Create ales, mead and
Fighting	1d20	Picking	lock	+ Enhanced	and iron armor	+ Distillery	liqueurs
+ Fighting	attack with	+ Locksmith	gain +3 bonus	Metal	create steel armor	+ Homeopathy	brew stronger spirits
Style	2d20		on attempt	+ Enchanted	create armor		and very minor
				Metal	orichalcum or mythril		alchemy
							create healing salves

Before listing out all the skills in detail, there are a few other items to address.

Karma

Reward for actions and choices; pathway to advancement

When embarking on the adventures of the story, as results occur based on the relative success, then the GM will award advancement points, called Karma. There are a few different ways to dole out karma, but the allocation is essentially at the discretion of the GM. A few examples would be if there were a pivotal challenge to the story that needs to be overcome and one of the player characters is successful in the skill-actions to prevail. Another might be defeating a monster preventing the group from entering somewhere. Yet another could be completing the goal, big or small.

Amount is based on the difficulty of the challenge for a single encounter. The GM may save these up until a story-point is reached before giving the award; however, each small scenario should be evaluated. The GM might keep track by individual and give different amounts; after all, what is tough for one character might have been barely a threat to another. Likewise, the GM might

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average the challenge as a group effort and award everyone the same. Again, that is a GM choice.

Based on the difficulty, the following list is the game recommendation; however, this is not meant to imply there is a karma award anytime a DC is required:

Difficulty		Karma Awarded
Simple	DC 5	10 points
Easy	DC 8	20 points
Challenging	DC 14	40 points
Difficult	DC 20	70 points
Extreme	DC 25	100 points
Impossible	DC 30	150 points

As a bonus, some GMs will award role-playing karma points at the end of a session to encourage playing in character and keeping consistent. This is where the personality traits can be used for potential bonus awards. Also, character development does happen in a story; thus, the traits could change after significant events of the story. When a player chooses to have the character have growth, it should be noted on the character sheet and shared with the GM.

One other use of karma is to gain a one-time advantage for a specific scenario. When taking an action, but not a reaction, a player may sacrifice (spend) 10 points of awarded and unused karma to gain advantage on that action. See [Advantage and Disadvantage](#) below. This can be performed as many times as the player chooses and can afford.

Acquiring Skills

Using either karma or training

When acquiring enough karma points, a player can choose to “purchase” new skills. This is how a character develops and becomes more powerful. Those “prices” are listed with the skills, but as a general rule, simple ones are around 100 karma. As mentioned previously, sub-attribute scores can also be increased. Karma is used to perform this. Each boost is made one-point at a time and cost 100 points per point of what the new ability score will become. Thus, moving from a 3 to a 4 costs 400 karma.

Not just anyone or anything is able to advance in this way. Certain races, the playable ones, have lifesongs which have a makeup and composition that allows the storage of energies of vigor, psychic and mystical natures. This stored energies within a beings lifesong is what grants the being a skill. As acquired karma is traded for this injected bio-energy, one might think of it similar to the download in the movie *The Matrix*. However, the transference is not quite so instantaneous. The quickest obtained skills require a long rest before they are able to be used. Some skills, such as difficult axioms, may require several days and even a mentor coach the recipient through the magical theorem. New axioms are be learned in about one day per point cost.

A GM or group of players may want to add a bit of ritual flavor to powering up, perhaps like *Highlander* but more reverent. Perhaps fighting skills require a few hours of honing the new skill through some sort of solo kata. Maybe priests have to be on holy ground before obtaining the new powers or invocations from their enhanced faith. Dodging, climbing or other skills of Agility might require an action or feat before the new skill can be used. However, these ideas will be based on world-building, culture and imagination rather than any actual game rule. It is more up to the group of players who run a story together.

Requiring something, at least a small amount of time, can add to the flavor of the game, but these should not be extreme as the cost has come from karma. Recommendations will be listed in the skill description.

Vocational Skills

Skills of apprenticeship, retirement and in between.

Not all skills are for the adventurer. Other people in the world make a living having an occupation that can be traded for money or other exchanges. These are called vocational skills.

Most skills in this section are generally reserved for NPCs; however, PCs could learn them. However, many have requirements of a forge or workshop. Player character could choose to invest in such, but that urban investment makes active adventuring difficult as such an investment often involves everyday maintenance. This works well when the game setting is an urban one where dealing with thieves and politics is the norm. However, for the traveling type, the PC would have to hire a manager or trusted laborer to control the upkeep. The PC might own the investment but would not be able to use them as most NPCs do. That said, with these skills a PC could assist in his or her shop – or trade labor for price at another’s shop to decrease the time and cost of needed items or services.

Like all skills, these are bought with karma. For a PC to acquire the *agriculture* skill, he or she would cash in 100 points of karma. After a long rest, the PC will have gained this new talent. However, NPCs often don’t have the karma to spend. Thus, there is a method to obtain these vocational skills using time to acquire them instead of purchasing with karma points. These skills can be learned, trained by a mentor or even discovered by self-training.

When using a mentor, a character must spend a like number of days equal to what the karma cost would have been. This training can be spent in half-days up. Thus, with a trainer, a 100-karma-cost skill, like *acting*, would require 100 days of study, practice and honing. If performing in half days, up to 200 days with the trainer is permitted. However, the training using time has to be completed within those 200 days consecutively. At the end of the training, a Muse feat-check is rolled to determine if the skill is gained. The DC for the check is calculated as 2 points for every 50 points of karma expense; thus, the check for that *acting* skill would be against a DC:4. If the roll is successful, then the skill is acquired.

Alternatively, if the time was spent using self-training, it would require double the time of using a mentor; thus, 200 days of self-training would be needed. Up to 400 calendar days would be allowed to complete the self-training. If longer is taken, then the training is lost. Just as with a trainer, this self-method also requires the same Muse feat check. Calculating the DC is also the same. Thus, if the feat roll is successful, then the skill is acquired. If not, then all the training was invaluable, and the skill is not gained.

Being trained or learned with time is limited mostly to these vocational skills. However, there are a few other skills other the ones in this section which can also be trained. Those other skills will be denoted by the ⚡ symbol. The formula for learning is the same unless noted in the skill description.

The chart is ordered by skill cost, while the descriptions are ordered alphabetically.

Vocational Skills

Skill	Cost
Acting	100
Agriculture	100
Animal Breeding	100
Armoring	100
Art: Body Art	100
Art: Ceramics	100
Art: Drawing	100
Art: Interior Decorating	100
Art: Painting	100
Art: Sculpting	100
Bowyer	100
Brewing	100
Carpentry	100
Cold Forging	100
Cooking	100
Farrier	100
Fishing	100
Gardening	100
Glass-Blowing	100
Hunting	100
Knots	100
Lapidary	100
Leatherworking	100
Legal Work	100
Lore: Creatures	100
Lore: Flora	100
Lore: History	100
Masonry	100
Mineralogy	100
Papermaking	100
Religious Studies	100
Sailing	100
Scribing	100
Skinning	100
Tailoring	100
Weaponsmith	100
Woodworking	100
Linguistics	150
Locksmith	150
Lore: Archeology	150
Lore: Biocartology	150
Lore: Creature Specifics	150
Lore: Economics	150
Lore: Geography	150
Lore: Literature	150
Lore: Miasma	150
Lore: Sapientology	150
Lore: Thaumatology	150

Skill	Cost
Lore: Viticulture	150
Management	150
Mathematics	150
Minstrel	150
Architecture	200
Animal Training	200
Distillery	200
Engineering	200
Enhanced Metals	200
Gambling	200
Lore: Occult	200
Lore: Planar	200
Lore: Stone History	200
Mineral Survey	200
Phrenology	200
Art Mastery	250
Exotic Hides	250
Homeopathy	250
Magical Reading	250
Medical Zoology	250
Musician	250
Soothe	250
Stimulate	250
Artifice Discipline	300
Enchanted Metals	300
Magical Research	300
Mago-mathematics	300
Meta-Phrenology	300
Mixtures	300
Poison Treatment	300
Project Bureaucracy	300
Stitch and Wrap	300
Alchemical Analysis	350
Artifice Research	350
Bridge Building	350
Forensics	350
Gear Mechanics	350
Hydraulics	350
Maestro	350
Stone Structures	350
Alchemy	400
Psionics	400
Cold Metallurgy	450
Transmutations	450
Life-Chanting	500
Statics	500
Towers	500

Architecture

Mathematics

Mind 13+

Building a single-story structure does not require a skill; however, larger buildings do require someone in with this skill to be involved. With this skill, wooden buildings up to 60 feet tall (6 stories) for a total of 10,000 square feet can be designed. This could be a rectangular building about 40x40 for each floor or a ziggurat with a 3600 square-foot base floor. However, if the architect also has *engineering* as an additional skill, the structure's height can be increased to 80 feet and a total of 20,000 square feet. The labor time is 1 day per square foot for wood. Thus, a ten-by-ten single story building is 100 labor-days. Because larger area doesn't require the same time and material for support beams and interior walls as it does for an exterior, there are other modifiers as the square footage grows, but these can be determined by the GM when necessary. This skill does not allow for the design of stone or metal structures.

Karma Attainment: 1 Week in an urban area

Vocational Skills

Acting	No Skill Requirement	Muse 3+
<p>This skill allows the skilled person to pass oneself off as if he or she were a different person. This bluffing is a base DC:12 plus Judgment bonus for a Perception check for others to recognize the ruse. If costuming is involved from +1 to +3 can be added based on the GMs discretion. Further, someone with <i>acting</i> can mimic voices and creatures, assuming the voice or sound has been studied directly. The chance of someone being fooled by the mimicry is the same as disguising above. Further, this will give a +2 to the roll against the normal DC set by the GM to acquire information by social engineering. It will also add +3 above the skill bonuses of <i>bartering</i> and <i>interrogation</i> if the character has either of those.</p>		
Karma Attainment: Long Rest in a theater or similar		
Agriculture	No Skill Requirement	Judgment 3+
<p>While any laborer can work the land, this skill gives one the knowledge of soil rotation and methods of planting and sowing. An untrained laborer can work one acre of land and produce 1500 meals at harvest. This skill allows a person to supervise up to 25 laborers and up to 25 acres, but it will increase the output of each laborer to 2500 meals. Therefore, the harvest of maximum land and labor can produce over 20,000 vegetarian meals or enough to feed around 60 people a year. Certain machinery can also be able to increase these numbers. Also, the GM could adjust these numbers based on drought or other weather conditions.</p>		
Karma Attainment: Long Rest in a crop field		
Alchemical Analysis	Mixtures	Mind 15+
<p>This skill takes <i>mixtures</i> to the next level, where beyond identification of a potion, the actual formula can be reverse-engineered. Using the same DC, interval rolls and expiration times for creating a batch, the formula can be discovered. Whether successful or not, the sample potion used in the process is destroyed.</p>		
Karma Attainment: 1 Week in a laboratory		
Alchemy	Homeopathy	Logic 5+
<p>This skill allows for the crafting of potions, oils and powders of a supernatural nature. After crafting the ingredients in the appropriate quantities, a d20 against the DC is rolled for each interval. The better of the craftsman's Muse or Logic bonus can be added to these rolls. If score is successful for the interval, then the highest raw die value is tallied against a running total. When the value reaches the success value, then the batch is complete. However, if the success value is not reached prior to the maximum time, then this lot is ruined.</p>		
	Batch-Size	Ingredients
		DC
		Interval
		Success
		Max Time
		Shelf Life
Elixir of Bravery	4 doses	12 Tbsp Frankincense 8 Tbsp Maiden's Heart 6 Tbsp Moly 12 oz Red Mercury
Extinguishing Foam	4 doses	8 Tbsp Maruera 1 gal Ylang-ylang Oil 2 pints Iodine solution
<p><i>Many other formulas are available in a separate document. These recipes are not naturally known from this skill, but must be acquired by apprenticeship, trade, purchase or other means. Recipes cannot be committed to memory and must be stored in writing. DCs may be modified in the future.</i></p>		
Karma Attainment: 2 Weeks in a laboratory		
Animal Breeding	No Skill Requirement	Judgment 3+
<p>This skill is animal husbandry of a specific animal. With this skill, the general feeding and caring for the type of animal can be performed. When an animal becomes sick, someone with this skill can successfully nurse the animal back to health with a Judgment feat (DC:9). This does not mean the animal will die on a failed feat, but merely that the caring made no influence. Breeding methods and selective breeding for stronger stock can be done with this skill; however, the results of that are not determined by a single die roll.</p>		
Karma Attainment: 3 Days in animal habitat		

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Animal Training	No Skill Requirement	Will 3+
This skill permits one to train an animal to follow basic commands. It is animal specific.		
Karma Attainment: 3 Days in animal habitat		
Armoring	No Skill Requirement	Strength 3+
This skill permits the fashioning of metal armors. It requires a forge and cannot be performed "on the road."		
Karma Attainment: Long Rest at the forge		
Art Mastery	Art Skill (Specific)	Muse 4+
This allows artistic works of higher quality and value to be created beyond the basic art skill. When <i>art mastery</i> is chosen, it must be specialized to an existing basic art skill. If wishing to enhance a different art skill, this skill would be required to be taken again for that area of expression.		
Karma Attainment: A week of practice in the specific art field		
Art: Body Art	No Skill Requirement	Muse 3+
This skill grants someone the ability of tattooing, piercing, and scarification. It requires a studio and cannot be performed "on the road."		
Karma Attainment: A day of smearing ink over one's body		
Art: Ceramics	No Skill Requirement	Will 3+
This skill allows the creation of various of hard, brittle, nonmetallic, heat-resistant materials made by shaping and then firing or baking them. This will require the use of some sort of kiln or baking oven. Common examples of products are earthenware, porcelain, and brick. These goods are helpful to apothecaries and alchemists. It requires a kiln and cannot be performed "on the road."		
Karma Attainment: 1 Week sitting in mud		
Art: Drawing	No Skill Requirement	Muse 3+
This permits all forms of charcoal, ink, pastel, and pencil work. It requires a studio and cannot be performed "on the road."		
Karma Attainment: Two days eating charcoal		
Art: Interior Decorating	No Skill Requirement	Perception 3+
This skill allows the character to create pleasing building interiors by selecting appropriate paints, fixtures, and furniture. It requires a studio and cannot be performed "on the road."		
Karma Attainment: Two days working puzzles		
Art: Painting	No Skill Requirement	Muse 3+
This grants all forms of painting, whether on paper, canvas, or a wall, and whether with tempera, oil-based paint, or something more exotic (like blood). It requires a studio and cannot be performed "on the road."		
Karma Attainment: Long rest covered by canvas		
Art: Sculpting	No Skill Requirement	Muse 3+
This permits creating three-dimensional art from ivory, stone, or soft metals. It requires a studio and cannot be performed "on the road."		
Karma Attainment: Long rest in a quarry		

Vocational Skills

Artifice Discipline	Divine Artificing or Arcane Artificing or Enchanted Metal	Muse 4+
<p>This is the skill used to actually craft magical weapons, armors and devices; however, it is specific to a particular discipline of artificing. There are eleven disciplines. This skill can be learned for other disciplines separately, but disciplines marked as opposites cannot be learned once its diametric skill has been obtained. Further, a formula of how to create an item must be known. Like alchemy, formulas are traded, sold, shared, researched and stolen. Additionally, recipes are complex and must be written down. However, once a process is acquired and the necessary consumable materials and the artifice core have been obtained, the crafting can begin. There is a daily DC that must be rolled; bonuses to rolls are based on the prerequisite skill. When successful, that value is added to the running total. If the threshold value is reached before the expiration days for the item, then it is successful. If not, then the item fails. Either way, the consumable materials are destroyed and the artifice core could be. When performing this, the GM will provide additional details specific to the item being crafted.</p>		
<p>Discipline</p> <ul style="list-style-type: none"> Lawful (Opposite of Chaos) Chaos (Opposite of Lawful) Good (Opposite of Evil) Evil (Opposite of Good) Divination (Opposite of Illusionary) Illusionary (Opposite of Divination) Alchemical Cold (Opposite of Fire) Fire (Opposite of Cold) Lightning Necrotic (Opposite of Smite) Poison Smite (Opposite of Necrotic) 		
<p>Karma Attainment: 1 Week in location of artificing origin (church, forge, tower)</p>		
Artifice Research	Artifice Discipline	Mind 16+
<p>This skill offers two benefits. First, it can identify magical items more quickly than the <i>magical research</i> skill and without the need of a library. After only one full day of studying, the researcher rolls against the DC of the item (as described in <i>magical research</i>) with his or her Logic score bonus and an additional +3 bonus from the skill. If successful, the magical properties are known. If unsuccessful, the item can continue to be studied and another roll made the following day. The second benefit is determining the artificing formula by examining a magical device. This only works for items that can come into creation by artificing and not all magical items can. However, if possible, then using the same process as if crafting the object, but substituting weeks for days to accumulate DC rolls towards the threshold, then if successful, the formula will become known. Unlike <i>alchemical analysis</i>, this research does no harm to the device examined.</p>		
<p>Karma Attainment: Long Rest in a library or scholarly site</p>		
Bowyer	No Skill Requirement	Agility 3+
<p>This skill conveys to ability to create bows, crossbows, arrows and bolts.</p>		
<p>Karma Attainment: Long Rest at archery range or the like</p>		

Vocational Skills

Brewing			No Skill Requirement	Spirit 10+			
<p>This skill allows the creation of beer and mead through fermentation. Brewing ale and other drinks have several components: batch-size, ingredients, DC, interval, success, maximum time and shelf life. After crafting the ingredients in the appropriate quantities, a d20 against the DC is rolled for each interval. If having <i>distillery</i>, <i>homeopathy</i> or <i>alchemy</i>, then additional d20s for each can be added to the roll. If any die is successful for the interval, then the highest raw die value is tallied against a running total. When the value reaches the success value, then the brew is complete. However, if the success value is not reached prior to the maximum time, then this lot is ruined. When brewing several batches at once, the character may choose to roll against each batch, the whole set or in divisions of his or her choice. Lastly, due to routine ingredient handling, one's risk for handling poison is reduced to DC 3 to avoid self-infliction.</p>							
	Batch-Size	Ingredients	DC	Interval	Success	Max Time	Shelf Life
Ale, Normal	120-Flagon Barrel	80 lbs Barley	8	Weekly	22	5 weeks	1 year
Ale, Stout	120-Flagon Barrel	120 lbs Barley	9	Weekly	24	5 weeks	1 year
Liqueur, Fruit	30-Flagon Firkin	75 lbs Fruit 5 gal Cheap Rum	10	Weekly	23	6 weeks	3 years
Mead	30-Flagon Firkin	25 lbs Honey	9	Weekly	24	6 weeks	2 years
Wine	60-Flagon Cask	300 lbs Grapes	10	Weekly	25	6 weeks	10 years
Karma Attainment: Long Rest in a bar or brewery							
Bridge Building			Architecture and Engineering	Logic 4+			
<p>With this enhanced skill, the engineer can create plans for building simple bridges and aqueducts, upwards to 5000 cubic feet. This is not the actual creation of the bridge, but rather the designing and planning for one. Those with a <i>masonry</i> or <i>carpentry</i> skill can be the laborers to build the structure from the plans. Building time is 1 cubic foot per day per worker. For each worker over the first for a single build increases the time, which is detailed in the Game Masters section.</p>							
Karma Attainment: 1 Week at a bridge							
Carpentry			No Skill Requirement	Perception 3+			
<p>The basic skill of constructing simple wood structures.</p>							
Karma Attainment: 1 Week in a wood shop							
Cold Forging			No Skill Requirement	Strength 3+			
<p>Cold Forging is the use of either hammering and pounding of wrought iron or chipping and chiseling of stone to shape a product into a weapon or other products. The material result is either "cold iron" or stone. Times to produce are 50% longer than with a kiln, unless one is a dwarf who only take 20% longer than fire-forging.</p>							
Karma Attainment: 2 Weeks in pounding iron and rocks							
Cold Metallurgy			Enchanted Metals	Muse 4+			
<p>Can work grow adamantine and other crystalline metals for forging weapons and armor.</p>							
Karma Attainment: 2 Weeks in specific foundry							
Cooking			No Skill Requirement	Muse 3+			
<p>Cooking is exactly what it sounds like - the ability to cook and prepare food. Cooking uses raw meat and ingredients to prepare a meal. However, this has an advantage for the adventurer on the road to add a bit of variety for any "road kill" that happens.</p>							
Karma Attainment: Long Rest in a kitchen, bakery							

Vocational Skills

Distillery		Brewing			Perception 3+	
<p>This skill allows the creation of liquors, spirits and minor chemicals. <i>Homeopathy</i> or <i>alchemy</i> can each add d20s to the chance of success rolls; however, as <i>brewing</i> is a requirement, it will not aid with this skill. The better of the head craftsman's Muse or Logic bonus can be added to these rolls.</p>						
	Batch-Size	Ingredients	DC Interval	Success	Max Time	Shelf Life
Absinthe	30-Flagon Firkin	5 lbs Herbs 5 lbs Sugar	12 Weekly	24	6 weeks	1 year
Acid Splash	1-Flagon (8 uses)	10 lbs Salt 1 pound Copper 1 pint Ethyl Alcohol	13 Daily	25	2 days	3 months
Bonfire Blend	1-Flagon (8 uses)	12 Tbsp Jaffray 1 lb Phosphorus	13 Daily	48	5 days	1 month
Bourbon	60-Flagon Cask	50 lbs Corn 10 lbs Barley	12 Quarterly	60	4 years	20 years
Coma Draught	1-Flagon (8 uses)	8 Tbsp Laishaberries 1 gal Ethyl Alcohol	13 Daily	42	6 days	3 months
Ethyl Alcohol	30-Flagon Firkin	500 lbs Corn	10 Daily	40	10 days	3 years
Rum	60-Flagon Cask	15 lbs Sugar 1 gal Molasses Various Spices	11 Quarterly	60	5 years	20 years
Smelling Salts	1-Flagon (8 uses)	24 Tbsp Venus Flora 1 gal Ethyl Alcohol	10 Daily	35	10 days	1 year
Sun Oil	1-Flagon (8 uses)	8 Tbsp Jaffray 12 eggs 1 gal Ethyl Alcohol	10 Daily	38	6 days	1 year
Whiskey	60-Flagon Cask	40 lbs Rye 15 lbs Barley 5 lbs Corn	11 Quarterly	40	2 years	15 years
Karma Attainment: 1 Week in a brewery or medical lab						
Enchanted Metals		Enhanced Metals			Body 16+	
<p>Can work with special metals for forging weapons and armor. This also acts as a prerequisite for <i>artifice discipline</i>, granting Strength modifiers as a bonus to daily crafting rolls.</p>						
Karma Attainment: 2 days near a kiln						

Vocational Skills

Engineering	Mathematics	Judgment 4+
<p>This is the basic understanding of mechanics and structures. It allows the building of simple structures. Some routine actions can be performed with a Logic feat save. These are: identifying weak points in walls and structures; calculating large volumes by sight; converting weight and evaluating sturdiness. The DC for these is 9 with the skill; without the skill is a DC18. The GM should give an answer when calculating or evaluating quantitative values even if the roll is failed. A guideline would be to be off 10% per point missed. Other feats as deemed reasonable by the GM can also be made. Additionally, the engineer can create and set simple spring-loaded or weight-shifting traps. In combat, if materials exist, an engineer can create a temporary melee weapon, which acts with the weight and balance of a specified one, allowing any character to use it with full skills rather than as a "improvised weapon." For example, if a combatant in the group has <i>swords</i> in addition to <i>melee fighting</i>, the engineer could fashion a "sword" from a scabbard and broken door handle to act as an actual sword, allowing the combatant to roll 2d20 in an attack, instead of just 1d20 for a random weapon. However, the make-shift sword will break on a score of a 'natural 1" on either die set. Ranged weapons cannot be fashioned this way. The time to create is an action in combat. Lastly, <i>engineering</i> can offer bonuses to the <i>architecture</i> detail under that description.</p>		
Karma Attainment: 1 Week at a scholarly site or similar		
Enhanced Metals	Armoring or Weaponsmith	Body 13+
<p>This allows a lesser metal-working skill to use techniques of silvering and crude carbon-steel. Silvering weapons allows them to get around the damage resistance of some creatures. Silvering weapons add 100 bits to the cost. Steel weapons gain a +1 to hit, but inflicts damage as a normal weapon. They cost an additional 200 bits or three times, whichever is greater. Armors made from crude steel are 1 point higher in armor class. More details can be found in the Game Master section. However, silvering a steel weapon is not a successful technology. It can be done, but the plating falls from the steel quickly, making it a moot method.</p>		
Karma Attainment: 1 Week at specific forge		
Exotic Hides	Leatherworking	Muse 4+
<p>Create leather armor from monster hides.</p>		
Karma Attainment: 1 Week at a tannery		
Farrier	No Skill Requirement	Strength 3+
<p>The farrier skill is that of shoeing horses. This is most often performed on a horse, but it can include a borgaaz, goat and a mule. When shoeing an animal its burden increased by 100 pounds.</p>		
Karma Attainment: Long Rest in a barn or the like		
Fishing	No Skill Requirement	Will 3+
<p>Someone with a <i>fishing</i> skill can fish from the bank with poles, use traps and nets in shallow waters or even troll with larger nets from a boat. Assuming normal populations in the area fished, a person can produce 10 meals per day and double that on Agility feat skills roll (DC:14). If the person also has <i>wilderness lore</i>, then +3 is added to the roll.</p>		
Karma Attainment: Long Rest near a body of water		

Vocational Skills

Forensics

Homeopathy and
Medical Zoology (Any)

Logic 4+

By use of *forensics*, an examiner can conclude with a high degree of accuracy the cause of death of a corpse. If looking at an animal mauling, most persons can deduce this, assuming the body is less than a week old. However, someone with *forensics* can gain the size category and from the bite marks or clawed incisions determine some details about the predator. If the cause of death cannot be determined by external examination, then if a laboratory is available, an autopsy can be performed to test for a toxicology and for magical evidence in the flesh. The chart below is used for a person with this skill via a **Logic** check to discover what occurred. Of course, things that did not happen to the corpse would not be rolled.

Discovery

DC Failure

Exterior

Mauling/Weapons	3	Additional injuries post-death, or wounds don't appear severe enough to be a fatality
Size of Attacker	8	Angles of the attack create confusion
Weapon or "Appendage"	10	The wounds are inconsistent, possibly due to post-death issues
Specific Creature	17	This can only be determined if Size and Weapon are known
Burned by Fire	4	Burns obvious but source unknown or whether it is actual cause
Burned by Lightning	7	Burns obvious but source unknown or whether it is actual cause
Burned by Acid	8	Burns obvious but source unknown or whether it is actual cause
Life-Draining, Necrotic or Smite	14	No clear cause of death
Toxin Involved	16	No Suspicion
Dehydration	5	Nothing discerned
Starvation	6	Nothing discerned
Asphyxiation	8	Nothing discerned

Interior

Life-Draining, Necrotic or Smite	14	No clear cause of death
Old Age	18	No Suspicion
Heart Failure	14	No Suspicion
Toxin Involved	9	No Suspicion
Dehydration	3	Nothing discerned
Starvation	3	Nothing discerned
Asphyxiation	4	Nothing discerned

Time: For each full week of time after death has occurred while no form of preservation has happened, an additional penalty of -1 is included in the **Logic** roll.

Karma Attainment: 3 Days drawing sketches of death scenes

Vocational Skills

Gambling		No Skill Requirement	Judgment 3+
<p>With this skill, one is an expert at risk analysis. This often applies to playing games of chance for money, but it has a wider application as well. Gamblers may appear lucky, but in truth tend to enter into things where the odds tip in their favor. Ironically, this often makes them persons who are not big risk takers and like to be able to know things that others often overlook. This means that the <i>gambling</i> should not be interpreted as some sort of augury. That said, gamblers are very good at reading other people's tell, meaning that the GM should give the gambler a +1 or +2 bonus in social interactions where there is deception occurring, not a typical barter but rather a broken product, for example. Also, when playing games of chance, if the results are determined by a d20, then the gambler should be granted a +1 on his or her roll. Finally, can also make a karma sacrifice for advantage for only 9 points rather than the typical 10.</p>			
Karma Attainment: Long Rest at a casino			
Gardening		No Skill Requirement	Muse 3+
<p>This is a small scale agriculture skill combined with a bit of artistry. While this can produce 2 meals per day for a small house, it also adds beauty to an area by landscaping flowers, bushes and trees.</p>			
Karma Attainment: Long Rest in a garden			
Gear Mechanics		Engineering	Logic 4+
<p>The specialty allows the design of machines with mechanical motion. While a cart or wagon could be created without this, <i>gear mechanics</i> would permit the building of drawbridge or portcullis. Even a swinging floor as a mechanical bridge between points could be built with this skill. This skill also permits one to sabotage an existing pulley or gear mechanism to prevent it from normal operation. Sabotage is a specific feat if during combat and requires d3 actions to complete. If applied against a one-time mechanical trap, preventing the trap from triggering is successful on a Logic feat save (DC:11) with the roll being secretly made by the GM. As for the time required to build a structure is 1 day of labor per cubic foot of the design. Thus, a wooden twenty-foot drawbridge would be 200 cubic feet for the bridge and 600 cubic feet for the wall face, making the total 800 labor days. Further, there is a 10% addition to the total labor time for each additional laborer. A team of 20 workers could complete this in 120 days. The details of a work project is explained in the Games Masters section.</p>			
Karma Attainment: 1 Week at a wagon factory, windmill or other type site			
Glass-Blowing		No Skill Requirement	Muse 3+
<p>This allows the creation of glasswork. It does require tools and a heat source. This is not directly an artistic skill although it could be. Typically, products made are glassware for the upper class, beakers, flasks and globes. Even crude spectacles could be created from this skill.</p>			
Karma Attainment: Long Rest at glass shop or studio			
Homeopathy		Distillery	Logic 3+
<p>This skill allows for the creation of <i>materia medica</i> from herbs, plants and distilled creations. <i>Alchemy</i> is the only skill which can increase the number of d20s used for success rolls. The better of the head craftsman's Muse or Logic bonus can be added to these rolls.</p>			
	Batch-Size	Ingredients	DC Interval Success Max Time Shelf Life
Healing Salve	6 doses	6 Tbsp Moly 2 gal Olive Oil 1 Lizard Tail	14 Daily 30 6 days 6 months
Lekhan Oil	6 doses	6 Tbsp Belladonna 12 oz Quicksilver 3 Tbsp Iocane Powder Rind of a Sea Sponge	14 Daily 34 7 days 1 month
Subsistence Cube	6 doses	6 Tbsp Pattran 1 oz Red Mercury 2 lbs Sugar	14 Daily 34 7 days 1 month
Karma Attainment: 1 Week in a lab or brewery			

Vocational Skills

Hunting	No Skill Requirement	Resilience 3+
Of course so sort of weapon, typically bow and arrow, is required for this skill. However, a hunter performs for a week at a time to determine how much food he brings in. At the end of each week, a d20 is rolled. That raw number times 10 is the number of meals from the game he or she got during that week. If the person also has <i>wilderness lore</i> , then another d10 is rolled for the meal calculation.		
Karma Attainment: Long Rest in wilderness		
Hydraulics	Engineering	Perception 4+
Hydraulics allows the creation of pipelines for gas and fluid delivery. Pipelines will either be ground-drains or buried clay-stone tubing. This skill is for design and project oversight, not the building itself, which is performed by laborers. The time to build a pipeline is based on ten-feet in length per day. For each foot of depth required, one addition half-day per ten-foot section is required. Therefore, 500-feet of ground-drain requires 50 days of labor, but 500-foot pipe five feet deep requires 125 days of labor. As with all labor projects, for each worker over one, an extra 10%-time estimate is added; however, due to the nature of leveling and fluid mechanics, only one location can be worked at a time, meaning the project can't be split into different sections to perform simultaneous effort. Again, details for labor projects can be found in the Games Masters section. One additional bonus is if an engineer has both <i>hydraulics</i> and bridge building, then total cubic feet for a bridge or aqueduct project is increased to 10,000 cubic feet.		
Karma Attainment: 1 Week at an Aqueduct, Sewer or similar		
Knots	No Skill Requirement	Agility 3+
Most tasks involving rope are relatively simple and often do not require a feat; however, without this skill a GM may secretly roll a Strength feat (DC:10) to ensure a knot holds, such as on a grappling hook or binding a captive. However, with this skill which is often taken in conjunction with <i>sailing</i> , it guarantees the knot will hold. Further, this skill allows specialty knots, like slipping ones that slide or loosen by tugging. It further means the skilled character can tie knots one-handed, something not possible without this skill. As such, someone with <i>knots</i> also has the opportunity to untie a secure knot by which the person is being bound. This is significantly slower than being bound but can be attempted each five minutes with success if rolling a Agility feat (DC:16).		
Karma Attainment: Long Rest with length of rope		
Lapidary	No Skill Requirement	Agility 3+
This is the skill to cut gems, gild metal and create jewelry. It also requires a stationary workshop. A trinket can be produced in a day, but a masterpiece may require a month.		
Karma Attainment: 3 Days with jeweler's tools		
Leatherworking	No Skill Requirement	Will 3+
This skill allows the creation of cloaks, robes and light armor from various skins, fabrics and materials. It requires a workshop.		
Karma Attainment: Long Rest in a tannery		
Legal Work	No Skill Requirement	Judgment 3+
Such a skill allows a character the working understanding of the legal system of a region, kingdom or society. It conveys the ability to make arguments and petitions in a court that will be taken seriously.		
Karma Attainment: 1 Day of Activity in a Court Room		
Life-Chanting	Alchemy and Mago-mathematics	Logic 6+
This skill allows the creation of life via constructs. The details of how to build various forms is available from the GM.		
Karma Attainment: 1 Month in a lab or morgue		

Vocational Skills

Linguistics	No Skill Requirement	Perception 3+
<p>With <i>linguistics</i>, a person becomes proficient in languages and dialects. Due to an expertise in grammar and etymology, any mortal language can be partly interpreted. For each sentence heard or read, can be translated on a Logic save feat (DC:16). For each language the linguist knows, there is a +1 bonus. However, extraplanar languages, such as abyssal or infernal, cannot be translated. Also, someone with this skill can learn a new language through self-training in only 3 months and 2 months with a mentor.</p>		
Karma Attainment: 1 Week in a library or similar		
Locksmith	No Skill Requirement	Agility 3+
<p>By the way of locksmithing, one creates standard locks. Further, if used with the <i>lock-picking</i> skill, then one gains a +3 bonus on the roll to open the lock.</p>		
Karma Attainment: 1 Day Activity of assembling lock mechanisms		
Lore: Archeology	No Skill Requirement	Logic 3+
<p>This is the study of ancient civilizations. An archaeologist is at home with excavations, old potsherds, inscriptions, etc. The skill allows a roll to let one answer questions about ancient history, or identify artifacts and dead languages.</p>		
Karma Attainment: A week of study		
Lore: Biocartology	No Skill Requirement	Logic 3+
<p>This is the study of the lifesong and auras of living things. One understands the energy construct and patterns of a lifesong. With a day of examination, one with this skill might glean information from a pattern created from the <i>symbolize lifesong</i> axiom.</p>		
Karma Attainment: A week of study		
Lore: Creature Specifics	Lore: Creatures	Mind 12+
<p>This lore is an expansion of <i>creature lore</i> for a specific taxonomy, such as anthropoid, mutants or undead. Even celestials or fiends could be selected. However, to pick up another classification of monster, another skill would have to be obtained. Nonetheless, for the identification of a creature in that group, the DC is lowered by 2 points (typically DC:10), and two d20 rolls (at advantage) are permitted to check for success.</p>		
Karma Attainment: 3 Days in scholarly site		
Lore: Creatures	No Skill Requirement	Mind 10+
<p>This is a scholarly skill of the general information of animals and monsters. Someone with this skill can identify many creatures on the spot, meaning the attack methods or strategies of the creature would be known, as well as any resistances or special weaponry needed to harm it. This identification is successful on a Judgment feat (DC:12) for the typical creature; however, this is limited to beasts of the native plane of existence. Celestials, fiends or other extraplanar creatures would be require a DC of 20, and even very rare creatures might be modified by the GM to a required 15 or higher.</p>		
Karma Attainment: Long Rest in a scholarly location		
Lore: Economics	No Skill Requirement	Logic 3+
<p>This is the study of the theory of money, markets, and financial systems. It is mainly an academic skill, but a successful skill roll allows one to predict the economic impact of events in the game world: the assassination of a political figure, the demolition of a foundry, the introduction of a new magical device, etc</p>		
Karma Attainment: A week of study		
Lore: Flora	No Skill Requirement	Mind 10+
<p>This skill allows one to identify all common plants, trees and bushes in the region. If a plant is a monster, magical or outside of the region, then success is made on a Judgment feat save (DC:13) for identification. If there is a truly unique or extraplanar plant encountered, then on a DC:20, the person could have reasonable knowledge from guess work based on similarities to other plants.</p>		
Karma Attainment: Long Rest in the wilderness		

Vocational Skills

Lore: Geography	No Skill Requirement	Logic 3+
<p>Geography is the study of the physical properties of a planetary surface and its topography. A physical geographer could answer questions about climate, terrain, and so forth.</p>		
Karma Attainment: A week of study		
Lore: History	No Skill Requirement	Mind 10+
<p>This allows a Judgment feat roll when historical knowledge would allow the character to know something others would not. There is no direct baseline, but story plots should typically have their own DCs defined for historical clues or information. When another creature attempts to remember determined by a feat roll, if historical information or dates are valuable to the recall, then the person with this skill can help by adding +1 to the other being's feat roll.</p>		
Karma Attainment: Long Rest in a library		
Lore: Literature	No Skill Requirement	Judgment 3+
<p>This is the study of the great writings. A student of literature would be knowledgeable in the realms of old poetry, dusty tomes, criticism, etc. This can be useful for finding clues to hidden treasure, sunken lands, ancient secrets, and the like. The work in question must be available in a readable language.</p>		
Karma Attainment: A week of study		
Lore: Miasma	No Skill Requirement	Logic 3+
<p>The study of the spread and origin of disease. This skill can help identify a disease and its origin. It can be increase the odds of success when combined with <i>forensics</i>, medical skills, and <i>mathematics</i>.</p>		
Karma Attainment: A week of study		
Lore: Occult	No Skill Requirement	Mind 12+
<p>This is similar to the history skill only it is specific to knowledge of events and persons involved with things of a preternatural state, such as stories of power struggles in Hell between Asmodeus and Belial or the hierarchical ranking of angels in command. The lore does not give specific information about creatures, as that would require a <i>creature lore</i> or <i>creature specifics</i> skill, but it could aid in certain checks based on the determination of the GM. For example, knowing the ranks of angels would not convey any information about the powers of the different angels. However, if having this skill in conjunction with <i>creature specifics</i> about celestials, then knowing how the gate-power of an angel might be allowed two rolls to determine success. Lore can combine additional die rolls for success, at the ruling of the GM. Normally, however, knowledge gained via the <i>occult lore</i> skill would permit a character to roll a d20 against a DC to know information. There is no direct baseline, but varying events should have their own DCs set by the GM.</p>		
Karma Attainment: One week in a library		
Lore: Planar	Religious Studies	Muse 3+
<p>Cosmology is the study of the cosmos — the structure, organization and composition of all that exists. What most people would call the "known universe" is merely the material world; however, there are many other plane of existence. This skill allows some understanding of these other worlds.</p>		
Karma Attainment: A week of study		
Lore: Sapientology	No Skill Requirement	Logic 3+
<p>This study is similar to archeology except it focuses and specializes on the behaviors, traditions and` cultures of other peoples and past societies. Knowledge is more akin to sociology of different peoples.</p>		
Karma Attainment: A week of study		
Lore: Stone History	Mineralogy	Mind 12+
<p>This conveys a general knowledge and history of stonework and designs. This allows a +4 bonus rolls involving history related to the origin of stonework. Further, in conveys a +2 bonus on perception checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that is not stone but that is disguised as stone also counts as unusual stonework.</p>		
Karma Attainment: 3 Days talking to rocks in a quarry		

Vocational Skills

 Lore: Thaumatology 	 No Skill Requirement 	 Logic 3+
This is the academic study of magical theory and the chimerics of arcane magic. The main use for this skill is magical research, as it will allow <i>magical research</i> checks to be made at advantage.		
Karma Attainment: A week of study		
 Lore: Viticulture 	 No Skill Requirement 	 Logic 3+
This the theoretic understanding about cultivation and harvesting grapes for the purpose of wine-making. Combined with <i>brewing</i> , this skill lowers the DC for making wine to DC:9.		
Karma Attainment: A week of study		
 Maestro 	 Musician (Specific) 	 Muse 5+
With the <i>maestro</i> skill, one becomes a master in a specific musical instrument. The progression of this skill works as its predecessors.		
Karma Attainment: 3 Weeks Activity of practicing instrument		
 Magical Reading 	 Linguistics 	 Perception 4+
This is an enhancement of <i>linguistics</i> that extend into exotic and magical languages. Extraplanar languages can be translated similar to mortal ones by linguistics on a Logic feat save (DC:16); however, there are no bonuses for languages known. This also grants an additional +3 to the save for translating mortal sentences from the <i>linguistics</i> skill. However, the most auspicious benefit of this skill is the chance to read truly magical verbiage, such as divine scrolls or runes. There is a chance someone with this skill could cast the magic from a scroll or activate rune-magic from a stone. The baseline is DC:14; however, the more powerful the invocation or rune, the more difficult the DC becomes. For divine magic, the priestly point cost divided by two (rounded down) is the increase of the DC. For runic magic, for each 100 points of cost for the creation of the rune increases the DC by 1. However, the expert linguist is permitted to add his Perception modifier to the feat roll. If it is successful, then the scroll or rune is successfully identified and the character can choose to cast or activate the item when desired.		
Karma Attainment: 1 Week Actively Studying		
 Magical Research 	 Lore: Either Occult or Thaumatology 	 Mind 15+
With this skill and access to a library or similar source of knowledge, the scholar has a chance to determine what a magical item does. Libraries range in knowledge. A personal study of a village sage might add +1 to the research roll, while a grand metropolitan library could add up to +5 against the DC. Research requires one day plus an extra day for each bonus of the library. Thus a village-sage study researcher would spend two days and gain a +1 bonus, while the metro-librarian could spend up to six days for a +5 bonus. Of course, less than the maximum could be spent in duration with diminished bonus. The item itself will have a DC, rated by the GM. Simple, single-purpose items, like an elemental sphere, would be around a DC:5; while a rare and powerful item, like dimensional shackles, would be about DC:18. At the end of the scholar's research, the GM secretly rolls the save. The scholar adds his or her Judgment bonus as well as the library bonus. If successful, the general working purpose is known, although specific numbers, charges, duration or other details would not be known. Further, a history and name can be learned, which may add further to the wonder of the magic. If the roll fails, then nothing is known -- except on a "natural 1" where false information is believed to be true. (GMs practice your poker face)		
Karma Attainment: 2 Weeks in a library		
 Mago-mathematics 	 Mathematics 	 Logic 5+
This skill conveys an understanding of supernatural mathematics used in life-songs, teleport sigils, etc. It further increases the bonus on success rolls for <i>homeopathy</i> and <i>alchemy</i> to +2. Additionally, all DCs cast from axioms by a mago-mathematician become increased by 2.		
Karma Attainment: 2 Weeks of Actively Calculating Magical Math Equations		

Vocational Skills

Management	No Skill Requirement	Will 3+
<p>This allows an ordered control of an organization with less bureaucracy. If combined with other skills that supervise others, such as <i>agriculture</i>, then the number of persons managed is doubled. Using agriculture as an example, instead of the maximum land being 25 acres and 25 people, up to 50 acres with 50 people could be managed by a single person. It also lessens the cost of adding extra persons to a building project to only 5% labor time. Finally, it allows sections of a project, normally requiring the focus of one work crew into two crews; thus, cutting time in half.</p>		
Karma Attainment: 3 Days Studying a Bureaucracy		
Masonry	No Skill Requirement	Strength 3+
<p>Any stonework must be done by a mason, and this occupation includes plasterers as well. Further, having a mason allows the use of concrete in a structure. However, this is not an artistic sculpting skill.</p>		
Karma Attainment: Long Rest near a stone wall or building		
Mathematics	No Skill Requirement	Logic 3+
<p>This skill conveys an understanding of basic algebra and geometry. It further grants +1 on success rolls for <i>homeopathy</i> and <i>alchemy</i></p>		
Karma Attainment: 3 Days Actively Working Math Problems		
Medical Zoology	Wound Care	Logic 3+
<p>This skill trains a person in the anatomy and physiology of creatures in the kingdoms of animal, atavistoid and humanish. When performing a medical treatment on a creature from these groups, a bonus of +3 is granted for any check or save against the feat's DC.</p>		
Karma Attainment: 3 Days Studying Anatomy		
Meta-Phrenology	Phrenology	Mind 15+
<p>This is a lore into the study of preternatural psychology, which eventually becomes <i>psionics</i>. This allows one to identify psionic usage on a Perception save feat against DC:16. This means when an effect occurs, it would be known to be psionic rather than magical or other supernatural source. This also grants a practical knowledge of the brain's sensory perception, allowing the person to put oneself in a trance after one minute of meditation to double the normal range of sight, sense and smell. Perception checks are normal, but the detectable distance is greatly increased, meaning whispers normally unheard in the room may be overheard or similar such things. However, this trance cannot be re-entered again before a short rest.</p>		
Karma Attainment: Long Rest in possession of recently removed cerebral material		

Vocational Skills

Mineral Survey		Mineral Survey	Perception 4+
<p>This skill is used to identify whether a potential vein might have an ore, salts or gems. The GM will make a secret roll for detection using the character's Perception against a DC. Of course, the GM will have to decide if anything actually is in the area. If random, then the GM rolls d100.</p>			
d% Roll	Vein Type	DC to Discover	
01	Algidum	15	
02-03	Diamond	14	
04	Scarletite	14	
05-06	Meteore	13	
07-09	Sapphire	12	
10-13	Platinum	11	
14-17	Ruby	9	
18-21	Nickel	8	
22-26	Copper	8	
27-31	Tin	7	
32-42	Salt	6	
43-63	Gangue	n/a	
64-72	Iron	7	
73-80	Zinc	8	
81-84	Silver	10	
85-87	Gold	12	
88-90	Electrum	13	
91-93	Dictilium	13	
94-95	Orichalcum	13	
96-98	Emerald	14	
99	Mythril	14	
00	Adamantine	15	
<p>Karma Attainment: 3 Days sitting and licking rocks</p>			
Mineralogy		No Skill Requirement	Mind 10+
<p>This skill allows one to identify all type of rock, stones and crystal structures, as well as a general understanding of their physical properties. To know the details of a type of rock, the GM may allow automatic knowledge but might require a Judgment feat save (DC:7) for identification. If there is a truly unique or extraplanar stone encountered, then on a DC:15, the person could have reasonable knowledge from guess work.</p>			
<p>Karma Attainment: Long Rest surrounded by a variety of rocks</p>			
Minstrel		No Skill Requirement	Muse 3+
<p>This skill gives the ability to produce music from one type of selected musical instrument. To play another instrument, this skill must be taken again for that specific instrument.</p>			
<p>Karma Attainment: 1 Week in contact with the musical instrument</p>			

Vocational Skills

Mixtures	Distillery	Judgment 3+
<p>The <i>mixtures</i> skill is general knowledge of how herbs, brews and chemicals combine. What this provides is a field test of a potion or oil to identify on a Logic feat save (DC:16) for novel and unfamiliar blends without destroying the dose. Further, if in a lab and trying to identify a batch of potions, then with the destruction of one dose, the others of the same kind can be known without a roll. Lastly, this conveys the ability to handle poisons without a risk of self-infliction. From a construction value, this skill permits use of concrete without being a mason.</p>		
Karma Attainment: Long Rest in a bar or lab		
Musician	Minstrel (Specific)	Muse 4+
<p>This is an enhanced version of the <i>minstrel</i> skill. The prerequisite is having that skill for the specific musical instrument. To become a musician in another instrument, this <i>minstrel</i> skill for that new instrument must first be acquired.</p>		
Karma Attainment: 1 Week actively practicing the instrument		
Papermaking	No Skill Requirement	Will 3+
<p>This skill allows the various methods of creating paper, vellum and similar materials.</p>		
Karma Attainment: Long Rest in a pulp mill		
Phrenology	No Skill Requirement	Mind 12+
<p>This skill allows understanding the mind of another anthropoid or atavistoid creature. It requires physical contact with the target, who must be generally willing or unconscious during the process. <i>Mental fortitude</i> will not protect from a reading of this type, as this is a physically tactile reading. However, <i>dark mind</i> would still prevent the reading. Typically, fifteen minutes of touching, familiarizing and reading the target is needed to understand the analysis. With this skill, the phrenologist can acquire two pieces of information: race history and the target's best skill. This will reveal the hereditary past of 2 generations but not the specific parents, or if the entity has 25% or more blood of a particular race. Secondly, the most costly skill (by measure of karma) is known. Further, the phrenologist may attempt to gain additional details. With an additional 15 minutes of examination, the target's primary motivation can be determined with a Perception feat (DC:12). If the phrenologist is successful, he or she will know what drives the target in a highly generalized sense: fame, greed, religion, adventure, guilt, etc. This is the motivation of the person's purpose, not the basis of a specific action. The paraphrasing of one's ideals or bonds might be given by the GM. If that is successful, the examiner may spend another 30 minutes to question a single action and discover the motivation for it. However, another Perception feat (DC:14) by the phrenologist must be successful. Assuming that is successful, the phrenologist can perform a truth-reading, detecting the physical, psychic changes if the target tells a lie – so long as physical contact is continued. Some types of divine protection or extreme magic may be able to thwart this reading, but no common protections obstruct the reading. This may appear like a very long and drawn out "Vulcan mind-meld," but at this point the examiner asks the target a question, when an answer comes, the GM rolls another Perception feat (DC:16). If successful, the phrenologist knows whether the answer was truthful or not - and may ask another question. If not, then the connection is broken and the examination is over.</p>		
Karma Attainment: Long Rest while surrounded by medical skills		
Poison Treatment	Wound Care and Homeopathy	Muse 4+
<p>To perform the treatment of this skill, one must have a medical kit. This requires two actions (20-seconds) to cut, cup and apply a tourniquet to prevent the influence of a poison. At the end of the second action, the medic rolls a Muse check against DC:13. If successful, this the poison will be effectively neutralized within 2d4 rounds, half that time if the patient is a dwarf or resistant to poison. However, the procedure will inflict a single point of damage to the recipient. While this is not fast-acting, it can be performed mid-battle if the GM agrees conditions are proper.</p>		
Karma Attainment: 1 Week of active work in a hospital or medical lab		

Vocational Skills

Project Bureaucracy	Management	Spirit 13+
<p>This skill allows an organization to make more efficiency from its bureaucracy. If combined with other skills that supervise others, such as <i>agriculture</i>, then the number of persons managed is tripled. Using agriculture as an example, instead of the maximum land being 25 acres and 25 people, up to 75 acres with 75 people could be managed by a single person. For group projects, it allows the use of managers to coordinate and plan work. It will add 10% to the cost of the project, but reduce the time for adding extra persons to only 3% labor time. Further, it allows sections of a project, normally requiring the focus of one work crew into four crews; thus, cutting the base time to 25 percent.</p>		
Karma Attainment: Long Rest		
Psionics	Meta-Phrenology	Mind 16+
<p>This is the next step in parapsychology where practical feats may be used. Using the method to enter a trance, similar to the perceptual augmentation from <i>meta-phrenology</i>, additional feats can be performed with this skill. However, this trance cannot be re-entered regardless of its use until a short rest is taken.</p> <p><u>Mental Surgery</u>: This is a method to restore a person from insanity, which is not a simple undertaking. The GM will have more details on how this is performed.</p> <p><u>Minor Projection</u>: This feat is a limited form of astral projection which cannot extend beyond 1 mile per point of Mind score squared. Thus, a psychic with a total Mind score of 12 could extend his or her presence up to 144 miles away ($12^2=144$) from one's physical body. While doing this, the projection is in the very shallow ethereal plane (never truly escaping to the astral) and able to observe things on the material without being noticed naturally. However, magical devices such as a <i>blindfold of etherealness</i> might allow contact, and even a reveal incantation might expose the projection. Sights and sounds can be observed by the projection; however, no interaction with what is being observed can be made. The total time of observance is one round (10 seconds) per point of Mind score. Lastly, while in this state, the projection is treated as a fey spirit, meaning holy ground cannot be entered or seen.</p> <p><u>Remote Viewing</u>: Unlike scrying, <i>remote viewing</i> is sensing information about an object or person regardless of distance or space. There is no visual continuity and no obvious context of the location. Thus, if looking for the corpse of a person, then if that body had been dumped in a lake, things like water, fish, currents would become known to the psychic, but the specific location or even that it was a lake would not be known. However, with continued viewings, a more information (a new word) would be added to the information learned about the object or person sought; however, this could lead to confusion if the object viewed has been moved. If physically visiting a site suspected as a location observed to be the psychic can make a Perception feat against DC:10 to know this is not the location; however, if it is the location, the psychic can only be as certain as "maybe" unless that same save is a "natural 20."</p> <p><u>Telepathic Message</u>: This technique will send a message to a known recipient, who the psychic has visited in person within the last year. The target will overwhelmingly know from whom the message comes. The message is not in any language, but rather telepathically. The communication will be limited to one word per total Mind score of the psychic. No response can be made within the context of this mental connection. Further, skills like <i>darkmind</i> or magic of mind-shielding will prevent the telepathy from reaching its target.</p>		
Karma Attainment: 1 Week of uninterrupted meditation		
Religious Studies	No Skill Requirement	Spirit 10+
<p>Similar to the <i>history</i> skill, this allows one to gain information based on when the story might allow a theologian addition information not commonly known. Further, it can reveal information about undead on a Will feat (DC:9), about fiends and celestials on a Faith feat (DC:14), and about outer planar beings on a Muse feat (DC:16).</p>		
Karma Attainment: Long Rest in a church or temple		
Sailing	No Skill Requirement	Body 10+
<p>This skill allows a person to skipper a vessel.</p>		
Karma Attainment: Long Rest on a boat		
Scribing	No Skill Requirement	Agility 3+
<p>This is the skill of writing, calligraphy, transcription and even forgery. One can create pens and quills with a scribing skill. Additionally, one can transcribe a conversation up to one minute without errors. Finally, a forgery can be attempted which will pass unless one inspects it specifically. Upon inspection, the observer makes a Judgment feat save against a DC base 12+d6.</p>		
Karma Attainment: Long Rest		

Vocational Skills

Skinning	No Skill Requirement	Judgment 3+
<p>This is a taxidermy skill that is sometimes picked up by adventurers. In a societal scene, it is used to process furs and leathers from animals and beasts for clothing. However, adventurers find it useful to preserve the hide of certain beasts they encounter in hopes of creating something from them. Without the skill, the collected hides are improperly preserved and useless. Further, if a character has <i>foul-play</i>, then he or she can extract the poison glands from a slain creature.</p>		
Karma Attainment: Long Rest		
Soothe	Wound Care and Distillery	Judgment 4+
<p>To perform the treatment of this skill, one must have a medical kit. This requires three actions (30 seconds) to administer the ointments and manipulate the spine of the recipient; however, upon completion, this will remove a shaken restriction or reduce a frightened restriction to a shaken condition.</p>		
Karma Attainment: 1 Week of active work in a hospital or medical lab		
Statics	Stone Structures and Engineering	Mind 18+
<p>This skill allows structures in architecture to be constructed in a massive scale. The height limit of a structure is 300 feet (or 30 stories). However, the base must be sufficient to support these super structures, which is 150x150 in this case. The formula is for every 10 feet of height of a structure, the bottom floor must be 2 feet in length and width. Therefore, a 100-foot tall building requires a 50x50 base; a 180-foot tall structure would require a 90x90 base; etc.</p>		
Karma Attainment: 2 Weeks Actively Examining Buildings		
Stimulate	Wound Care and Homeopathy	Judgment 4+
<p>To perform the treatment of this skill, one must have a medical kit. However, as an action, the medic can administer a pill and strike the proper glands to cause the reaction to become instantly activated. The medic must make a Judgment check against a DC:9 for this to be successful. However, if it is, the recipient gains a heightened state of awareness for the following 10 minutes, gaining advantage on all Mind saves and checks for that duration, including Perception checks.</p>		
Karma Attainment: 1 Week of active work in a hospital or medical lab		
Stitch and Wrap	Wound Care and Distillery	Muse 4+
<p>To perform the treatment of this skill, one must have a medical kit. It is a "after-battle" injury treatment like a <i>wound care</i> would be. It is technically an enhancement of that skill, like <i>field medicine</i> but even more advanced. It requires a full minute for treatment; however, it can restore d4 points of damage. Moreover, if any suffering came from "crits" or a "bleed" effect, then this treatment can repair an additional d4 of damage. Like <i>wound care</i> a recipient of the treatment cannot receive another administration until after a long rest and new injuries occur.</p>		
Karma Attainment: 1 Week of active work in a hospital or medical lab		
Stone Structures	Architecture	Mind 15+
<p>With this skill, an architect can build stone structures with the same restrictions as wood. The labor time for stone is 2 days per square foot. This also allows the walling of the outside of a wooden structure with stones or bricks.</p>		
Karma Attainment: 3 Days examining stone structures		
Tailoring	No Skill Requirement	Muse 3+
<p>This is the skill of design and sewing of clothing. It also allows the creation of padded and heavy-padded armor.</p>		
Karma Attainment: Long Rest in a vestuary		

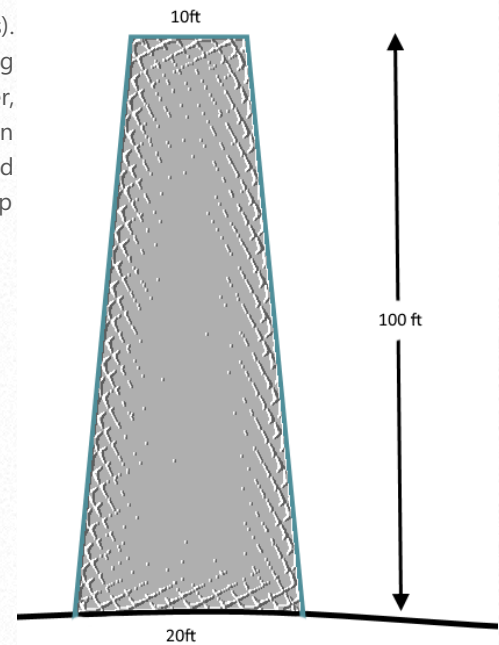
Vocational Skills

Towers

This skill allows towers and circular-design in architecture to be constructed more efficiently. The height limit of a structure becomes 600 feet (or 60 stories). However, the base to support these super structures can be much smaller, using different reinforcing to allow such tall towers to stand. For each 100 feet of tower, the base of that section must be 10 feet wider (whether square or circular) than the top of that section. Thus, a 100-foot tower that is 10 feet at the top would require a 20-foot base, while a 600 foot tower which is 10 feet wide at the top would require a bottom floor that is built 70 feet across.

Statics

Mind 19+



Karma Attainment: 1 Week studying a tower

Vocational Skills

Transmutations		Alchemy	Logic 5+
<p>Using various acidic mixtures and chiseling tools, the alchemist can fragment and wash any natural, ore-bearing rock into the pure ore to the maximum efficiency. This can be performed anywhere, so long as the alchemist has access to enough specific solution and the time to complete. The final form of the ore can be either powder or solid. If solid is chosen, the various types of ore will merge into common shapes and weights desired; however, no detail carving can be performed. For each pound of final product, the time to extract is 5 minutes. Thus, if a gold vein existed in a natural wall holding 400 pounds of gold, then the total time required would be a little over 33 labor hours. Further, this would require 100 gallons of solution, costing a total of 48,000 bits. However, the gold extracted would have a value of around 800,000 bits.</p>			
Ore	Solution Qty	Solution Cost	Example
Iron	1 cup / pound extracted	1 bit / pound extracted	0.62 gal for 10 lbs
Tin	1 pint / pound extracted	1 bit / pound extracted	1.25 gal for 10 lbs
Zinc	1 pint / pound extracted	2 bits / pound extracted	1.25 gal for 10 lbs
Copper	3 cups / pound extracted	5 bits / pound extracted	1.87 gal for 10 lbs
Nickel	3 cups / pound extracted	8 bits / pound extracted	1.87 gal for 10 lbs
Silver	3 cups / pound extracted	25 bits / pound extracted	1.87 gal for 10 lbs
Gold	1 quart / pound extracted	120 bits / pound extracted	2.5 gal for 10 lbs
Platinum	1 quart / pound extracted	40 bits / pound extracted	2.5 gal for 10 lbs
Electrum	1 quart / pound extracted	30 bits / pound extracted	2.5 gal for 10 lbs
Dictilium	1 quart / pound extracted	20 bits / pound extracted	2.5 gal for 10 lbs
Orichalcum	2 quarts / pound extracted	50 bits / pound extracted	5 gal for 10 lbs
Meteore	3 quarts / pound extracted	75 bits / pound extracted	7.5 gal for 10 lbs
Scarletite	1 gallon / pound extracted	90 bits / pound extracted	10 gal for 10 lbs
Mythril	1 gallon / pound extracted	250 bits / pound extracted	10 gal for 10 lbs
Algidum	1 gallon / pound extracted	200 bits / pound extracted	10 gal for 10 lbs
Adamantine	2 gallons / pound extracted	500 bits / pound extracted	20 gal for 10 lbs
Karma Attainment: Long Rest			
Weaponsmith		No Skill Requirement	Strength 3+
<p>This skill allows the creation of metal-based weapons, limited to iron, bronze, tin and similar metals. It requires a kiln.</p>			
Karma Attainment: Long Rest at a blacksmith studio			
Woodworking		No Skill Requirement	Body 10+
<p>This occupational skill assumes most woodworking, including the creation of weapons.</p>			
Karma Attainment: Long Rest			

Combat Skills

How to become a bad ass, and strategies once becoming one.

In any RGP, often combat is a large portion of the game. Therefore, taking some method of combat is strongly recommended. While *sorcery* and *divine powers* do give opportunity to inflict damage against another, without some combat training a character will be severely lacking in a physical fight.

A very simple overview of combat is that d20s are rolled and compared individually against the opponent's Armor Class (AC) to determine whether damage is inflicted. Combat skills can be combined. When doing so, this typically allows for an extra d20 to be rolled as an attack. Combat skills that work together in this way are commonly referred to as combat styles. This term "style" is important because it is often used to reference a way of fighting the skills which are able to be combined when fighting that way. Furthermore, fighting with two different styles simultaneously or in a mixed way is not allowed as the general rule. Thus, having *weapon forte* in a dagger wouldn't allow it to be used with *cleaving* skill. (A quiet note: at the upper end, some skills permit exceptions to many general rules).

Archery Weapons	Bashing Things	Using Axes	Thrown Weapons	Pointy Sticks	Edged Weapons
<i>Ranged Fighting</i>	<i>Melee Fighting</i>	<i>Melee Fighting</i>	<i>Ranged Fighting</i>	<i>Melee Fighting</i>	<i>Melee Fighting</i>
Style: Archery	Style: Bludgeoning	Style: Cleaving	Style: Hurling	Style: Pole-Arms	Style: Slashing
Weapon Forte: Long Bow	Weapon Forte: Mace	Weapon Forte: Battle Axe	Weapon Forte: Hammer	Weapon Forte: Glaive	Weapon Forte: Gladius

Some skills offer abilities and deviations to standard combat rather gaining an extra die, such as *dodge*. Many of these skills can be used across different combat styles, such as *dual knifing*, which can be used with either the bashing or slashing styles of combat. Other skills, like *shield-use* are not really tied to any style. However, as some skills can be used together, not all skills do; for example, *melee fighting* will not combine with *ranged fighting*. It must further be noted that many skills have a prerequisite of another skill, skills or perhaps an attribute score. For example, *archery* cannot be picked up until *ranged fighting* has already been acquired.

With all that covered, the critical question is how to hit something! To attack with a single d20, one needs a *melee fighting* or *ranged fighting* skill. Those without a trained combat skill have no dice for which to roll an attack. However, they are not totally helpless and capable of attack; it is considered at disadvantage. For untrained fighters, who are automatically at disadvantage, two d20 rolls are made, but the lower of the two must be used as the combat roll. The same thing happens to those with a single attack die when becoming at disadvantage.

As stated in the [Raw Dice](#) section, any time a raw score of 20 (called natural 20) is rolled, it is considered a hit against the opponent, even if mathematically it was impossible to beat its AC. The same is true for the other end of the spectrum. A natural 1 will always miss, even if mathematically it should connect.

An important note about a natural 20 in combat: since it is a statistical exception, these hits are not subject to be reduced by *deflection*, *rebuff*, *riposte* or other skills or magics that reduce an attacker's effective die score. However, *dodge* can still reduce any single die that is not part of the die-chain, meaning the natural 20 itself or any subsequent crit-rolls resulting from it; thus, if 2d20 are used and one scores a natural 20 while the other is an 18, the die of 18, being the lower one, would still be selected for reduction by the *dodge* skill.

Finally, a quick reminder that skills in the list with the ⚔ symbol can be learned from a trainer or even self-taught using time instead of karma. However, all other combat skills require karma to obtain. The time required and DC checks for the applicable combat skills will be listed in the description.

The chart is ordered by skill cost, while the descriptions are ordered alphabetically.

Combat Skills

Skill	Cost
Melee Fighting ⚔	100
Ranged Fighting ⚔	100
Unarmed Combat ⚔	100
Shield-Use	150
Medium Armor	150
Style Leverage	150
Style: Specialty	150
Ambidexterity	200
Cloak Defense	200
Charging	200
Dodge	200
Drive	200
Martial Arts	200
Mounted Fighting	200
Parry	200
Shield Hand	200
Style: Archery	200
Style: Bludgeoning	200
Style: Cleaving	200
Style: Hurling	200
Style: Polearms	200
Style: Slashing	200
Subdual Control	200
Swarming	200
Targeting †‡	200
Treachery	200
Whip Master	200
Berserker †‡	250
Blade Mastery	250
Commander	250
Deadeye	250
Deflect Missiles	250
Evasive Motion	250
Flail Mastery	250
Footwork	250
Ground-Fighting	250
Hand Dominance	250
Heavy Armor	250
Knockout Blow	250
Lure	250
Martial Disarm	250
Mechanist	250
Ricochet	250
Shield Cover	250
Silk Sleeve	250
Spinning Moves †‡	250

Skill	Cost
Stricture	250
Teamwork	250
Weapon Lock	250
Aerial Fighting	300
Armor Mastery	300
Bleed	300
Bump and Lunge	300
Called Shot	300
Countermove	300
Curved Shot	300
Focused Shot	300
Gang Style	300
Gimp-Gash	300
Grappler's Shield	300
Heavy Blow	300
Marksmanship	300
Pain	300
Rebuff	300
Riposte	300
Rumbling Ground	300
Shield Breaker	300
Style Dominance	300
Stone Throwing	300
Takedown	300
Throttle	300
Two-Handed Fighting †	300
War Charioteering	300
War-Steed	300
Weapon Forte	300
Whip-Blitz †‡	300
Wide Strike	300
Dual Knifing †	350
Impromptu Deflection	350
Shield-Fling	350
Weapon Disarm	350
Whip Steal	350
Aerial Commander	400
Artery	400
Projectile Tricks	400
Shield-Blitz †	400
Shield-Dancing †	400
Sniper	400
Strength Bow	400
Two-Handed Mastery †	400
Uncanny Dodge	400

† Multi-Strike

‡ Multiple Targets

Aerial Commander

Aerial Fighting

Will 5+

This can only be used for an animal specific to the *aerial fighting* prerequisite; further, the ridden must be war-trained. No additional dice are granted; however, the animal can also attack in the same turn as the rider. The animal attack would be a separate attack. However, one final restriction is that the off-hand must be used to control the reins of the animal, limiting other skills that can be used while using an aerial mount.









Primary

Off-Hand

Karma Attainment: 2 Weeks working with the type of flying mount

Combat Skills

<p>Aerial Fighting</p> <p>This can only be used for an animal specific to the <i>aerial reins</i> prerequisite. This grants the ability to fight effectively from atop the beast, gaining the full movement of the mounted creature; however, there are no bonus die granted with this skill. Attempting to fight with <i>aerial reins</i> alone slows the movement of the ridden by 30 feet in addition to the penalty from <i>aerial reins</i>, which places the rider at disadvantage for combat and requires a Strength feat against a DC 13 each round or fall from the mount. Finally, the off-hand must be used to control the reigns of the animal.</p> <p>Karma Attainment: 1 Week working with the type of flying mount</p>	<p>Aerial Reins</p>	<p>Will 4+</p> <p> </p>
<p>Ambidexterity</p> <p>This skill allows for the off-hand to become the primary hand for die pools, but by itself this skill still only permits a single die pool to be used during the attack action. Thus, this is not a “multi-strike” ability but rather the ability to use either hand as the die pool with which to attack. This allows a couple of options as one could hold different styled weapons in each hand, assuming neither is <u>heavy</u> or required two hands, and switch methods of attack every other turn without the movement penalty for switching weapons. It also offers the option when having one’s weapon pinned or disarmed, to use the already equipped weapon with no penalty or use a reaction to draw a new weapon with a free hand. Further, it allows an enhancement when combined with <i>two-handed fighting</i> which allows <i>parry</i> to inflict -2 to incoming melee attacks instead of the normal <i>parry</i> benefit; this assumes at least one of those weapons has the <u>parry</u> property. Lastly, if the off-hand is free, then it is possible to reduce the primary hand die pool to 1d20 for a pure attack and pick up an item in the same action. However, in this case, the movement penalty would increase to -20 feet or half one’s current mode of movement, whichever is worse.</p> <p>Karma Attainment: 1 Day actively juggling or other dexterous tasks</p>	<p>No Skill Requirement</p>	<p>Agility 5+</p> <p> </p>
<p>Armor Mastery</p> <p>With this skill, one is able bond with metallic, heavier armors to have them act similarly to those that permit an attribute adjustment to AC. By gaining a familiarity of wearing such armors, the person with this skill learns to inject some of their lifesong into the armor while it is donned. From an AC calculation view, this skill permits the wearer to add his or her Will modifier into the AC as a bonus. Thus, if wearing iron ringmail and having a Will score of 6, the armored combatant would change from AC 15 to AC 17 (AC 18 against edged damage). This skill also allows using that Will bonus to be added to any physical area of effect attack that permits half damage, such as <i>fireblast</i>. This bonus will add to any preservation save that is not specifically against the Will sub-attribute; in other words, the bonus cannot be added twice. It will work completely complementary with <i>shield cover</i>.</p> <p>Armor Allowed: Breastplate, Brigandine Chain, Chain Mail, Chain Shirt, Dark Ring, Dwarven Scale, Jack of Plates, Lamellar, Plate Mail, Ring Mail, Splint Mail</p> <p>Karma Attainment: Long Rest in a blacksmith shop or similar</p>	<p>Heavy Armor or Armor Movement</p>	<p>Will 4+</p> <p></p>
<p>Artery</p> <p>This skill works the same as a <i>bleed</i>; however, if any <i>special crit</i> damage is inflicted, as defined in the <i>bleed</i> skill, then the victim loses 1 Body point at the end of his or her turn for d4 rounds or until magical healing can be applied.</p> <p>Karma Attainment: 1 Day actively sharpening weapons</p>	<p>Bleed</p>	<p>Agility 6+</p> <p></p>

Combat Skills

Berserker

Melee Fighting

Body 12+

This is a technique of reckless combat, attacking as quickly as possible against all those around. The skill grants an additional d20 to the primary hand die pool, but all rolls suffer -3 to hit penalties. From there, the primary hand die pool is divided into several die pools equal to the number of dice in the original pool, resulting in many 1d20 die pools. Finally, those die pools must be used against different targets. Targets must be within five feet (or within weapon reach), but no single target can be attacked more than once. The character can move before, after or split among the action, but all strikes must occur from the same location (hex). If there are not enough available targets for all the die pools, then the extra strikes are lost. Remember that attacks on "multiple targets" use the **Strength** bonus by target while the weapon weight is calculated for each die pool strike. For this skill, it would be one in the same. This cannot be used with any skill that uses the off-hand as an attack; thus, *shield-blitz* and *two-handed fighting* are examples that could not be used with the *berserker* skill. For clarity, a shield can be employed while using this skill. Also, a "savage" die pool is also prohibited to be combined with the *berserker* skill.



Karma Attainment: Long Rest with a set of dice in possession

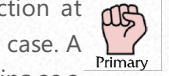
Blade Mastery

Slashing

Agility 4+

Reaction

When in combat and wielding an edged weapon, a blade master is permitted to make a flee-attack reaction at advantage on the attack roll. This includes flee attacks against rapid movement, using a 2d20 die pool in such a case. A bastard sword can be used with this skill, wielded with a *bashing* style, so long as the blade master also has *slashing* as a skill. Despite that being a prerequisite, the difference in styles required this to be explicitly noted. This skill grants a second option for using a reaction, which can be used after a melee attack. It occurs immediately at the end of the player's turn whereby the character enters the defending status until start of next turn. Of course, this ruins the opportunity to use a reaction the following round, as per the rules of defending.



Weapons Allowed: Dagger, Bastard Sword*, Gladius, Longsword, Vidonoir

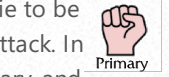
Karma Attainment: 1 Day "talking" with favorite blade

Bleed

Weapon Forte

Agility 5+

When using an edged or piercing weapon of mastery via the *weapon forte* skill, then it is possible an additional die to be rolled if used against an opponent that bleeds. This extra die occurs whenever a raw 18 or higher occurs in the attack. In this case, it is a special crit for the potential of extra damage from bleeding. This bonus works complementary and separately with the heavy weapon tag, *heavy blow* as well as with other crits. This means if a character has *weapon forte* in bastard sword uses it with *heavy blow*, then 4d20 are used for the attack. If any of the dice score a raw 18, 19 or 20, then the special crit occurs for an additional d20 attack, but also the target is placed at disadvantage from the heavy tag and an extra crit is granted from the *heavy blow*. In this example, 4d20 is rolled for the attack, then two separate types of crits can happen if a natural 20 is rolled, one for the *bleed* and one as a natural 20 crit. In this instance, each critical hit is rolled with exploding dice, meaning if those rolls are a natural 20, then another crit and extra die roll is granted. However, *bleed* dice only explode on natural 20s. The same result might occur from a dagger with *two-handed fighting* when scoring a natural 20 on one of the four die rolls. In that case, the natural 20 is a crit and also a special crit, yielding two separate crit rolls. No matter how many raw scores of 18 to 20 occur, there can only be two crit chains occurring.



Karma Attainment: 1 Day cutting meats in a butchery

Blind-Fighting

Center Focus

Perception
4+

When using this technique, it removes the character from attacking at disadvantage and replaces that with a -2 to attack penalty to all dice in all die pools. It does not however, remove the being attacked at advantage from the aggressors. Effectively, this skill removes the disadvantage status; however, if other conditions exist, poisoned for example, that would place the character back to disadvantage, then the attack penalty would not remain in place just because the character has this skill. A character would have to have all disadvantage reasons removed to substitute and override with the penalty replacement.



Karma Attainment: 1 Day navigating a familiar space in the dark or blindfolded

Combat Skills

Bump and Lunge

One of Bludgeoning, Cleaving, Pole-Arms, or Slashing
Strength 5+

This is a specially-trained combat maneuver that acts as a multi-attack. Technically this grants an extra d20 to the attack; however, a single attack of 1d20 must be established first against the target. This first move uses momentum and leverage to lift the opponent into the air; **Strength** can be applied to the attack. The Size Category for both attacker and target must be between Small and Large; other sizes don't have the proper mass for this attack. If the first attack successfully strikes the opponent, then it is momentarily lofted upward with no damage, but at which time the second attack occurs as a normal attack but at advantage. Thus, if a fighter has *melee fighting* and *bludgeoning* to normally attack with 2d20, then the first attack would be with a d20, but the second would be 3d20 (normal plus advantage). If the first attack misses, no second attack is permitted, but the opponent must still make an **Agility** preservation save against a DC equal to the attacker's **Strength** or fall prone. The same is true if no dice from the second attack connect. However, if damage is inflicted from the second attack, then the victim must the same save but this time against double the attacker's **Strength**. Should a monstrous creature have a **Strength** above 12, then a value of 12 (or 24) is used for the DC. This maneuver requires 2d4 rounds before it can be used again.



Karma Attainment: 1 Day lifting and tossing relatively heavy objects

Called Shot

Archery

Strength 3+
Agility 4+

This skill can only be employed with bows and can only be used against a single target. Further, the ammo must be a true, physical arrow, not one of energy or summoned by magic such as with a ring of the hunter. The bow and/or the arrow may be magical, but the ammo must be physical. Using all the dice of the primary hand attack with a bow strikes as if the arrow has a weapon weight as 1 point for each 2 dice used up to a maximum of 2 points.



Weapons Allowed: Long Bow

Karma Attainment: 1 Day spent staring at a bullseye

Charging

Melee Fighting

Body 12+

When running more than 30 feet in a straight line immediately before striking with a melee action, then an additional d20 is added to the primary hand die pool. Thus, if only *melee fighting* is used, the attack would be 2d20. However, this cannot be used in two consecutive melee rounds. Furthermore, if a character has more than one die pool, such as when using *two-handed fighting*, then the extra d20 must be designated to the true primary hand die pool; however, other die pool strikes could also be made if employing this maneuver.



Karma Attainment: Long Rest

Cloak Defense

Melee Fighting

Agility 3+

This is the skill of using a cloak, cape, or net similar to a shield. It provides an AC bonus of +1 and can be used like an item of *parry*. However, a cloak is not as robust as a shield and cannot prevent the disadvantage from a heavy weapon.

Karma Attainment: Long Rest

Commander

Teamwork

Judgment
4+

When fighting in a partnered way, as described in the *teamwork* skill, this skill allows quick simple instructions to be given to one single ally in an adjacent hex, allowing that ally to also gain +1 to hit for every attack roll in every die pool. In no way does this grant that ally to act as if having the *teamwork* skill other than gaining the bonus from the *commander* ally.



Karma Attainment: Long Rest with some sort of symbol of leadership in possession

Combat Skills

Countermove

Rebuff

Agility 5+

Reaction

This is an extension of the *rebuff* reaction; thus, any restrictions or limitations of that skill apply here unless explicitly stated otherwise. As with the similar *riposte* skill, *countermove* uses an initial *rebuff* roll against the incoming hit. However, instead of striking back at the attacker as *riposte* does, this skill redirects the attack into another creature that is occupying an adjacent hex from the original attacker. To redirect the damage, the initial *rebuff* roll must be successful. If that initial roll fails to block the incoming damage, then nothing further can occur. However, if successful, half of the total remaining damage can be pushed onto a nearby target by use of this maneuver. No special damage, such as *infusion of fire* or poison is transferred. Also, that partial damage can only inflict the new target if the highest die of the original attack is capable of striking the new intended victim's AC. As an example, if a 3d20 attack with a heavy weapon and a +2 **Strength** successfully strikes the one capable of *countermove* with all three dice, potentially inflicting 7 points of damage. If the *rebuff* works, then 2 points from **Strength** still damage the original target, but 5 points are thwarted. Now, 2 points (half of the remaining 5, rounded down) can be redirected to the new target, assuming the highest die of the original attack can strike that AC.



Karma Attainment: 1 Day attacking house flies with weapon

Curved Shot

Archery

Agility 4+

This skill can only be employed with bows, granting a minor around-the-corner effect. If cover extended only 2 hexes off of a straight line, then that cover could be ignored or partially ignored. Half and three-quarters cover are completely ignored, as it is clearly less than 10 feet for such circumstances. If complete cover extended under ten feet, then with *curved shot* it would be treated as half cover.

Weapons Allowed: Long Bow



Karma Attainment: 1 Day honing the new skill

Deadeye

Archery

Agility 3+

Whenever the archer has advantage for an attack or if the selected target can be attacked at advantage, this skill exploits the circumstance further by, in addition to the extra advantage die, allowing the lowest die in the die pool of the attack to be re-rolled once, if desired. This skill can be combined with any other range-based skill that can be used during advantage.



Karma Attainment: Long Rest

Deflect Missiles

Melee Fighting

Agility 4+

Reaction

This skill permits a reaction to potentially neutralize the entire attack against the target from an archery or thrown-weapon attack. No weapons are required, and no hands need to be free to use this reaction. If reacting is chosen to be used, then a d6 is rolled and subtracted from the attacker's highest die score of the incoming die pool. If that die score is lessened so that it would no longer hit, then that entire attack damage against the target is deflected away, preventing any damage from being inflicted. Moreover, if a raw 6 is rolled, then the attack is deflected regardless of the math, plus the deflector may choose to catch the weapon so long as one hand is free. However, if any value of the attack is a **natural 20**, the reaction cannot be used, as the attack cannot miss. Magical spells cannot be deflected, which includes any magical effect which turns normal ammo into a magical, non-corporeal projectile, such as some magical arrows. The GM will determine this if the effect or item is ambiguous of the magical enhancement. Furthermore, see the [combat section](#) for details on [reactions](#).

Karma Attainment: 3 Days squatting on pillars

Combat Skills

Dodge

Reaction

Melee Fighting

Agility 4+

This skill permits a reaction to avoid physical damage inflicted by melee. When struck in melee, the one dodging can reduce the score of one of the attacker's dice, so long as that die-score is not a **natural 20**; however, it must be the lowest score of an attack sequence. If more than a single attack was successful against the target from a "multi-strike," the one dodging can choose which attack to attempt to dodge. Further, the dodger is permitted to know whether one die or multiple dice were used in an attack. Once selecting the attack (lowest die) to avoid, a reaction is used, and a d6 is rolled. The result of the sum of the d6 score and **Agility** bonus is subtracted from the lowest successfully-striking die of the selected attack. If that adjusted score is low enough to miss the target AC, then the point from the die is removed and also the **Strength** bonus is removed. Remember, the **Strength** is a one-time bonus for all attacks if it is a "multi-strike." Furthermore, any special damage, such as *heavy blow* crit-damage, *infusion of fire*, poison, disease, or necrotic effect delivered as part of the success of the attack sequence is also negated. Finally, if that is the only successful die of the die pool, then the entire strike acts as a miss and zero points are inflicted as damage. In the case of a "miss," the **Strength** bonus would still be lost for any other "multi-strike" hits. Otherwise, the attack was only reduced to a glancing blow that still inflicted some harm; the remaining die-hits count as one point of damage each in addition to any weapon-weight damage and magic included in the attack. Finally, no **natural 20** can be reduced or removed, nor can any of its extra dice or exploded values be removed. However, unless all the hits are **natural 20s**, then the lowest die can still be reduced. Magical spells cannot be dodged. See the [combat section](#) for details on [reactions](#).

Karma Attainment: 3 Days squatting on pillars

Drive

Melee Fighting

Body 12+

This form of attack forces a character backward, employing all the dice from all the dice pools available. It cannot be used as a "multi-target" attack but instead is a maneuver against a single opponent. That single target can be attacked by several die pools by such *shield-blitz* or *two-handed fighting*. However, by default, it inflicts no damage, regardless of the number of strikes used. This attack merely forces the opponent into a different location. The distance driven is 5-feet per successful dice hit. The direction can be any backwards angle desired by the attacker. This is best demonstrated using adjacent hexes on a battle map. An opponent may use a reaction to make an **Agility** save to avoid the effect. The DC is 12 plus the number of dice rolled. Therefore, if 3d20 were rolled in the drive attack, the DC would be 15. However, even if the save is successful, the opponent will suffer half-damage from all strikes in trade of not being forced to move. This maneuver may not be attempted against creatures greater than one size larger than the attacker (or the mount if using skills that allow effective fighting from one).

Karma Attainment: 1 Day honing new skill

Dual Knifing

Ambidexterity And

One of Bludgeoning,
Slashing or Specialty

Body 15+

Not limited to knives, this technique can employ fighting with both hands whenever the employed weapon has the [light](#) property and the same weapon type (dagger-dagger, mace-mace or sai-sai) is in each hand. This skill permits the off-hand to be used for an additional die pool based on the style of weapon. All applicable skills that increase dice to a die pool are applied; however, for this skill, a single skill can only be applied to one die pool - *melee fighting* cannot exist in both, nor could *style: slashing*, but one could be in the primary hand while the other is in the off-hand. Once all viable skills have been applied as desired, then an additional 2d20 is applied to the choice of one of the die pools to represent the speed of these lighter weapons. Calculating **Strength bonuses** are figured for each target, while weapon weight is by strike. This can be used with *spinning moves*, but without the skill, *dual knifing* it can only be used against a single target. Further, neither *two-handed fighting* nor *two-handed mastery* can be used to grant additional dice, die pools, or effects. Lastly, the only types of maneuvers that can be used with the off-hand are pure attacks; however, the primary-hand could *disarm* or perform another special action from a die pool.

Weapons Allowed: [Dagger](#), [Mace](#), [Sai](#)

Karma Attainment: 2 Days honing new skill



Combat Skills

Evasive Motion

Martial Arts

Agility 4+

This is the training of one's body to move in an uncanny fashion, which effectively grants +2 to AC. This is categorized as the "other" component of armor class. Therefore, it does not combine with magical AC rings or other magical protection. Moreover, it cannot be applied if wearing armor which has an actual weight of 40 pounds or greater. This restriction is true despite having skills such as *heavy armor* or even the racial skill *armor movement*. And it can be used wearing armor between 20 and 40 pounds, but only if the *medium armor* skill has been obtained.



Karma Attainment: 1 Day practicing balancing exercises

Flail Mastery

Bludgeoning

Strength 4+

This is special training specifically with the flail. By sacrificing one dice in a flail-wielding die pool attack, all attack rolls from that die pool gain +2 against opponents with a shield. This cannot be combined with *spinning moves*, but other multi-strike skills where a flail strikes the same target are permitted. For example, *two-handed fighting* using two flails would allow *flail mastery* to apply for each die pool, meaning the loss of the d29 would occur in both pools. Further, if successfully striking a victim with a flail-attack reaction with a flail, the target must make a **Strength** preservation save against DC:8 or be knocked prone. If a "natural 20" were to occur in one or both of the die pools, then the stunning save would additionally be required.



Weapons Allowed: Flail

Karma Attainment: 2 Days honing new skill

Focused Shot

Either Archery or Hurling

With *focused shot*, an archer can gain an extra d20 on the die pool used for a ranged attack; however, this comes with a speed sacrifice for the additional die. The player must be declared at the beginning of the round. When rolling for initiative, a -5 penalty is applied to the roll. Further, the total modified score of initiative can never be higher than 7. Further, the character loses 15 feet of movement on this turn. All dice of the attack must be used in a single die pool and against a single target, meaning it cannot be used with *targeting*. The delay allows for a better-placed shot, thus delivering a higher damage potential.



Karma Attainment: Long Rest

Footwork

Martial Arts

Agility 3+

This skill trains the user to be cognizant of his or her own stances and foot-placements as well as those of the enemy. As a result, this allows the creation of a special die pool, which can be used for a grappling, shoving or tripping attack by using various leg-locking or kicking maneuvers. However, 1d20 must be taken from another die pool to be used in this action to create this special die pool. This *footwork* maneuver is always applied last after the other strikes have occurred. Therefore, if a warrior attacks with a single die pool of 2d20, then 1d20 would remain for the primary hand and a second attack to trip the opponent would also be used. All the size restrictions of grappling, etc also apply when using the *footwork* skill, except should someone with the *footwork* skill be prone, he or she will not suffer the -5 penalty. Additionally, this allows a passive leaping-climb movement. It costs triple the normal movement for each five-foot upward movement, but it allows the user to harness momentum to scale ten feet of solid, non-slick surfaces like the outer wall of a building or even a large tree. If two surfaces are within five feet of another, then bouncing to the other is permitted to continue the climb. However, if movement runs out without reaching a sturdy plateau, the one scaling falls to the ground.



Karma Attainment: 2 Days spent dancing

Combat Skills

Gang Style

Swarming or Teamwork Body 10+

This skill is a technique usually taught to weaker but well-trained bipedal monsters, such as elite goblins or hobgoblins. However, others might find it helpful in some cases. It is a fighting style using numbers against a stronger opponent. For this to work, every warrior involved must have this skill, similar to how *swarming* works; thus, the requirements of that skill also apply here. However, instead of each surrounding combatant gaining bonuses, most are engaged in distraction techniques to allow a single fighter among the gang to obtain significant bonuses. In fact, those being the distractions gain nothing as a bonus to hit; further, those distracting can inflict only one single point of damage because to this method. However, each of the ones distracting lend +2 cumulatively to a single member of choice, plus the weapon acts like a heavy one regardless. Therefore, if four hobgoblins with this skill engaged against a single opponent, three of them attack normally and are limited to a single point of damage; but the fourth gains a +6 bonus to hit, delivers normal damage with the weapon acting as a "heavy" weapon to add 2 points of damage. Further, that hobgoblin would inflict a disadvantage penalty on a raw 18 or higher if the victim has no shield.



Karma Attainment: Long Rest

Gimp-Gash

Slashing

Strength 5+

While it cannot be used every combat round, it is a propitious maneuver. Effectively, the attacker can attack with an edged weapon at advantage at a moment of his or her choosing. Additionally, on any successful strike, the victim must make an **Agility** preservation save against a DC of the maim-restriction of the weapon used as if it rolled a high enough score to force it. To use this maneuver again, the attacker must wait 1d6 rounds.



Karma Attainment: 1 Day practicing

Grappler's Shield

Martial Arts

Strength 4+

While the one with this skill has an established grappling hold placed on a victim and assuming sufficient **Strength**, this permits one to move (at half normal movement) using the victim as full cover unless the ranged shot comes from behind. The grappler can begin movement immediately after establishing the hold rather than having to wait until his or her next turn. Ranged attacks fired at the grappler under cover will strike the held victim if hitting its AC. *Animpalement* maneuver will also strike the victim instead of the grappler. If choosing, on his or her turn, the grappler can push the held victim into another combatant within 10 feet when releasing the hold, which will stun both the victim and the target until the start of their respective next turns. This is performed with the same competition roll as a grappling attempt against the target combatant. If successful, then the held victim is shoved into the target. This maneuver is not an action but rather counts as a reaction; thus, one must be available. However, this leaves the grappler with an action to use after creating the collision.



Karma Attainment: Long Rest

Ground-Fighting

Martial Arts

Strength 3+

This skill removes the disadvantage status when the character is prone. Melee attackers still gain their own advantage, but the victim can fight normally even though on the ground.



Karma Attainment: 2 Days practicing wrestling methods

Hand Dominance

No Skill Requirement

Strength 4+

This skill only applies with fighting in melee; however, it will add +1 to the weight of the weapon from the initial primary-hand die pool. The skill is linked to the physical side of one's body. To clarify, even if the off-hand die pool is permitted to act as the primary-hand, it still cannot gain the weight bonus. However, two-handed melee weapons use the primary-hand die pool when making an attack, meaning the effective weight of such weapons would be 3. Moreover, if using *spinning moves* with this skill, the extra weight bonus is lost. Further hindrances with *hand dominance* is that it is neutralized if ever learning *ambidexterity* as if the skill no longer exists. If *ambidexterity* has been acquired first, then this skill is impossible to obtain.



Karma Attainment: 1 Day of practicing

Combat Skills

Heavy Armor	Medium Armor	Resilience 4+
<p>Similar to the <i>medium armor</i> skill, this one allows armor weighing 40 pounds or more to act as 20 pounds lighter for the calculation of encumbrance. As with other armor skills, this does not affect the true weight or mass of the armor. Further, this has no affect upon any disadvantage values a particular type of armor may have.</p> <p>Armor Allowed: Brigandine Chain, Chain Mail, Ring Mail, Split Mail, Plate Mail</p> <p>Karma Attainment: 1 Day practicing walking and moving in heavy armor</p>		
Heavy Blow	One of Bludgeoning, Cleaving, Polearms or Slashing	Body 16+
<p>Heavy weapons require two hands to wield. Through this skill, any weapon with the <u>heavy</u> tag, can gain an extra d20 added to its die pool. As with all heavy weapons, a score of natural 18 or higher places an “unshielded” victim at disadvantage. However, using this skill, even those with shields suffer the disadvantage effect. Furthermore, if the natural 18 or 19 successfully hits, then it is considered an “exploding” critical hit similar to raw 20. This means the wielder immediately gains another d20 of potential damage. Multiple critical hits from this single attack sequence still only permit one bonus die. To be clear, a natural 18 or 19 is not an automatic hit, and thus it is subject to be reduced by a <i>dodge</i> or <i>rebuff</i>, which could also remove the die-chain of the crit. Regardless, a natural 18 or 19 still inflicts disadvantage whether missing, successful or avoided. This can be employed with <i>spinning moves</i> and <i>berserker</i>.</p> <p>Weapons Allowed: Bastard Sword, Glaive, Great Axe, Halberd, War Maul</p> <p>Karma Attainment: 1 Day smashing rocks</p> <p>Karma Attainment: 1 Day smashing rocks</p>		
Impromptu Deflection Reaction	Deflect Missiles	Agility 6+
<p>This skill requires at least one hand to be free. This will act nearly identical to a <i>deflect missiles</i> maneuver but with an enhancement. When an incoming attack is made from archery or thrown-weapon can be avoided on a d6 (or d8 with enhanced skills) just as the prerequisite. If reducing the highest attack die to neutralize it, the target will grab something, a chair, a book, a tree branch, something, which will be struck instead. Not only will this block the missile, but in addition the obstruction and weapon can be used hurled to any target within 30 feet. That target could be the original attack or anyone else in range. This new impromptu weapon will be thrown with 1d20. If <i>hurling</i> is a skill, then the attack is 2d20. Further the weapon will act as a normal-weight weapon (+1 to damage), despite being a range attack. Unfortunately, no Agility modifier will be added to the damage; thus, the damage will be limited to 2 to 3 points, assuming it hits. The damage type will be considered blunt. There may be circumstances where the GM will not permit this skill if nothing impromptu is available to use to block the incoming attack; for example if one is naked in the desert when attacked.</p> <p>Karma Attainment: 3 Days squatting on pillars</p>		



Combat Skills

Knockout Blow

Unarmed Combat

Strength 3 +

This is a special maneuver where some sort of haymaker is thrown to the head of a bipedal opponent with the attempt to render the victim unconscious. It can be the only action performed and can only affect anthropoid and atavistoid species. If the skill is known to someone not of these species types, then it could also be used against its own kind. A further limitation is the recipient of the strike must be equal or below half its maximum health before the attack or the strike itself must deliver at least half of the victim's maximum health. If neither are true, then the damage is limited to 1 point of blunt damage. Also, the attack must be a "natural 20" or hit 2 points higher the normal AC of the combatant. When successfully striking the opponent with a savage attack, victim must roll a **Resilience** save (DC:10). If the attacker has *subdual control*, the DC goes up by 1 point. With *martial arts*, it increases by 2 points. Those wearing helmets gain the appropriate bonuses to the save. Failing this, the victim is knocked out in a restriction of being *unconscious* until the end of his or her next turn. The strike not not have to be bare-fisted, but the damage must be blunt; thus, a rock, a hammer, a black-jack could be used. If employing a weapon, one must also have an available reaction as well. In this case, if the requirements are not met, the strike will deliver 2 points of blunt damage. Further, if the *stun* conditions of the weapon have a higher DC, then that value is used instead for the **Resilience** save; e.g., the blackjack uses a DC:13. However, no bonuses to that DC are granted by *martial arts* or *subdual control*. Lastly, using a weapon rather than fisticuffs will delay one's initiative by 2 and cannot remove any saved reactions for the round.



Karma Attainment: Long Rest

Lure

Reaction

Melee Fighting

Muse 3 +

This technique is very circumstantial and only useful where an opponent can perform a sneak attack but the victim successfully makes his or her **Perception** check - and this is only useful if the sneak attack will be in melee form. The skill allows the potential victim to continue to appear be unaware, luring the attack. Further, it should be declared before initiatives are rolled or declared at the earliest moment possible. If decided after initiatives have been rolled, the GM may have the two opponents re-roll their initiative scores. The reason this is important is because until the attack comes, someone using *lure* cannot take an action or use movement - meaning if the actor's action occurs before the attack, then it is lost. When the attack on the intended victim does occur, the actor can use a reaction as if it were an attack from the primary hand pool, being similar to the *impalement* maneuver, inflicting damage before the attack comes. Moreover, because of the surprise, the reaction removes the one attempting the sneak attack from being able to *dodge*, *rebuff* or use any parry bonus. If surviving the *lure*, the initial attack is made; however, without the bonuses for a sneak attack (or *backstab* if applicable) because the attack was not really a surprise. Moreover, if the reaction occurs before the person's normal action, then this skill is a special exemption allowing the actor to "hold his action" and would still have that action to use in the round.



Karma Attainment: Long Rest

Marksmanship

Archery

Agility 4 +

At the sacrifice of one attack die from a die pool, all other dice in an archery attack gain a +5 to hit. This can combine with *targeting*, meaning the total dice are split into the possible and desired die pools, then 1d20 is removed from one of those pools. If there is only one die in the pool, then this would remove that die pool.



Karma Attainment: 1 Day of target practice

Combat Skills

Martial Arts	Unarmed Combat	Resilience 3+
<p>This skill teaches balance and fighting. For balance, a +2 bonus for any Agility save involving balance, which includes grappling, pushing, or effects such as the <i>tremor</i> incantation. This Agility bonus is in substitution, not cumulative, for <i>unarmed combat</i> where applicable.</p> <p>As for combat, this skill does not enhance upon <i>melee fighting</i> but rather allows one's fists, arms and feet to be effective weapons. It also allows a choice of Strength or Agility to be used as a damage modifier at the choice of the combatant. The body parts used to deliver such an attack is a bit complex as it can be the primary hand, off-hand, elbows, knees, feet or combinations of any of those. However, despite what is used, this will only deliver 1d20 of blunt damage. However, if one of those body parts is available and has the reach, then it the 1d20 die pool can be used. This is not a primary-hand attack but rather a "savage" attack. To be perfectly clear, even if the primary hand is free and not used in that "savage" die pool attack, no additional attack can be made without other skills that specifically state the partnership with either <i>martial arts</i>. The existing skills that can add dice to the "savage" die pool are <i>savage form</i>, <i>shield-blitz</i>, <i>two-handed fighting</i> and <i>two-handed mastery</i>.</p> <p><u>Savage Form</u>: While <i>martial arts</i> lets one's fists to become weapons, this should not be confused or interpreted that the fist becomes an appendage of <i>savage form</i>. If a martial artist had monstrous body parts, perhaps due to race or magical transformation, then each <i>savage form</i> appendage would add 1d20 to the "savage" die pool. This means if having "claws" and <i>martial arts</i> a 2d20 die pool would exist. Another example would be a lizardfolk with <i>martial arts</i>; in this case 2d20 would be the die pool attack (one from <i>savage form</i> and one from <i>martial arts</i>).</p> <p><u>Shield-Blitz</u>: <i>Martial arts</i> can be the main attack as a "savage" die pool and gain the off-hand <i>shield-blitz</i> attack - effectively having no primary hand attack.</p> <p><u>Two-Handed Fighting</u>: When using it as part of <i>two-handed fighting</i>, the "savage" die pool becomes or acts as the off-hand die pool.</p> <p><u>Two-Handed Mastery</u>: This would force the additional d20 from the <i>mastery</i> skill into the "savage" die pool, which would act autonomously from the other hands. In other words, with <i>mastery</i>, a character would have a "savage" die pool, a primary hand die pool and an off-hand die pool.</p> <p><u>Whip-Blitz</u>: <i>Martial arts</i> can be the main attack as a "savage" die pool and gain the off-hand <i>whip-blitz</i> attack - effectively having no primary hand attack.</p>		
<p>Karma Attainment: 3 Days of honing martial arts</p>		
Martial Disarm	Martial Arts	Agility 4+
<p>This action can only be performed when establishing a grappling hold upon a victim. Upon subsequent turns, the grappler can attempt to disarm the victim by twisting or slamming the weapon arm against the ground or other hard object. This is determined by the holder performing a second grappling attack as a <u>competition save</u> on a d12. The attack can be performed with either Strength or Agility at the choice of the grappler. However, the defender must use only Strength but is further granted a +2 to the roll. If the move is successful, then the weapon is dropped in the same space of the two wrestlers. Nonetheless, the grappler can drag the held victim as the normal grappling rules of half-movement, assuming the victim's weight does not exceed the grappler's encumbrance maximum.</p>		
<p>Karma Attainment: Long Rest</p>		
Mechanist	Archery	Agility 4+
<p>This skill is specific to the use of crossbows and other archery-based <u>mechanical</u> weapons. The first benefit of this skill is it removes disadvantage from crossbows and hand-crossbows when engaged directly in melee. Next it allows speed-loading. For crossbows, one's Agility can be added to the initiative. Hand-crossbows remain unable to be initiative-adjusted; however, when having a free hand, it allows the free hand to aid in loading such that it can be fired each round. However, this means that no shield can ever be employed when executing the rapid-loading stunt. However, there is a second option with this skill that uses the standard firing rate, once per round for crossbows and every other round for hand-crossbows; then performing this way, the mechanist can aim better, gaining +2 to hit rather than the standard +1.</p>		
<p>Karma Attainment: 1 Day actively practicing with mechanical range weapons</p>		



Savage



Combat Skills

Medium Armor	Melee Fighting	Resilience 3+
<p>As explained in the combat section, anyone can wear any type of armor; however, the heavier the armor, the greater the encumbrance. This skill allow the wearing of any armor weighing between 20 pounds up to but not including 40 pounds; however, when doing so, the weight used for the calculation of encumbrance is only 20 pounds. This does not change the structure, weight or mass of the armor, which still weighs exactly as before. The 20-pound value is only for the use of the calculation of encumbrance. Further, should the armor have disadvantage factors to it, this skill makes no changes to those; thus, social, stealth, magic use and range weaponry would remain the same for the armor type.</p> <p>Armor Allowed: Breastplate, Brigandine Chain, Chain Shirt, Dark Ring, Lamellar</p> <p>Karma Attainment: 1 Day dedicated to walking and moving around in armor of the appropriate mass</p>		
Melee Fighting ⏸	No Skill Requirement	
<p>This skill permits combat with any melee weapon, allowing a d20 attack upon an opponent within 5 feet. A weapon must be employed, including improvised weapons such as chairs and frying pans are allowed. However, note that improvised weapons cannot be used to gain additional d20s regardless of additional skill-styles learned later. Lastly, this skill can be trained or self-trained as a vocation skill with the differences of training requiring only 60 days (120 for self) and a Strength feat-save, rather than Muse, (DC:4) after the training effort.</p> <p>Weapons Allowed: Any Melee Weapon</p> <p>Karma Attainment: 1 Day honing new skill</p>		
Mounted Fighting	Mountsmanship	Will 3+
<p>This can only be used for an animal specific to the <i>mountsmanship</i> prerequisite. Further, the animal must be a war-trained mount. When fighting atop such a beast, this skill adds an extra d20 to the primary hand die pool by using the mass and momentum of the mount. If assigned to a "multi-strike" scenario, it can only be granted to one die pool, not to a target or a weapon. Further, when controlling the war-mount, the off-hand must be used to control the reigns, making it unavailable for attack or even shield use. Alternatively, a maneuver this skill allows to use as an action is using weight of the horse to knock down opponents of medium or small size category. This will be a shoving attack using the better of Strength modifiers between the rider and horse. Further, if knocking down an opponent from a flanking position or from behind, then +2 to added to the attacker's competition roll. Finally, <i>mounted fighting</i> allows the character to act a large creature for skills where victims of a maneuver are restricted by size. It does not add +1 to the attack dice as would a large creature gain.</p> <p>Karma Attainment: 3 Days working with the mount type</p>		
Pain	Cleaving	Strength 5+
<p>This form of attack is designed to inflict pain more than deliver damage. It can only be performed with a cleaving weapon and it is the only attack that can occur for the action. However, when done so, the victim acts as if he or she is resistant to the damage delivered, halving the damage inflicted. If the target is already resistant, then this attack becomes pointless. But if successfully striking, then until the victim's next action, the target will be in extreme pain, meaning attacks being made by the victim are at disadvantage, and reactions and all spell-using (cantrips, axioms and incantations) are impossible. Further, the victim's next action suffers a -2 penalty to the next initiative turn, whether in the current round or the following. Lastly, only victims who experience pain can be affected by this technique. Obviously, constructs and undead cannot be placed under such restrictions. Also, creatures resistant to both blunt and edged weapons are also immune to the <i>pain</i> maneuver. The GM may also rule that certain creatures do not have a nervous system for this to be useful.</p> <p>Weapons Allowed: Axe, Battle-Axe, Great Axe, Vidonoir</p> <p>Karma Attainment: 1 Day chopping wood</p>		
Parry	Melee Fighting	Body 12+
<p>With this skill a combatant uses a weapon which has the parry property to make an attack from opponents more difficult. This translates to a -1 penalty to those attacking in melee against the person with the <i>parry</i> skill. The effect of <i>parry</i> is passive and constant so long as the qualifying weapon is being actively used in an attacking die pool in the combat. In no way should this skill be considered to work like a shield for any defense or maneuvers, such as protection from heavy weapons.</p> <p>Weapons Allowed: Vastard Sword, Flail, Glaive, Gladius, Great Axe, Halberd, Longsword, Ranseur, Spear, Staff, Trident, War Maul</p> <p>Karma Attainment: Long Rest</p>		



Combat Skills

Projectile Tricks

Ranged Fighting and Distillery

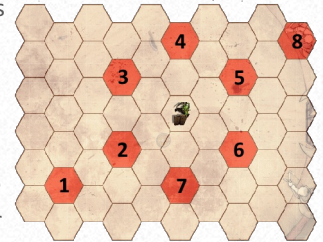
Logic 5+

This skill allows the creation of special projectiles, which bolts or arrows. However, this requires effort, time and materials to maintain the special darts. Every day, the archer must mix a chemical solution to be loaded into a bladder. This concoction only has one day of viability. Therefore, if not expending the effort, then no trick arrows are available. Only 8 projectiles can be treated in a single day. Further, the maintenance cost for keeping a full stock daily is 56 bits each month. Per diem expenses can be calculated, but never below 16 bits minimum even if only creating one adjustment.



•Blunt Arrow: a chemical mixture turns solid on the end to deliver blunt damage. Further, it acts as a “heavy” weapon weight for damage calculations. This helpful for fighting skeletons; however, against an intelligent being, a blunt arrow has a small chance to stun an opponent if failing a **Resilience** preservation save (DC:6). Helmets will help resist the stun attack.

•Explosive Arrow: a fiery burst in to all the adjacent hexes (7 total hexes) of the target for 2 points of fire damage to all in the area. The initial target suffers normal piercing damage from the projectile. However, if missing, then expanded friendly-fire rules are used to determine the center of the explosion. This means a miss uses the friendly-fire d8 determination but using 2-hexes rather than one for placement.



•Smoke Arrow: this projectile will strike the target with normal damage, but further an obscuring smoke fills 19 hexes around the impact, as if the area were affected by a smaller *fog of war*. If missing, use the expanded friendly-fire range.

•Tangling Arrow: The sticky substance in the bladder bursts all over the victim. The result forces the target to make an **Ability** preservation save against DC:14 or become restrained. At the end of the victim’s turn, it can use a reaction to save again to break free. However, even if saving successfully, a penalty of -20 movement still incurs. Multiple tangling arrows will not create cumulative penalties.

Karma Attainment: 3 Days practice with various arrows

Ranged Fighting ⚔

No Requirement

This skill permits use of ranged weapons to attack with a d20 against an opponent within range of the weapon. Usable weapons will be marked with either archery or thrown tag. Further, if fighting against an opponent within 5 feet and the weapon is being used as a ranged weapon, then throwing or firing it is at disadvantage, unless the weapon has a flung tag. For example, daggers cannot be thrown within 5 feet, but a hammer can. Lastly, most weapons must have a clear path of hexes to target a victim as those shots are projected on a linear path. Spears, arrows and others when fired outside are permitted to fire over the top of allies or obstruction. Also, the GM will help determine when an obstruction blocks a potential shot and when the target is using it as cover. See Cover. Lastly, this skill can be trained or self-trained as a vocation skill with the differences of training requiring the normal 100 days (200 for self), but the feat-save is against **Agility**, rather than **Muse**, (DC:4) after the training effort.



Weapons Allowed: Any Range Weapon

Karma Attainment: Long Rest

Combat Skills

Rebuff

Reaction

Melee Fighting

Strength 4+

This may seem similar to the *parry* skill; however, while *parry* is a constant effect from blocking attempts, the *rebuff* skill is a reaction to that one attack that gets through and forcing it away at the last moment. The reaction potential happens when physical damage is inflicted from a melee attack. The *rebuff* is a response to retroactively nullify that hit. For this to occur, a reaction for the round must be available to the character. It also requires a melee weapon in hand and that hand must be the primary hand or acting as one. Almost any weapon is viable, however, there are a few that are disallowed. The weapons deemed invalid for this skill can be found in the descriptions and charts of the [weapons](#) section. If the reaction is chosen to use, then a d6 is rolled and subtracted from the attacker's highest single die score of all attacks against this target. If struck by two or more die pools in an opponent's multi-strike, then highest single die score is still used and this reaction can only neutralize the die-pool attack from which that highest die comes. Should the score from the d6 reduce the value enough so the one die score no longer hits, then the entire die-pool attack fails to hit. However, due to the collision and method of thwarting the attack, strong opponents still force the **Strength** bonus through the attack. Moreover, if a raw 6 is rolled, attack sequence is blocked regardless of the math (except for any **Strength** bonus damage). Magical spells cannot be blocked. More details on [reactions](#) are in the [combat section](#). Further, if under the restrained restriction, *rebuff* can still be used but at disadvantage where two d6s are rolled, using the lesser of the two rolls. Finally, If the best incoming roll is a "natural 20," then that die pool cannot be thwarted; worse none of the other strikes made against that target can be *rebuffed* either.



Karma Attainment: Long Rest

Ricochet

Hurling

Agility 4+

This attack allows a thrown weapon to ricochet off the first victim and strike a second, so long as the total distance traveled is within the normal range. Even sharp weapons like daggers or shuriken can have the pummel or flat hit first (but still cuts delivering edged damage). One attack roll is made and then applied against both targets. If the first target is missed, then both are missed. If successful, the first target is treated as resistant and the second suffers full damage. Trick shots off a wall, statue or other obstruction are also possible. Strategically, this can be used against creatures with a low intellect or those who are drunk. Unless able to observe the hurler, the second victim must make a successful perception check (DC:12) to know from where the attack came. At the GM's discretion, it is possible the second might believe the first made the attack. It is possible to use this in conjunction with *targeting*



Karma Attainment: 2 Days honing new skill

Riposte

Reaction

Rebuff

Body 18+

This is an augmentation of the *rebuff* skill; therefore, all the rules and limitations of the core skill are also applied to this one. Rules-wise, the action begins as if it were a *rebuff* reaction. If that initial *rebuff* roll is successful, then a minor counterstrike in response to an attack is granted. This is merely a single d20 in response with all bonuses to hit viable to use at that moment. If that adjusted die score is successful against the opponent's AC, then 1 point of damage (according to the weapon used) plus the damage from the weapon weight are inflicted. **Strength** bonuses to damage are not added in for the counterstrike of this skill. If the initial *rebuff* roll failed, no counterstrike attempt is permitted. One caveat to this is the option to use an assumed success of the initial *rebuff* roll. In the event an opponent attacks and simply misses, the *riposte* can still be used as a reaction, and the initial roll is considered to have been a success that caused the missed attack; thereby allowing the counterstrike to be permitted. As with the original skill, weapons employed at the time of the reaction are limited to melee weapons, but also [heavy](#) weapons are restricted from using *riposte*. Further, two "speedy" weapons, the dagger and sai, which are not permitted with a *rebuff* reaction can be used with *riposte* whenever the assumed success condition is chosen to be used as a *riposte* reaction. Thus a dagger counterstrike from *riposte* can occur, but only when the initial *rebuff* roll is not required because the opponent's attack outright missed.



Karma Attainment: Long Rest

Combat Skills

Rumbling Ground

Bludgeoning

Strength 4+

This is another heavy weapon attack and can only be performed with a war maul (or any other specialized heavy blunt-damage weapon). It can only be performed on solid ground, not water, mud, thick snow or other terrain that the GM considers is not firm. The attacker strikes the ground with such awesome force that those in front of the attacker extending 10 feet (2 hexes) suffer intense vibrations like that of a *tremor* incantation (DC:10). If the ground is a thin-stone (DC:2) or wooden (DC:4) bridge, it is possible the structure itself could buckle, base d20 check with adjustments by the GM. Lastly, this attack cannot be performed consecutively from round to round, but it could be done every other action.



Two Req



Only Action

Weapons Allowed: War Maul

Karma Attainment: Long Rest

Shield-Blitz

Shield-Use and one of
Bludgeoning, Cleaving,
Martial Arts, Pole-Arms, Body 15+
Savage Form, Slashing,
Specialty

With this skill, it allows a shield to become an actual weapon rather than an improvised one which will complement the primary-hand attack. Further, this allows the shield to act like a medium-weight weapon. When employing a shield and having this skill, one makes an off-hand attack as a separate die pool. Any off-hand attack is limited to *melee fighting*; therefore, the extra attack from the shield will only be single d20. Neither heavy nor two-handed weapons can be used in conjunction with an employed shield. This skill offers no exception to that rule; however, the primary hand die pool could incorporate the *style: polearms* skill using a short spear one-handed; however, the spear would lose its reach to accommodate the off-hand strike. To be clear, performing a shield-blitz is a "multi-strike," meaning each die pool is rolled separately and includes all the proper bonuses independently; thus, for the off-hand shield, it will inflict 1 point from the d20, 1 point for weapon weight, and any bonuses from **Strength** on a successful strike. This off-hand attack must be made against the same opponent unless combined with *spinning moves*. Remember, if striking the same target, the **Strength** bonus can only be applied once. Furthermore, it is not possible to use the off-hand to perform any special maneuvers; it can only be used as a pure attack.



Savage



Primary



Off-Hand

Martial arts or *savage form* can be the main attack as a "savage" die pool and gain the off-hand *shield-blitz* attack - effectively having no primary hand attack.

Optionally, should someone wish to go all "Captain America," then *shield-blitz* can allow the shield to be used for the primary-hand die pool, as the skill teaches to use the shield as an offensive weapon. However, there are some restrictions when using the skill in this way. First, the AC protection from the shield drops from +2 to +1 and one is no longer protected from heavy weapons. Further, with this skill by itself, only one shield can be used. If placing it as the primary hand, then the off-hand cannot use a second shield. However, if using it as the main attack, *melee fighting* can be combined with *style: bludgeoning* and *weapon forte* to obtain 3d20 in the die pool. If combining with *two-handed fighting*, the shield could be used as the primary-hand while wielding another weapon in the off-hand. Other skills that can combine with *shield-blitz* when used as the primary hand die pool are *two-handed mastery* and *shield dancing*. The details of combination are explained in those skills.

Karma Attainment: 1 Week honing new skill and attacks

Shield Breaker

Weapon Lock and either
Bludgeoning or Cleaving

Strength 5+

The attack can only be performed with blunt or cleaving melee weapons that do not have a light property. Other than that, this is identical to *weapon disarm* but instead it is used against an opponent's shield. If having *flail mastery* and using that weapon, then +2 is gained as a bonus on the roll above and beyond other bonuses permitted on the die pool.



Primary

Karma Attainment: Long Rest

Shield Cover

Shield-Use

Agility 4+

When employing a shield and required to make an **Agility** preservation save for half damage, the wielder instinctively ducks under the shield for protection. This grants a +5 bonus as if having full cover.



Passive

Karma Attainment: Long Rest

Combat Skills

Shield Dancing

Bludgeoning, Shield-Blitz
and Two-Handed
Mastery

Body 21+

While *two-handed mastery* allows two shields to be used simultaneously, this allows the AC bonus when doing so to return back to +2. Moreover, the shields effectively act as heavy weapons when fighting together, despite being wielded by only one hand each. Also when employing two shields, one gains +2 on any **Agility** preservation saves for half damage, such as *fireblast*; however, this is not cumulative with *shield cover*. Further, if the shield-user also has *hurling* as a skill, then the shields can be thrown by either hand's die pool. The shield would have a 20-foot range and up to 60 feet at disadvantage. It would be considered to have the flung property, retain the 2-point weight status, and could be used with *ricochet* but not *targeting*. After throwing the shield, drawing a replacement weapon would occur at the start of the next round without penalty. The shield as a primary-hand weapon can gain any skill combination a bludgeoning weapon can: *melee fighting*, *style: bludgeoning*, even *weapon forte* in the shield itself. The primary attack would be figured as the appropriate number of dice and bonuses for all applicable skills. The off-hand shield bonus attack would be the same as described in *shield-blitz*, only able to use *melee fighting* and being limited to 1d20 but also gaining **Strength** bonuses and acting as a medium-weight weapon. Without *spinning moves*, the off-hand attack would have to strike the same target as the primary attack. However, one further bonus to such a shield-shield "muti-attack" is the second shield returns the AC-Shield protection back up from +1 to +2. Finally, with this skill and .

Karma Attainment: 2 Days honing the skill

Shield Hand

Shield-Use and Polearms Agility 3+

This requires a specially-crafted shield used with polearms that have a slotted groove in the shield which acts as a second hand. This allows the shield bonus to be gained while employing a two-handed polearm together. However, when doing so, all d20 attack dice used with the polearm suffer a -2 penalty on the attack. Nonetheless, this cannot be combined with *shield-blitz*, but it could be used with *two-handed fighting* where the polearm attack would be primary and *martial arts* could be used as a "savage" die pool attack.



Weapons Allowed: Glaive, Halberd, Ranseur

Karma Attainment: Long Rest

Shield-Fling

Both Ranged Fighting
and Bludgeoning





Body 16+

This is a combat maneuver that acts as a multi-attack. The first attack throws the combatant's shield at the victim as a d20. If *hurling* is a skill of the attacker, then it can be hurled as a 2d20 attack. However, there is no method of gaining any sort of *forte* bonus. Regardless, the throw is modified by **Strength** for to-hit and damage. Using this attack, means the primary hand is weaponless from this moment until the attacker's next turn. If this first attack misses, then the maneuver ends and the shield lands in a random direction within 2 hexes of the intended target. However, if any striking, the shield inflicts blunt damage equal to 1 point per successful d20-strike and further gaining the attacker's **Strength** bonus. But additionally, the shield reflects backwards for the attacker to catch. The attacker must have sufficient movement to close the distance after the throw to catch, which is in a straight line and adjacent to the target. At this point, the combatant will smash the shield down on the same victim for a 2d20 blunt attack. Due to the special nature of the attack, this second attack allows the shield to act as a heavy weapon for damage calculation. Further, it places the victim into disadvantage on raw scores from 18 to 20. To be clear, this is an exception to the **Strength**-damage rule against a single target. With this skill, each attack includes **Strength** for damage. Also, should a victim use a reaction to avoid, then only *deflect missiles* can be used against the first attack, while *dodge*, *rebuff* and such can be used against the second. Either way, the victim is still limited to one reaction. Further, if the attacker has *spinning moves*, then instead of attacking the same target, he or she could select the second attack be directed against any other target that is adjacent to the hex in which the shield is caught. Finally, the GM may rule certain unusual circumstances can interrupt the combination, such as using it against a viscid zombie.



Karma Attainment: 1 Day of practice

Combat Skills





<p>Shield-Use</p> <p>Anyone can carry and use a shield. However, to gain the +2 AC bonus, the weapon used in conjunction with the shield must be marked as a light weapon. This skill removes that restriction; however, weapons marked as <u>heavy</u>, <u>reach</u> or <u>ammo-use</u> are still restricted. While this sounds obvious, whenever using a shield for defensive, the off-hand cannot be used for anything else. Lastly, when having this skill, the donning of a shield no longer suffers the -10 penalty to movement. Lastly, this skill can be trained or self-trained as a vocation skill with the differences of training requiring the normal 100 days (200 for self), but the feat-save is against Perception, rather than Muse, (DC:4) after the training effort.</p> <p>Karma Attainment: 1 Day of honing skill</p>	<p>Melee Fighting</p> 
<p>Silk Sleeve</p> <p>This skill teaches the combatant to use a supple cloth, from 4 to 8 feet in length, as a weapon. By whipping and snapping it tight, keeping it in constant motion, the cloth gains the rigidity of spear and may be used in the same capacity of one by whatever other skills this combatant has, including <i>parry</i>. Obviously, it cannot be thrown.</p> <p>Karma Attainment: 2 Days honing the skill</p>	<p>Martial Arts</p> <p>Agility 4+</p> 
<p>Sniper</p> <p>This skill allows the archer to concentrate similar to <i>marksmanship</i> but without the initiative delay. This will make the shot at advantage, granting an extra d20 and adding a d3 to damage; however, it also grants an additional +5 to hit. This attack can be used with the <i>strength bow</i> skill and equipment; however, attacks cannot be as any "multiple target" attack; thus, it cannot be combined with <i>targeting</i> or similar skills or spells. Finally, this attack can only be used every 1d4 rounds.</p> <p>Karma Attainment: 3 Days of honing skill</p>	<p>Deadeye and Marksmanship</p> <p>Agility 5+</p> 
<p>Spinning Moves</p> <p>On the onset, these seems like a simple skill that permits striking "multiple targets" in melee combat. However, this dividing of attacks come become very complex. The first option of <i>spinning moves</i> is straight forward. If two or more of the initial die pools, then each of those strikes may attack a different target. When performing this attack against "multiple targets," all strikes must occur from the same location (hex). The same-hex restriction is true for all other options of this skill as well, which is called "splitting die pools." Using only one die pool as an example allows this concept to be best understood. For that single die pool, it can be split into smaller pools by dividing the available dice in the original pool as desired. Thus, if having 3d20 in the primary hand die pool, one die could be assigned to three targets, or assigning a die pool of two dice to one enemy and one die to another is also possible. Regardless of the split, all those new die pools would all attack with the same style as the original pool, and none of the new pools could perform a special maneuver like <i>weapon disarm</i>. Should the initial die pools count more than one, such as when using <i>two-handed fighting</i>, then each die pool could be split using the same explanation above. Thus, if the primary hand pool and the off-hand pool each had 2d20, then both could be split to strike against four separate targets; or 1d20 from the primary could strike target-1, the other d20 from the primary pool could strike target-2, while 1d20 of the off-hand strikes target-3 and the last die pool from the off-hand strikes target-1 again with the other weapon. However, remember each die pool calculates the weapon weight as part of the damage, but the Strength bonus adds only once for each target individually.</p> <p>Karma Attainment: 2 Days performing a dance or kata</p>	<p>One of Bludgeoning, Body-Weapons, Cleaving, Slashing or Specialty</p> <p>Body 13+</p>
<p>Stone Throwing</p> <p>This skill affords three benefits. The first is items thrown can be modified by to hit and for damage with Strength instead of Agility if desired. The second is all hurled weapons designed for to be thrown become an exception to the range-weight rule and act as having weight of 2 points within the normal range and having weight of 1 point for greater distance. The third benefit is improvised weapons, such as chairs, rocks logs, etc, can be hurled. The range for improvised is 10 feet as normal and up to a maximum of 20 feet. The weight of the improvised weapon will act as having a weight of 1pt in the normal range, but none beyond that. The maximum weight of an improvised thrown weapon is one's Strength times 3 pounds.</p> <p>Karma Attainment: 1 Day practicing throwing relative heavy stones</p>	<p>Hurling</p> <p>Strength 4+</p> 

Combat Skills

Strength Bow	Weapon Forte	Strength 5 +
<p>This can only be used if one has acquired <i>weapon forte</i> with a longbow. It also requires a specially-crafted bow, which is cost twice the market price and have three times the maintenance. When using one with this skill, then an additional 1d20 is granted. Some magical bows may be considered as a strength bow weapon, at the discretion of the GM.</p>		
<p>Karma Attainment: 1 Day of practicing with strength bow</p>		
Stricture	Hurling	Agility 4 +
<p>This is a special maneuver specific to bolas. Only 1d20 is permitted to be thrown against the opponent's AC rather than the normal number of dice used. If the throw successfully hits the opponent, then as per a normal bolas attack, no damage is inflicted. Instead an Agility competition occurs between the hurler and the victim with the the bolas; however, in this case, the attacker suffers -2 to the roll. If the victim wins, the bolas struck the target but not effectively enough to wrap it up; however, if the attacker wins the competition, then the bolas wrap around the victim's neck and begin strangulation. See Asphyxiation. The victim can hold its breath for the appropriate time before the full rules of asphyxiation go into effect. In the meantime, the victim can remove the bolas by scoring a win against another Agility competition with the bolas having a static score of 12. The victim can be assisted by one other to gain +2 on the competition roll.</p>		
<p>Karma Attainment: 3 Days of practicing with bolas</p>		
Style: Archery	Ranged Fighting	Agility 3 +
<p>This skill enhances one's use of weapons marked with the archery tag. This is an enhancement the style and methods for using such weapons, and therefore it grants an additional d20 to an attack action. Critical hits are not gained with archery.</p>		
<p>Weapons Allowed: Style-A Weapons</p>		
<p>Karma Attainment: Long Rest</p>		
Style: Bludgeoning	Melee Fighting	Strength 3 +
<p>This skill enhances attack style when using weapons marked with the blunt tag. The skill gives an additional d20 when wielding such as weapon. Further, any natural 20s rolled count as critical hits. However, only 1 addition d20 can be gained from the benefit.</p>		
<p>Weapons Allowed: Style-B Weapons</p>		
<p>Karma Attainment: Long Rest</p>		
Style: Cleaving	Melee Fighting	Strength 3 +
<p>This skill enhances the use with weapons marked as a cleaver. The skill gives an additional d20 to an attack action due to the improved style of wielding such weapons. Further, any natural 20s rolled count as critical hits. However, only 1 addition d20 can be gained from the benefit.</p>		
<p>Weapons Allowed: Style-C Weapons</p>		
<p>Karma Attainment: Long Rest</p>		
Style: Hurling	Ranged Fighting	Strength 3 + or Agility 3 +
<p>This skill enhances use with thrown weapons, which are marked with the thrown tag. The skill adds an additional d20 to the attack when attacking with such a weapon. Critical hits are not gained by hurling.</p>		
<p>Weapons Allowed: Style-H Weapons</p>		
<p>Karma Attainment: Long Rest</p>		



Combat Skills

<p>Style: Polearms</p> <p>This skill enhances one's use with weapons marked with the <u>reach</u> tag. It does not give any extra dice for attacks; however, it does permit these weapons to extend to strike targets 10 feet away. Further, it allows an <i>impalement</i> maneuver, which gives an additional 2d20 above the normal number of attack dice when setting against an opponent who is charging. Details on this type of reaction-attack are explained in the combat section. Lastly, any natural 20 rolled counts as a critical hit. However, only 1 addition d20 can be gained from the benefit.</p> <p>Weapons Allowed: Style-P Weapons</p> <p>Karma Attainment: Long Rest</p>	<p>Melee Fighting</p> <p>Strength 3 +</p>  <p>Primary</p>
<p>Style: Slashing</p> <p>This skill enhances the style of attack when wielding with melee weapons which are marked with the <u>edged</u> tag. The skill adds an additional d20 to the attack when attacking with such a weapon. Additionally, any natural 20s rolled count as critical hits. However, only 1 addition d20 can be gained from the benefit.</p> <p>Weapons Allowed: Style-S Weapons</p> <p>Karma Attainment: Long Rest</p>	<p>Melee Fighting</p> <p>Strength 3 +</p>  <p>Primary</p>
<p>Style: Specialty</p> <p>This skill enhances the use of specialized weapons that do not follow the standard styles, such as the sai or the whip; however, it is specific to that weapon. If someone learns <i>specialty</i> in the sai, it would be required to acquire it again for the whip. To be perfectly clear, this cannot apply to improvised weapons, like bar stools, beer mugs, etc. Further, the requirement for this style is based on the weapon's uses with either <i>melee fighting</i> or <i>ranged fighting</i>. The benefits of this style is that it can be used as a substitute for a style requirement of another skill. For example, if taken for the sai, then this skill would permit the advancement to <i>weapon forte</i> or <i>weapon lock</i>. Acting as a substitute for a style requirement is not universal. If a skill has a single style requirement, such as <i>blade mastery</i>, this would not act as a substitute for that requirement without approval by the GM. Whenever, there is ambiguity for how this substitution applies, the GM will arbitrate for that condition. Lastly, this style skill does NOT guaranty an extra d20. In fact some weapons, like the whip, do not even gain an extra d20 for <i>weapon forte</i>, even if this style is selected. Any benefits from having this style skill for a specific weapon will be listed in the weapon description should there be any benefit at all.</p> <p>Weapons Allowed: Style-X Weapons</p> <p>Karma Attainment: 1 Day practicing new skill</p>	<p>Melee Fighting or Ranged Fighting</p> <p>Body 13+</p>  <p>Primary</p>
<p>Style Dominance</p> <p>As with its predecessors, this skill is specific to a style; thus, its <i>style leverage</i> prerequisite must be the same style as this one. However, <i>style dominance</i> is further restricted to a specific type of weapon as well. Therefore, one might have <i>style leverage</i> for bludgeoning weapons, but when upgrading to this skill, the weapon, war maul for example, would have to be additionally named. Further, that weapon would require having the <i>weapon forte</i> skill applied to it as well. Using the example, the bonuses from this skill would only apply to the war maul, even though all other bludgeoning weapons would still benefit from <i>style leverage</i> bonuses. When striking with that weapon, the battler gains +3 on all to hit dice originating from that weapon. To be clear, the +3 already includes the bonus from <i>style leverage</i>, and that modifier should not be added in again. This could include all dice when using <i>two-handed fighting</i>. Unlike <i>style leverage</i>, this could apply to an off-hand die pool from <i>shield-blitz</i> but only if a <i>style dominance</i> is applicable specifically to shields.</p> <p>Karma Attainment: 3 Days honing skill</p>	<p>Style Leverage and Weapon Forte</p> <p>Body 18+</p>  <p>Passive</p>

Combat Skills

Style Leverage

One of Archery,
Bludgeoning, Cleaving,
Hurling, Martial Arts,
Polearms or Slashing
Body 16+

This skill is specific to the prerequisite style required to gain it, and it can only be used with weapons that can be wielded in that style. If desiring to use it with another set of weapons, then it would have to be relearned specific for that style. However, when using with the appropriate attack style, the combatant gains +1 bonus to hit on all dice used with that style. This would not gain a bonus for *shield-blitz* attacks even if the style happened to be *bludgeoning* unless of course the shield were actually used as a primary weapon. Even yet, the shield bonus attack would still not gain the +1 bonus and still have to be rolled separately. To be clear, the *style: specialty* skill cannot take advantage of the enrichment skill.



Karma Attainment: 1 Day practicing

Subdual Control

Melee Fighting
Agility 3+

This skill allows an attack in melee to potentially become non-lethal. It allows the fighter to choose which components of the attack to use, including the number of d20s involved in the attack. Thus, from 1 to the normal d20 attack dice can be selected; whether the **Strength bonus** is applied; and the weight of the weapon can be included or excluded in the attack. The player must declare this is a non-lethal strike before rolling the dice. If the total damage results in the opponent's **Body** to become zero or below, then the opponent is immediately stable and does not require death saves. However, note that if the strike was miscalculated and results in a score that would render death, then the opponent will die despite the attempt to deliver non-lethal damage. On the flip side, should the damage leave the opponent in the positive numbers, then combat continues as normal.



Karma Attainment: Long Rest

Swarming

Small or Medium
Creature



While every participant must possess the skill, this allows a group to use its numbers to overwhelm fewer opponents. To create a swarm, all participants gain positions in adjacent hexes to their opponent or opponents. Further, a swarm cannot exist until there are three participants greater than the enemy. This establishes a swarm. When swarming, a +1 to hit bonus is gained for every swarm member greater than the enemy, up to a maximum of +8. Two small creatures can fight in one hex, while medium creatures can be the only occupant of a hex. This means small swarming creature can exceed the physical six hexes against a single opponent for bonus awards while medium-sized creatures cannot. The *teamwork* skill does not count as extra participants for the swarm; however, defenders with the skill can count as two persons for the calculation of the swarm commencement and bonus.



Karma Attainment: Long Rest

Takedown

Action or Reaction

Martial Arts
Strength 3+

This skill trains a combatant in various methods to place a victim to a prone position, using leg takedowns, hip throws and slams. These can be performed either as an action, using a competition grappling shove at advantage or as a reaction from a melee attack when no dice from the opponent's attack successfully hit. The reaction also requires a competition roll but is not at advantage. The result of a successful *takedown* is both combatant are on the ground, classified as prone; however, the martial artist will also have an effective grappling hold on the victim. If also possessing *throttle* as a skill, then taking an opponent (and self) to prone, establishing a [grappled](#) restriction and all the bonuses of the *throttle* can all be accomplished with a single successful takedown maneuver. If this is used as an action, no die pools can be applied simultaneously. Another limitation is the maneuver can only be used against a creature up to one size category larger than the grappler. Further, the off-hand of the martial artists must be empty and available to perform this maneuver.



Karma Attainment: Long Rest

Combat Skills

Targeting

Either Archery or Hurling Agility 3+

With a normal ranged attack, only a single target is fired upon; however, similar to *spinning moves* this skill “splits” the existing dice into smaller die pools which can be fired against different targets. This results in a “multiple target” attack, applying the number of dice as desired to each target. If ammo is being tracked, one projectile is used per target. Also, each target will suffer the **Agility** bonus calculated in damage.

Karma Attainment: 2 Days of target practice

Teamwork

Melee Fighting

Judgment
3+

Fighting in cooperation with one or more partners becomes second nature. When engaged in melee while an ally is in an adjacent hex, then the person with *teamwork* gains +1 to all d20 to hit attack rolls on that action. Moreover, the person with the *teamwork* or any allies adjacent can disengage from the fight without using an action and due to the combined defense, no opponent would gain a free flee-attack reaction. Even another ally running through a vulnerable space which would normally allow a flee-attack reaction would be safe from flee attacks because of the relentless teaming being waged against that opponent. However, there are limitations in that the *teamwork* group must outnumber the opponents. If equal numbers are matched, such as two-on-two, three-on-three, etc, then flee-attacks again available. But even with even odds, having a partner within five feet allows the skilled partner to continue with the +1 bonus. To calculate “even odds,” each combatant counts as one; however, any combatant with *teamwork* (or acting as such from *commander*) count as two.



Karma Attainment: Long Rest at a well or other community symbol`

Throttle

Martial Arts

This skill teaches advanced grappling and choke holds. This can only be applied to bipedal opponents who are the same or smaller size category. To perform a *throttle* maneuver, it uses the “savage” die pool but is performed as a grappling competition with a +3 bonus if using **Strength**; this replaces the bonus from *unarmed combat*. It is its own action and cannot be performed with other die pools or maneuvers. If successful, not only does it place a grappled restriction on the victim, but further adds a special restriction where the target can attack no one other than the grappler. This hold is so effective, the victim loses *dodge*, *deflect missiles* and other skills that have these as a prerequisite. While maintaining the hold, the grappler cannot take further actions but retains the +3 bonus in a competition if the opponent tries to escape. One downside is the two combatants are so entwined that if damage inflicted to held, then the grappler must make a **Resilience** save (DC:9 plus points of damage) must be made or half the damage is also inflicted upon the grappler. However, this damage transfer does not trigger a **Strength** save to release the grip. Moreover, if the hold is kept until the martial artist's next action, then the submission choke begins, which is also a special maneuver that can be the only action for the grappler' turn. It is at this point the rules of asphyxiation go into play without the benefit of holding one's breath. During this time, the victim is also stripped of its ability to speak. Finally, the throttling portion of the maneuver may not be useful against all creatures, constructs and undead being examples. However, the grappling portions would still be applicable.



Karma Attainment: Long Rest

Combat Skills

Treachery

Melee Fighting

Perception

3+

With this skill, a character employs various techniques to restrict an opponent's vision or movement. The opponent must be within range of a melee weapon, and the attacker must declare which restriction is being attempted: vision or movement. Exploits include but are not limited to throwing dust in the face or knocking a helmet lopsided. Perhaps creating a make-shift barrier to impede being chased to alter movement. The exact method is not important to game play, but it results in penalizing the opponent when used as a combat action. The attempt is made using the die pool from the primary hand attack and rolling on the dice which would be in it. The attack inflicts no damage; however, if any d20 successfully hits the enemy AC, then the victim must save against the effect (DC:10 plus 2 per successful hit). If vision is impaired, the victim becomes disadvantaged for the number of rounds equal to the hits scored. If movement impeded, the victim's movement is halved for the same calculated duration. During any time of this penalty, the victim may use his or her action for the round to correct and nullify the penalties. This can only be performed upon creatures up to one Size Category larger. Obviously, if impeding vision is used, it would only be effective against a sighted creature. On the plus side, this special maneuver only requires the primary hand die pool to be sacrificed to use, which means if the fighter with *treachery* has skill to use another initial die pool, then an attack can be made during the same turn. However, since *spinning moves* cannot be used in conjunction with this skill, that potential attack would have to be made against the same target.



Karma Attainment: Long Rest

Two-Handed Fighting

Applicable from
Bludgeoning, Cleaving,
Pole-Arms, Slashing or
Specialty

Agility 4+

In the simplest terms, this skill allows a character to wield two weapons simultaneously. In game mechanics, this means the off-hand die pool becomes available to be used; however, the wielder must have reached style-level ability (2d20) with each weapons. Thus, improvised weapons could not be used nor could a weapon with which only *melee fighting* could apply. Further, no heavy or two-handed weapons are permitted, and both wielded weapons must be used in melee. Each hand strikes separately, making the action a “multi-strike.” This means there will be two die pools: one for the primary hand and one for the off-hand. This skill grants an additional d20 which can be assigned to the die pool of either hand.



Once deciding to attack with two weapons using this skill, the die pools must be determined. Only skills that work with the style of the primary-hand weapon can be used in that die pool. Likewise, only skills of the style for the off-hand weapon can be used in that pool. All the skills that grant a d20 placed into one die pool or the other; however, no skill can be assigned twice. Even though both weapons will have *melee fighting* as a possible skill to assign, it can only be applied to one die pool. As an example, let’s assume a fighter has a longsword in the primary hand and a gladius in the off-hand. Next, let’s assume the available skills are: *melee fighting, style: slashing weapon forte: longsword, and two-handed fighting*. *Melee* could be placed in either, but let’s place it in the primary hand. The same is true for *slashing* but let’s put it in the off-hand. Now the *forte* can only go into the primary hand because it is specific to the longsword. This leaves us with the d20 from this skill, which we will also place in the primary hand pool. As a result, the primary hand die pool has 3d20 for the longsword, and the gladius in the off-hand has only 1d20.

Two-handed fighting can be combined with many other skills. It can be used with *spinning moves*, allowing it to use the die pools against two different targets or even split each die pool into smaller groups to attack even more targets. However, *berserker* cannot be mixed with this skill. It could be used with *shield-blitz* but only if *style: bludgeoning* has also been acquired; even then, the shield would have to be used offensively as the primary hand die pool. This would work similarly with *whip-blitz* where the whip would have to be in the primary hand and also require *style: specialty* for the whip. This skill can also with with the two skills of *ambidexterity* and *parry*. When both are obtained, this throws a -2 penalty on opponents if only one weapon has the parry property and is being used in an attacking die pool. Other skills to review are *bleed, charging, drive, flail mastery, martial arts, and shield hand*.

Another rare circumstances would be fighting with two short spears or two ulas, which are the only cases of pole-arms that can be used this way. However, any spear held must be held in a way as not to use the reach property. Lastly, if using two spears and performing an *impalement* reaction, one of the spears must be dropped to obtain the ten-foot extension. One final method to discuss about the *two-handed fighting* skill is picking up an item, which normally requires an action and suffers a -10 foot movement penalty. It is possible to sacrifice a die pool to pick up an item while still attacking with the other as part the same action. However, in this case, the movement penalty would increase to -20 feet.

Karma Attainment: 1 Week of dedicated practice

Combat Skills

Two-Handed Mastery

Ambidexterity and Two-Handed Fighting

Agility 6+

This skill allows a person to fight with any combination of weapons, so long as none require both hands to wield. Also, only weapons for *melee fighting* would be applicable. As such, even two improvised weapons could be used, although the assault would be rather weak. In many ways this is like *two-handed fighting*; however, there are some important differences. First, this skill grants yet another d20 attack for the skills to be applied to the die pools used. But secondly, due to the *ambidexterity* prerequisite, the off-hand die pool acts as if it too were a primary-hand. Physically, it is still the off-hand die pool, but that hand is capable of performing anything the primary hand would. Therefore, special maneuvers which cannot ordinarily be administered by the off-hand pool could be when using this skill; e.g. adding the d20 from *charging* into the off-hand, using a *lure* reaction with the off-hand, or employing a second offensive shield with *shield-blitz*.



Another important difference is that three simultaneous die pools are possible with *two-handed mastery*. If having the *martial arts* skill, then the bonus d20 from *two-handed mastery* is forced into a third "savage" die pool. Since the die from martial arts would also have to go into the "savage" pool, then that pool would have at least a 2d20 pure attack, perhaps more if *savage form* were viable.

The calculation of the skills applied to the die pools is the same as with *two-handed fighting*: only those applicable to the style of the weapon (or *savage form*) can be placed in that die pool. Further, the same skill cannot be put into more than one die pool. Other than that, the dice can be arranged as desired. However, without employing *spinning moves*, all the die pools would have to be used against the same target.

Lastly, if fighting with two shields, both as weapons, which requires *shield-blitz* as well, then assigning dice to each is possible with this skill because both the primary and off-hand act like a primary hand. However, when doing so, the AC bonus for the shield remains at only +1. This unique attack method could be enhanced even further with *shield dancing*.

Karma Attainment: 2 Weeks of honing the skill

Unarmed Combat

No Requirement

This skill permits better grappling and balance. It also train the basics of boxing. However, there is no guaranty it will inflict deadly force. When grappling, shoving or tripping, this skill grants a +2 to the competition. If other bonuses are granted from skills, spells or items, the bonus from this skill will not be additive; thus, the best bonus is selected. However, if trying to escape or trying to stop an escape, no bonus is given. As for punching an opponent, this acts much like the whip in that it cannot inflict lethal damage. A slug thrown with this skill strikes against a target's Bludgeoning AC but is ineffective against a target wearing an armor type that weighs 20 pounds or greater (or monsters with an armor component of its AC being 13 or higher). If successfully striking an eligible target, the victim suffers a pain effect. If failing a [Will preservation save](#) (DC:8), the punched suffers the *frightened* restriction due to pain until the end of the victim's next turn.



Karma Attainment: Long Rest

Uncanny Dodge

Dodge

Agility 7+

Reaction

This works the same as *dodge* only two of the opponent's dice, which are not **natural 20s**, can be reduced. Only one d6 is rolled (plus Agility bonus) and is applied to the two lowest successful attack dice. A "raw 6" automatically removes the opponent's striking dice. As with its predecessor, when selecting the lowest dice, the die pool is not relevant to the selection in the event of a "multi-strike." The means the result might select two dice from one pool or one die from two separate strikes.

Karma Attainment: 1 Week of tumbling and acrobatic techniques

Combat Skills

War Charioteering

Charioteering

Body 15+

Through this advanced skill, the driver (or riders with the skill) know how to use the momentum of the chariot to increase attacks by 1d20 to the primary hand die pool. Further, all those with the skill can use the chariot to grant them effectively half-cover from range attacks. Like with *charioteering*, the driving must use the off-hand to drive the chariot, but riders can employ two-handed weapons or use a shield. Further, assuming the rider has *shield-use*, then the best shield bonus to A.C. among the riders can be granted to all the other occupants of the chariot. Also, if riders choose to use a melee attack, it must be performed on the same initiative as the driver's action and occurs at the end of the driver's turn. The other special maneuver this skill offers is a trampling attack by the driver only. This is a special combat attack using a single d20 against the AC of the target or targets. Up to three medium-sized or small-sized targets can be chosen but they must all be adjacent and in the path of the chariot. The driver attempts to steer the teaming creatures and vehicle to run over the victims. The targets must have a normal movement rate slower or equal to the chariot or this maneuver cannot be used. The driver rolls a single d20, then adds his or her **Judgment** score to the roll. That single score is used to determine whether each of the targets are effectively trampled, and the chariot must move through those spaces. Damage is calculated as 2d3 plus the number of creatures pulling the chariot. This maneuver cannot be attempted again until three turns later.



Karma Attainment: 1 Week of working with animals and equipment

War-Steed

Mounted Fighting

Will 4+

This can only be used for an animal specific to the *mounted fighting* prerequisite. With this skill, the rider can command the mount to attack separately against an instructed target. The mount-attack occurs in the same turn as the rider. However, the rider still gains the additional d20 from *mounted fighting* in his or her own attack. Further, the rider could take a separate action, such as activated an item, while the mount still attacks. Additionally, when either the rider, the mount or both must make an **Agility** preservation save, then the better of the two will make a single roll for both. This will include magical or other bonuses on the roll from the best of either one. Thus, if the mount has a higher **Agility** score, its score could used while gaining bonus of the ring of protection worn by the rider. Likewise, attacks against either the mount or the rider are made against the better AC of the two, regardless of the actual target. Further, a special maneuver is inherent with *war steed* skill. The rider can command the steed to rush forward, granting the benefits of the *charging* skill atop the other benefits, granting yet one more d20 if running in a straight line for more than 30 feet before attacking the target. One final importance for this skill is that the mount can be commanded without reigns, freeing the off-hand of the rider to use however one's skills permit.



With this skill some interesting options open up for heavier arms. Since one's off-hand becomes available for use, those two-handed weapons can be wielded from atop a steed. If having *forté* in bastard sword, then the total attack would be made with 4d20 (or 5d20 if charging). Pole-arms can offer very effective combinations with *war steed*. Obviously, the *impalement* option is not available while mounted, but the special dragging or dismounting abilities of a halberd or a ranseur force the victim to be rolled at disadvantage. Add *shield-hand* into one's repertoire, then a shield can be added to one's AC while fighting with a glaive or similar from the back of a beast.

Karma Attainment: 1 Week of working with mount

Combat Skills

Weapon Disarm	Weapon Lock	Body 15+
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This skill uses the techniques of *Weapon Lock* and improves upon them to remove an opponent's weapon. Because it is an enhancement of *weapon lock*, all the restrictions of the required skill which are not changed by the description of this one still apply. One important difference is *weapon disarm* allows light weapons to be employed in the maneuver. When using it do disarm an opponent, the same primary hand die pool and bonuses from *weapon lock* are used. All the dice from that die pool are reduced to a single d20. To clarify further, the sub-attribute used in the attack as a modifier is **Agility**. On success, the opponent has options. One option is the victim may use a reaction to resist the disarming, assuming the target has one available. If not having a reaction available or choosing not to resist, the weapon is removed from the combatant's grip. By resisting the *disarm*, the victim is taking a gamble to maintain the grasp with the cost being some minor damage, but there is no guaranty it will work. The inflicted damage is a base of 2 points, but the attacker's weapon weight-size (light, medium or heavy) adds to injury. This means 2 points when attacking with a light weapon, 3 points for a medium one and 4 points for heavy. After accepting the damage, the victim makes an **Agility** competition save against the attacker. However, the attacker is at advantage on the d12 roll; thus, rolling 2d12 and selecting the better of the two. If the victim wins the competition, then the weapon remains held; if not, then the weapon is thrown some distance and direction using on the chart below:



Attacker's Weapon	Distance	Direction
Light	0 to 1 hexes (d2-1)	
Medium	1 to 3 hexes (d3)	
Heavy	1 to 4 hexes (d4)	

There are more details about scenarios using this skill in the [Weapon Negation](#) section.

Karma Attainment: 2 Days of practice

Weapon Forte	Special	Body 15+
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This skill endows mastery of a specific type of weapon, such as a "bastard sword" or a "long bow." This gives an additional d20 which can be added to a die pool employing that specific weapon. However, the prerequisite is that a style skill from *archery*, *bludgeoning*, *cleaving*, *hurling*, *polearms*, *slashing* or *specialty* based on styles with which the weapon can be used. Some weapons, like the whip, are prohibited from gaining the extra d20, but the skill would still act as a prerequisite for other skills.



Karma Attainment: 2 Days of practice

Combat Skills

Weapon Lock

One of Bludgeoning,
Cleaving, Pole-arms,
Slashing or Specialty

Body 13+

This skill focuses on pinning the opponent's weapon in a way that it is locked from attacking. It can only be employed with non-improvised, melee weapons that do not have the [light](#) property (the sai being the exception), and also it only works against actual weapons; it cannot prevent a martial artist, attacks from *savage form* or monster's body parts. One could wield a longsword with *weapon lock* but not a chair from the bar. Furthermore, *weapon lock* could not be used against a *silk sleeve* either. Another restriction is it can only be used against an opponent up to one-size category larger who are also bipeds. Therefore, it is possible for an elf to lock an ogre's club, but that elf could not use this skill on a plains giant. Moreover, a mounted fighter would be immune to *weapon lock* because the creature controlling movement is not a biped.



To determine success only the primary-hand die pool is used, but all the dice are sacrificed for a single d20. Therefore, should advantage/disadvantage rules apply, then two d20s would be rolled using the greater/lesser as appropriate. That d20 is rolled against the opponent's AC. Rather than **Strength, Agility** is added to the die roll for this maneuver. Also, weapon quality bonuses or magic are added to the roll. Some weapons may also offer additional bonuses; e.g., the sai and the trident. If the wielder has *weapon forte* in the weapon used, then an additional +3 bonus is gained on the attack roll; however, these bonuses are not cumulative but rather only the better between weapon-type bonuses and the *forte* bonus can be used. Further, if the attacker has multiple die pools available, the off-hand or *savage attacks* can still be made after the *weapon lock* has been attempted. If the off-hand is available and acts like the primary hand, then the off-hand could attempt to lock the weapon if the first attempt failed. Further, the off-hand could lock a different adjacent opponent if *spinning moves* were available. There are more details about scenarios using this skill in the [Weapon Negation](#) section.

Karma Attainment: 1 Day of practice

Whip-Blitz

Whip Master and
Ambidexterity

Agility 4+

Action or Reaction

With this skill, a whip is used in the off hand, similarly to *shield-blitz* to gain a free whip attack during one's attack action; however, the target of the whip attack does not have to be the same target as who is being attacked by the primary hand pool. This could be used with two leather weapons for two separate whip attacks. Moreover, this skill permits a flee-attack reaction with the off-hand whip instead of the primary. Because does not fit under any style method, it cannot be used in conjunction with *two-handed fighting*; however, *two-handed mastery* can be used with this so long as the whip never exceeds 1d20. Further, *martial arts* or *savage form* can be the main attack as a "savage" die pool and gain the off-hand *whip-blitz* attack - effectively having no primary hand attack.



Unlike *whip master* this skill cannot be used with the spiked chain.

Karma Attainment: 2 Days of practice

Combat Skills

Whip Master

Melee

Agility 3+

This skill is part crafting and part combat use. The wielder of the whip modifies his or her weapon to be weighted specific to one's own whipping style and technique, but thickening the leather and adding metal bars on the tip. This causes the maintenance of the whip to increase to 1 bit monthly, but the customization is so tailored, it is an ordinary whip if another used it. Nonetheless, if used as the primary hand die pool of a *whip master*, it delivers blunt damage, capable of inflicting lethal **Body** points to any who were previously subject to the pain-effects of a normal whip. Those well-armored remain immune to this whip attack as well. Further, although it acts as a blunt weapon, this skilled use of the whip is still incapable of combining with *bludgeoning* to increase dice; thus, 1d20 is still the die count of the pool. Further, *two-handed fighting* with the whip is not allowed because its style does not meet the requirements. However, *two-handed mastery* is possible, but when using the whip as such, either the *melee fighting* skill or the *two-handed mastery* skill must be assigned to the whip, but not both, as the whip can only have 1d20 assigned.



Primary

Alternatively, *whip master* can restrain a victim, so long as that target's size is no bigger than one size Category larger. As above, all the dice from the primary hand pool are reduced to 1d20. If that roll successfully strikes the opponent's AC, then the whip has wrapped the victim, who then is under the [restrained](#) restriction. When this occurs, there now exist a taut leather rope between the two, which open up opportunities for a few different responses. First, the attacker cannot use the whip while maintaining the restraint. On its turn, the victim can enter a **Strength** competition to yank the handle from the whipper. Alternatively, the victim (or another one else) on one's respective turn, can cut the whip for 2 points of edged damage to become free and ruin the whip, but the restrained victim attacking the whip would be at disadvantage due to the restriction. The whip in this state is AC 11. If the victim is still restrained by the attacker's next turn, he or she can drag the victim, either by movement or by pulling the victim closer. Movement cost for dragging is also explained under the grappling rules. As a final note, the grappling option can be used with a spiked chain too; however, it requires 8 points of damage to break the chain. A spiked chain is AC 15. Also remember a spiked chain only has a normal 5-foot reach, meaning the grappled opponent can still attack the wielder, albeit at disadvantage. For clarity, a spiked chain would gain nothing by attempting to modify it as described in the first paragraph.

Karma Attainment: 3 Days honing skill

Whip Steal

Whip Master

Agility 4+

Action or Reaction

The skill of *whip steal* can be used as either an action or a reaction; however, there are some limitations when using it as a reaction. That said, the action targets an opponent's single weapon or single item being held by the hands. In no way can this action target something on a belt, in a pouch or backpack -- only in the victim's hands. The method is similar to *weapon disarm*, striking it and pulling it free. All the dice of the primary hand die pool are reduced to a single d20 which must successfully hit against the target's AC. If doing so, the opponent may attempt to resist by using an available reaction. This would initiate an **Agility** competition, similar to the *disarm* competition. However, the wielder of the whip gains only +3 on the competition roll rather than being at advantage. If the weapon is taken, it is reeled to the feet of the whip wielder. No action is needed to spin the whip free from the grasped item; however, collecting the stolen weapon cannot be performed until the following action.



Primary

If using this skill as a reaction, then it must be used before the character's turn. The result of the reaction is to bump up the whip wielder's action to the immediate turn. In other words, if an opponent's turn is before the whip-stealer's turn and the opponent is going to use a healing salve as his action, the whip wielder may use a reaction to move his or her action to be immediately before the opponent's action. Then the action is used to try to steal the salve away. For clarity, when used as a reaction to interrupt the opponent's action by disarming victim and winning the **Agility** competition, that ruins the opponent's action for the round, who cannot take an alternate one. Lastly, unlike *whip master* this skill cannot be used with the spiked chain.

Karma Attainment: 1 Week of Practice

Combat Skills

Wide Strike

Polearms

Strength 4+

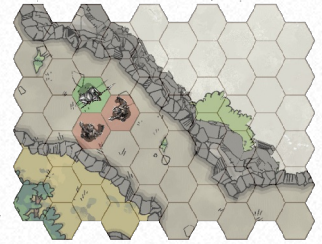


Primary



Only Action

While employing a glaive, spear, staff, or any reach weapon, the attacker uses the primary-hand die pool, possibly requiring both hands, to inflict blunt damage (regardless of the weapon's normal damage type) against two opponents simultaneously. This is a "multiple target" attack, despite using only one die pool; however, the targets must be within five feet of the attacker and must be adjacent to one another. The single die pool is rolled against both opponents, rolling the appropriate die (1d20 for *melee*, 2d20 if having *weapon forte*) and comparing the attack totals against each target's armor class. Any successful strike inflicts 1 point of blunt damage. Further, this skill can be used in conjunction with the *drive* skill to move two opponents. Finally, *wide strike* can be used if wielding a spiked chain instead of the standard polearm, but the requirement for the skill remains.



Weapons Allowed: Glaive, Halberd, Ranseur, Spear, Spiked Chain, Full Staff

Karma Attainment: Long Rest

Here are some final notes on combat skills. Unsheathing a weapon and getting it ready does have a penalty of losing 10 feet of movement for that round. This is also true for picking up a loose item from the ground. Also, if a character switches primary weapons, even if holding each without being ambidextrous or having *two-handed fighting*, this is when the penalty would be applied.

It is important to understand the difference between an automatic hit from a natural 20, and when it is a critical hit. All natural 20s are hits, but skills or other circumstances are needed for that raw 20 to be a critical hit, as the critical allows for an extra d20 of potential damage. Details about critical hits can be found in the [Combat Detailed](#) section.

While it may sound a little simplified, there is a rule of thumb to follow for determining how skills and weapons work together. Complementary skills enhance the mechanics of an attack, while the weapon used determines the damage and special feats allowed. For example, a halberd can be used to potentially drop an opponent a prone position; however, this weapon cannot be used without a *pole-arm* skill which allows the use of weapons with a reach tag to extend to 10 feet. Since the halberd cannot be used in close combat, it simply becomes a useless tool for someone with only a *melee fighting* skill.

Another example might be the staff, which has both the blunt and reach properties. However, one wielding it with *bludgeoning* could attack as 2d20, but only against those within 5 feet, unless the attacker also had the *pole-arms* skill which allows for the such a weapon to extend its reach to two hexes instead of one.

The primary point of all of this is to be sure that one understands what aspect of the game, whether skill or item, defines from where an enhancement is gained. After gleaning that, combining skills and understanding what is complementary or not becomes a far easier task.

Adventuring Skills

Adventuring Skills

Skills for the non-urban settler.

Certain skills are very helpful to the adventurer, which are typically not taken for other reasons. Below is a list of skills that can be obtained in exchange of karma. Any skill listed with the ⚡ symbol means that it can be obtained by training alone.

The chart is ordered by skill cost, while the descriptions are ordered alphabetically.

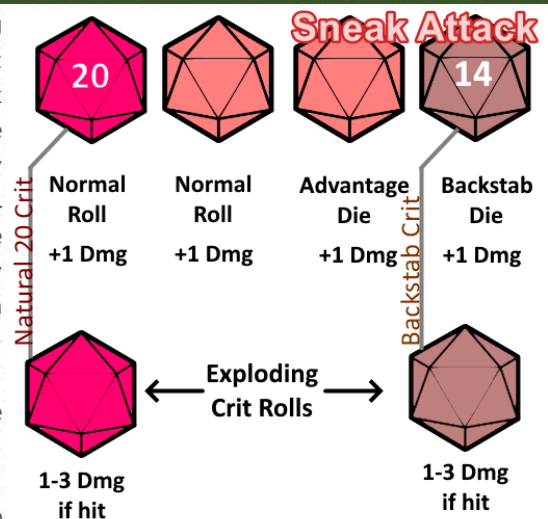
Skill	Cost	Skill	Cost
Acrobatics	100	Interrogation	200
Alertness	100	Inspiration	200
Astrology	100	Lock-Picking	200
Bartering ⚡	100	Marathon	200
Bicycling ⚡	100	Quickness	200
Cartography ⚡	100	Rock Climbing	200
Dash	100	Sea-Horse	200
Discipline	100	Sleight of Hand	200
Fire-Building ⚡	100	Song of Rest	200
Language ⚡	100	Song of Lamentation	200
Lip-Reading	100	Stealth	200
Mental Fortitude	100	Tracker	200
Mountsmanship ⚡	100	Wilderness Survival	200
Packing ⚡	100	Cranial Recovery	250
Rhabdomancy	100	Danger Sense	250
Stamina	100	Diplomacy	250
Swimming ⚡	100	Endurance	250
Tap and Touch	100	Kismet	250
Toxin Coping	100	Poison Resistance	250
Under-Navigation	100	Strider	250
Wilderness Lore	100	Aerial Reins	300
Wound Care	100	Encouraging Verse	300
Cleromancy	150	Enoptromancy	300
Coscinomantia	150	Flow	300
Falconry	150	Heart of Stone	300
Abandonment	200	Kindred Animal	300
Animal Companionship	200	Leadership	300
Backstab	200	Voice Imitation	300
Brachiation	200	Accompaniment	350
Camouflage	200	Combat Analysis	350
Center Focus	200	Fire Proof	350
Charioteering	200	Furtive Motion	350
Climbing	200	Inner Fire	350
Combat Studies	200	Weight Shifting	350
Communication	200	Anthem of Excitement	400
Contortion	200	Beast Bond	400
Disease Resistance	200	Keen Alertness	400
Field Medicine	200	Mystic Harmony	400
Fish	200	Opus of Normalcy	400
Forced Entry	200	Silver Tongue	400
Foul-Play	200	Tell-Tale	400
Hydromancy	200	Dark Mind	450
Influence	200	Era of Stone	500

Adventuring Skills

Abandonment	No Skill Requirement	Agility 3+ and Judgment 3+																										
<p>This is the art of escaping being pursued. Whether with this skill or not, a base DC:15 is used for escaping a pursuit. Supplementarily, a failure is rolling a modified score below 5. This is checked by a Perception check rolled every 10 seconds of the chase. The way the pursuit ends is by either one success or one failure if the chase is indoors, two of either if the chase is outdoors, or if after two minutes of following, the pursuers give up by rolling 4 or lower on a d20.</p> <p>Modifiers:</p> <table border="1"> <thead> <tr> <th><u>Condition</u></th> <th><u>Perception Roll</u></th> </tr> </thead> <tbody> <tr> <td>With This Skill</td> <td>At Advantage</td> </tr> <tr> <td>Pursuers are faster</td> <td>-3</td> </tr> <tr> <td>Pursuers are slower</td> <td>+2</td> </tr> <tr> <td>Pursuers have a tracker</td> <td>-3</td> </tr> <tr> <td>Pursuers outnumber</td> <td>-2</td> </tr> <tr> <td>Pursuers more than triple</td> <td>-5</td> </tr> <tr> <td>Pursuers more than 10x</td> <td>-8</td> </tr> <tr> <td>Pursuers familiar with area</td> <td>-4</td> </tr> <tr> <td>Area is foreign to pursuers</td> <td>+3</td> </tr> <tr> <td>Multiple routes of escape</td> <td>+3</td> </tr> <tr> <td>Occurs in strong light</td> <td>-2</td> </tr> <tr> <td>During the cover of night</td> <td>+3</td> </tr> </tbody> </table> <p>If multiple people are being pursued, then the rolls for escape are made individually.</p>			<u>Condition</u>	<u>Perception Roll</u>	With This Skill	At Advantage	Pursuers are faster	-3	Pursuers are slower	+2	Pursuers have a tracker	-3	Pursuers outnumber	-2	Pursuers more than triple	-5	Pursuers more than 10x	-8	Pursuers familiar with area	-4	Area is foreign to pursuers	+3	Multiple routes of escape	+3	Occurs in strong light	-2	During the cover of night	+3
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Karma Attainment: Spending a day in a hedge maze																												
Accompaniment	Musician	Perception 4+																										
<p>This musical skill allows any musical skill that bestows a preternatural effect, such as <i>inspiration</i>, played by a lesser-talented performer to rise one-step of talent above normal up to the equivalent of the one with the <i>accompaniment</i> skill when the two play the same song (skill) together within 90 feet of one another. For example, if a <i>musician</i> with <i>accompaniment</i> played <i>inspiration</i> together with a <i>minstrel</i>, then each would act as a <i>musician</i> for bonuses granted. If performed by a <i>maestro</i> the <i>minstrel</i> would still only act as a <i>musician</i>. However, if two <i>maestros</i> played together, there would be no increased value from this skill.</p>																												
Karma Attainment: 2 Days of rehearsal with a skilled musical instrument																												
Acrobatics	No Skill Requirement	Body 12+																										
<p>Grants a +2 on any feat save involving Strength or Agility. Also, when using a reaction to stand, the cost is only 10 feet of movement.</p>																												
Karma Attainment: Long Rest within 60 feet of swing or trapeze																												
Aerial Reins	Mountsmanship or Sea-Horse	Muse 4+																										
<p>This allows riding a trained flying mount, such as a giant eagle or a gryphon. Functionally, this is the same skill as <i>mountsmanship</i> other than the prerequisite and riding one without this skill is not possible. This skill is also animal-specific.</p>																												
Karma Attainment: 1 Week working with an animal of appropriate type																												
Alertness	No Skill Requirement	Perception 3+																										
<p>With this skill, one gains +2 to Perception checks in a particular environment: plains/grasslands, forest, hills/crags, mountains, swamp, desert or urban. Further, when in said environment, a +1 to initiative is gained. This skill can be acquired again for a different environment.</p>																												
Karma Attainment: Long Rest in the specific environment																												

Adventuring Skills

<p>Animal Companionship</p> <p>This skill allows a person to sense the presence of animals within 60 feet and discern their temperament. If an animal is hiding or otherwise acting in a way that would require a perception check, then someone with this skill would gain +5 on that roll. If the animal is not frightened, threatened or hostile in any way, then an empathetic connection can be created with the animal, provided the animal's Spirit score is [to be determined] (even 0 where applicable). The animal is allowed a Will save against a DC of 13 + the skill owner's Will bonus. If the animal fails, then it is considered charmed for up to the next 10 minutes. In this time period, a simple favor can be requested, such as "show me which way the man in black went" or "bring me the coin from that ledge."</p> <p>Karma Attainment: 1 Day spent with animals in a natural setting</p>	<p>Wilderness Lore</p>	<p>Muse 3+</p>
<p>Anthem of Excitement</p> <p>When the minstrel performs this as an action, its effects continue until the end of his or her next turn. The effect is selecting a single ally target other than the minstrel to gain an additional d20 attack die for melee combat. This die is not subject to the 5d20 maximum rule. Should the songster be a <i>musician</i>, then two allies can be affected. If he or she be a <i>maestro</i>, then three targets can be enhanced.</p> <p>Karma Attainment: 3 Days in silence while in possession of a playable instrument</p>	<p>Inspiration</p>	<p>Faith 3+</p>
<p>Astrology</p> <p>Navigation by the stars. When lost, under clear skies, navigate back on path successful Perception check against a DC:8. Also, minor foretelling can be discerned from the stars in the sense that a general future action bodes well or not. This is a four-hour reading at night. The GM will make a secret Perception feat against a DC:13, then reveals the reading information accordingly.</p> <p>Karma Attainment: 3 Nights of Stargazing from an observatory or solarly site with sky charts</p>	<p>No Skill Requirement</p>	<p>Perception 3+</p>
<p>Backstab</p> <p>This skill trains the attacker in ways to do more harm to an unsuspecting victim when performing a sneak attack. Before this can be employed, it must be established that a sneak attack can occur. However, a <i>backstab</i> attack cannot be performed at range, only as a melee attack. However, but unlike an untrained sneak attack, a <i>backstab</i> can be employed with any non-heavy weapon. This gains the additional 2d20 on the attack just like a sneak attack. Of course, the first of those dice is for being at advantage and therefore cannot be counted twice if the target is incapacitated or other was already allowed to be attacked at advantage. Because this must be performed as a melee attack, the victim is permitted an additional Perception check at the moment of attack. When employing the <i>backstab</i> skill, all the dice are used even if the victim makes his or her Perception save. The difference is if the victim fails the Perception, then that last d20 for "striking a vulnerable and unaware victim," assuming that last die successfully hits, acts as a crit, just as a "natural 20" would. If the victim becomes aware at the last moment, then that extra die can only inflict a single point of damage. Of course, if that die misses, then whether it is a crit or not is moot. Therefore, that "backstab" die should be rolled separately. If counted as a crit and hitting, then the attacker gains yet another bonus d20 gets rolled. That extra d20 crit roll strikes for d3 points of damage if that new roll hits to target AC. Moreover, this "backstab crit" is separate from any "natural 20" rolls. Thus, two different crit-attack threads could exist, each having their own exploding opportunities. Lastly, it is important to understand that while the longsword could be used, the versatile property allowing it a heavy attack could not be used in conjunction for this attack.</p> <p>Karma Attainment: 3 Days honing the act of concealing oneself and attack from shadows</p>	<p>Stealth</p>	<p>Agility 4+</p>



Adventuring Skills

Bartering ⚔	No Skill Requirement	Judgment 3+
<p>Allows a Muse feat against a DC:10 to reduce prices or raise trade-in price by 10% by spending time at the local market and checking with several vendors. If used against a single merchant, then treat as a competition with anyone having this skill gaining a +3 on the d12 roll. Further, this gives a bit of ability to appraise items similar to the <i>touch of appraisal</i> incantation. This can be trained as a vocational skill.</p>		
Karma Attainment: Long Rest in a marketplace		
Beast Bond	Kindred Animal	Muse 5+
<p>This skill more powerful form of the <i>kindred animal</i> skill. With this, any true animal including primeval creatures, can be connected by this bond. Even mutant class monsters may be bonded, with the limitation that its Mind score and Spirit score combined do not exceed 5. However, in no circumstance could a bonded beast exceed 30 Body points. Through this bond, the handler can give commands to the bonded beast telepathically provided the beast is within 200 feet and in line of sight. Any actions made by the creature occur on the handler's turn. The beast master can only create a telepathic link between himself and one creature at a time. This bond can only be broken by death; however, as with <i>kindred animal</i> both are susceptible to <i>charm</i>. If a bonded beast is charmed, it will gain +4 to its save. However, the master will gain no bonus against mind-affecting magic.</p>		
Karma Attainment: Long Rest with and near an undomesticated and unfamiliar animal		
Bicycling ⚔	No Skill Requirement	Body 10+
<p>This is the ability to ride a bicycle long distances, at high speeds, over difficult terrain, etc. Bicycles can move at a rate up to 90 feet in short distances in a straight line for one minute; however, longer sustained speeds for daily travel are considered 70 feet. This skill can be self-trained in one month with an Agility feat-check (DC:4) for success. Having a mentor means the training can be checked after only 21 days. Additionally, a Logic feat-check (DC:8) allows to make simple repairs, assuming tools and parts are available</p>		
Karma Attainment: One day of practice		
Brachiation ⚔	Climbing	Body 12+
<p>This skill enhances one's <i>climbing</i> ability to effectively move through trees and branches. This could be, but not necessarily, swinging from branches leaping with one's arms. Alternately, this could be leaping and running from branch to branch on foot -- or a combination of any of those methods of locomotion. The base movement for this skill is 40 feet, which is not subject to <i>dash</i> but could be increased magically. For a full appreciation of this skill, watch the movie <i>House of Flying Daggers</i>.</p>		
Karma Attainment: 1 Day actively climbing trees		
Camouflage	One of Acting, Hunting, Leatherworking or Tailoring	Perception 3+
<p>To benefit from this skill, a bit of investment prior to its use may be required. Much of this skill is preparing clothing to match an intended environment. When properly planned and prepared, the appearance used to move through an area will gain +5 on to the DC of a stealth check attempt. There is a chance that someone with the <i>camouflage</i> skill can create an ad hoc covering or outfit that will offer a +3 benefit just by scouring the things in one's on backpack or standard items. This is performed by rolling a Perception feat against a base DC of 11, but if there are up to two willing others with the person to pick from, then the DC rises to 12. If there are three to five, then the DC becomes 13. With six or more others, the DC:14 is used to determine if appropriate coverings can be found.</p>		
Karma Attainment: 1 Week studying and examping color schemes.		
Cartography ⚔	No Skill Requirement	Logic 3+
<p>Cartography is the skill of reading and making maps. As there are no standards set for map symbols and scale, this skill is required for using maps. Reading one's own map or one made by familiar sources can be performed without a roll; however, reading maps from unknown sources can only be interpreted correctly on a Logic feat against a DC:9. This can be trained as a vocational skill but requires a Logic save-feat (DC:4) at the end of the training to acquire.</p>		
Karma Attainment: 6d6 Hours studying various maps		

Adventuring Skills

Center Focus	No Skill Requirement	Will 3+	
<p>With this skill a character becomes less affected by the environment. He or she requires only half the normal amount of food to survive, and can act as if temperatures are 20°F for the better. Further, by using a action for concentration, on one's following turn, an attempt to make a save when ordinarily not permitted can be made to any effect made against Will, like breaking free from a bane incantation.</p>			
Karma Attainment: 1 Week of Meditation			
Charioteering	No Skill Requirement	Body 12+	
<p>Driving a single-person chariot pulled by one creature can be performed without a skill, but there are several restrictions that this skill lifts. With this skill, one can drive larger chariots, using the creatures pulling the chariot at their best speed, as opposed to a 15-foot penalty without. Chariots can only travel on roads, grasslands, light forests, plains and dry tundra that have no inclines greater than 20°, and terrain penalties always apply; however, with this skill, and using 50-bits worth of equipment, which must be replaced after a week of travel, even desert and snow-covered tundra can be traversed with a 50% penalty rather than the typical 60% adjustment. Moreover, one can fight effectively from the chariot. Without this skill places the fighter at disadvantage, whether driving or merely riding. However, the driver is limited to the primary-hand die pool. Shields and two-handed weapons cannot be properly employed when driving, as as the off-hand is required to manage the chariot, but riders of the chariot can use such equipment. Lastly, riders do no gain their own initiatives when using melee combat but rather attack after the driver's action; however, if using range or taking a non-combat action, then an individual initiative would be used.</p>			
Karma Attainment: 1 Day honing skill			
Cleromancy	Mathematics	Logic 3+	
<p>This is divination by lots. The practitioner of this ability would cast down a number of small dice or tiny, marked bones, record the numerology by values and positioning, then retreat to perform calculations to make a prediction. The process requires approximately two hours per omen. A successful divination, rolled in secret by the GM, Logic save (DC:9), will tell whether the general topic asked will have good fortune, bad fortune, a mixture or no reading at all. The time of the omen ranges from the time of rolling up to the end of overmorrow.</p>			
Karma Attainment: 1 Day rolling dice or bones			
Climbing	No Skill Requirement	Body 10+	
<p>Anyone can climb a tree or scale a five-foot wall or climb a secured rope next to a surface up to 20 feet tall; however, this skill is required to navigate a slope greater than 60° and more than 10 feet without the need for special climbing gear. <i>Climbing</i> is performed in 20-foot increments per round. An Agility skill check against a DC:11 as a base is used to determine success. If successful, the distance is crossed; otherwise, no movement can occur. Other modifiers may apply as well.</p>			
Rope Braced To Wall	+8	Rough Surface, Rock, Mortar	+0
Rope Freely Hanging	+6	Raining	-2
Movement while bracing between 2 surfaces	+4	Smooth Surface With Handholds	-2
Tiger Claws Used	+3	Ice Covered	-5
Surface covered by vegetation or vines	+2	Overhang, Traversable Ceiling	-6
<p>Anyone climbing with the skill is at disadvantage and only gains half the bonuses listed above but any penalties are counted in full.</p>			
Karma Attainment: 3 Days running through obstacle courses			
Combat Analysis	Combat Studies	Judgment 5+	
<p>This is an enhancement of <i>combat studies</i> which allows the unique ability to potentially identify individuals by the idiosyncrasies of the fighting style used. With a single round of observation as an action, the analyzer can identify an individual at a distance of up to 150 feet by its stances, motion and strikes. This can be performed even if the entity is not known to the person studying, but that individual could be identified again later on another battlefield. This can be performed even if the fighter is masked, in disguise or under the effects of <i>transmogrify</i>; however, this cannot be used on a shape-shifted or <i>polymorphed</i> being. This ability to identify is also not automatic. It requires the analyzer to make a Perception feat check against a base of DC:10 minus the number of d20s used while studying the subject during the required action.</p>			
Karma Attainment: 3 Days at a military academy studying others			

Adventuring Skills

Combat Studies	One of Bludgeoning, Cleaving, Pole-arms or Slashing Styles	Judgment 3+
<p>This skill allows one to study the techniques of an opponent. After two rounds of melee combat against the same opponent, the person with this skill can grant himself or herself an advantage for the third round of melee conflict. This cycle can be repeated against the same or different opponents so long as consistently attacking the same opponent.</p>		
<p>Karma Attainment: 1 Day at a military academy observing fighters</p>		
Communication	No Skill Requirement	Judgment 3+
<p>Normally, a character can only share information on his or her turn. With this skill allows one to have enhanced communication during combat by being able to use a reaction at any time to communicate a short message as deemed appropriate. The character can still use normal speaking or gesturing on his or her turn as well.</p>		
<p>Karma Attainment: 1 Day actively working with carrier pigeons, mirrors, smoke signals or other communication methods</p>		
Contortion	No Skill Requirement	Will 3+
<p>This allows a person to fit into and move through a smaller space than normally would be allowed. Further, there is a chance to remove oneself from being tied or shackled, similar to the <i>knots</i> skill. Escape can be attempted each five minutes with success if rolling an Agility feat (DC:13) for rope and (DC:18) for shackles. If someone also has <i>knots</i> as a skill in addition, then escaping rope-binding is (DC:10) and can be attempted once per two minutes. Further, one can spend ten minutes in preparation to dislocate the restrained limb, then one can roll a Will feat against a DC 3 points lower for success to escape; however, if failing, the limb is unusable for the next hour.</p>		
<p>Karma Attainment: No activity required, but must sleep in a square box half the character's height for 5 consecutive nights</p>		
Coscinomantia	Legal Work	Perception 3+
<p>This is a method used to determine the guilt or responsibility of a known character in causing a known event. The soothsayer will balance a small brass sieve atop a tripod, then describe the event (a crime, usually). After that, the names of characters suspected of causing the event or committing the crime are spoken before the balancing sieve. When the name of the guilty (responsible) entity is spoken, the sieve will begin to wobble at that time or perhaps fall. The sieve must be cleaned, oiled and prepared prior to the divination, which requires about two hours. The names must be spoken with a one-minute delay between them. Further, they must be repeated three times to ensure a parity of the results. The results are rolled against each name spoken, each time using a d20 and adding the seer's total Perception score (DC:12). Rolls will be made secretly by the GM. If the roll is successful, the sieve will respond correctly. If failing, no movement will happen, whether true or false. Finally, this divining ability is emotionally taxing and therefore can only be performed once per day.</p>		
<p>Karma Attainment: 1 Day rolling dice or bones</p>		
Cranial Recovery	Mental Fortitude	Resilience 4+
<p>Through this training, one recovers from the conditions of stunning and unconsciousness quicker than normal. Based on the units of time, whether rounds, minutes or hours, with this skill one recovers at the better of 2 fewer units or half the time; however, the minimum will be one unit if it cannot be translated into a different unit, like one hour to thirty minutes. If it is one turn, then it will become the start rather than the end, if applicable. In other words, if the normal effect is until the end of one's next turn, recovery will happen at the start of one's turn; if the duration is one hour, then it becomes 30 minutes; as a final example, if normal stunning lasts until the end of one's third subsequent turn, the recovery will happen at the end of one's next turn.</p>		
<p>Karma Attainment: One week sleeping with rocks on one's head</p>		
Danger Sense	Alertness	Mind 12+
<p>Through this skill, a character is granted advantage on Strength or Agility feat saves (checks) against physical or mechanical effects, such as traps. Advantage can only be granted if the character has normal sight and hearing in the circumstance.</p>		
<p>Karma Attainment: Long Rest inside a shallow pit</p>		

Adventuring Skills

Dark Mind	Heart of Stone	Will 6+
<p>A character with this training may be undetectable to scrying and divination inquiries, as well as many magical detections, including the reading of thoughts or detection of his or her lifesong. This protection is in constant effect and completely passive, including when the being is sleeping or unconscious. Against any effect which attacks the mind and allows a save, the <i>dark mind</i> skill grants a +5 bonus to those saves. Any form of thought-reading, mental communication, detection or other divinations which do not typically allow a save used upon the effected target, a special Judgment save against DC:9 is permitted. If successful, the target is fully protected from mental intrusion, including even knowing its existence is confirmed. GMs should not reply, "You can't read him" but rather merely answer from the perspective. In other words, if attempting to detect magic on the person with <i>dark mind</i> who makes a successful special save, the GM would reply, "There is nothing magic on him."</p>		
Karma Attainment: 1 Week, 24 hours per day, wearing a bronze helmet and mask that prevents vision		
Dash	No Skill Requirement	Agility 4+
<p>With this skill, a character can double his or her movement in combat a combat round. This can be performed for as many rounds that a character has points of Agility. The rounds performed do not have to be consecutive. After using that many rounds of <i>dashing</i>, a short rest is required.</p>		
Karma Attainment: Long Rest after rubbing legs with 10 bits worth of herbs		
Delay the Ready	No Skill Requirement	Muse 3+
<p>By having this skill, one can "hold the action" for 2 points of initiative. This will not be announced until the initial the character's turn comes up, then it will be delayed appropriately. In other words, if the character has a 7 for initiative that round, then he or she may chose to delay the action until the last of all those with a 5 have taken their turns; however, during any time between, the character may interrupt to take his or her turn. If the delay drops below 1, then the action can be held until the last action of the round. If two people both delay until the "last of" an initiative number, they will execute in the order of the original initiative as a tie-breaker.</p>		
Karma Attainment: Long Rest after eating a humming bird		
Delay the Timing	Delay the Ready	Muse 5+
<p>This skill is virtually identical to its predecessor, except one can "hold the action" for 5 points of initiative.</p>		
Karma Attainment: Long Rest covered in the blood of a gray fox		
Diplomacy	Influence	Spirit 15+
<p>This skill permits a character to speak without interruption from others for thirty seconds, unless someone else in the crowd also has the same skill. Also, as an enhancement of charisma and social engineering, the skill allows a person to influence others, making the DC used by the victim to increase by 4 points, rather than just 2 from the <i>influence</i> skill. Further, if using in combat as a complete action, which disallows other actions or reactions until the remainder of the round, then sentient, language-speaking combatants can be convinced to make a momentary truce for one round. This is performed at the end of the round by each hearing opponent, who understands the language and has free will, to roll a Judgment preservation save (DC:9). If a majority of the opponents fail and take pause, then the following round the diplomat can clearly explain or articulate why the fight should not continue. This may or may not be effective based on the conditions and responses barked by the enemy leader. Moreover, this truce cannot be used more than once in a single combat.</p>		
Karma Attainment: 2 Days of Silence with tongue painted in red mercury (25 bits)		
Discipline	No Skill Requirement	Will 3+
<p>Grants +2 on all <i>saves</i> (preservation, feat or competition) on all dice when any Spirit sub-attribute is involved. Additionally, if an affect against one's spirit is automatic, this grants one a Will preservation save against (DC:15).</p>		
Karma Attainment: 1 Day spent balancing a bucket of water on one's head		
Disease Resistance	Center Focus	Resilience 4+
<p>This conveys a +4 to any saves involving disease. If infected and damage occurs as a result, then that damage is halved per incident, just as any other form of damage resistance. It also halves the duration of the infection if becoming sick.</p>		
Karma Attainment: No activity time lost, but must eat moldy bread for a week		

Adventuring Skills

Encouraging Verse	Minstrel	Perception 3+
<p>This grants the ability to use musical notes to disrupt mind-influencing effects. As an action, the minstrel begins a performance that lasts until the end of his or her next turn. Upon the next turn, the action may be to continue the performance. During that time, the player and any friendly creatures within 30 feet gain advantage on saves against being frightened, charmed and even phantasms. A creature must be able to hear gain this benefit. The performance ends early if player becomes incapacitated or silenced. Further, the songster could voluntarily end it (no action required). The skill of the music maker impacts the effect of the performance. Should a <i>musician</i> perform this action, then in addition to advantage, +1 on the save is gained. Should it be a <i>maestro</i>, then +2 is gained. Further, it should be noted that only one song type can be performed at one time.</p>		
Karma Attainment: 1 Day practicing musical instrument		
Endurance	Stamina	Resilience 4+
<p>Anytime a degree of exhaustion might be suffered, this skill will allow a chance to avoid it. If the character succeeds a Resilience save feat against DC:18, then the exhaustion does not set in. If the condition places the victim in disadvantage, then the roll still must be rolled at disadvantage. This will not avoid negative-temporary point loss from things like starvation or life-draining, nor will it allow a person to hold one's breath longer. However, any exhaustion penalties from asphyxiation or starvation might be avoided.</p>		
Karma Attainment: Long Rest, sleeping on a bed of nails		
Enoptromancy	Center Focus	Will 4+
<p>This divination is performed by means of reflections and mirrors. Details of the future may be divined in detail by the oracle after an hour of mirror-gazing. Random events are reflected in the mirror; however, over the duration the seer may be able to determine in fair detail what the major events of the next two days will be for a specifically named subject (death, for example, or a complete loss of money), assuming any major events will occur. A Will feat check (DC:14) will be rolled in secret by the GM. For each additional spent studying in reflections, a +1 bonus can be added to the roll. If the roll fails, then it will be read as nothing will happen 75% of the time; however, false information may also be determined.</p>		
Karma Attainment: Spend a week in a room of mirrors		
Era of Stone	Heart of Stone	Resilience 6+
<p>This slows the natural aging process. For each two chronological years that pass, only 1 year of aging occurs.</p>		
Karma Attainment: Starting only on a full moon (either moon), spend 1 Week in meditation surrounded by incense and candles (20 bits)		
Falconry	Animal Training	Will 3+
<p>The prerequisite of <i>animal training</i> can be for any animal. The falconist must merely have some experience with training animals. Once gaining the skill, the person can hunt small game with a trained hawk. It includes theoretical knowledge of hunting, plus one can act as having <i>animal training</i> specific to falcons if the prerequisite is not that specialty. Finally, this skill offers the equivalent of <i>animal breeding</i> specific to hawks.</p>		
Karma Attainment: 3 Days in observing falcons		
Field Medicine	Wound Care	Judgment 4+
<p>This is an advancement of wound care and for all practical purposes should be considered the same effect; however, when restoring Body points, no roll is required. Additionally, it is possible to restore a total of two points to a recipient. Of course, three actions are required to achieve this maximum effect, unless having a wound or medical kit; with one, both Body points can be restored on the second action. As with its lesser form, it will not remove any exhaustion from being rendered unconscious. Recipients of this skill are act the same as if having been treated by <i>wound care</i> and cannot gain the benefit of one and then the other without a long rest occurring between them. To clarify, only one method <i>field medicine</i> or <i>wound care</i> can be applied, but not both. Further, new injuries must have occurred before a new treatment can be administered.</p>		
Karma Attainment: 1 Day of study at a hospital or library		

Adventuring Skills

Fire-Building ⚡	No Skill Requirement	Will 3+
Building a fire requires tools, like flint and steel; however, with this skill and five-minutes of effort, a fire can be started without tools on a successful Agility feat against a DC:8. Obviously, fires could not be started in impossible environments, such as underwater. This can be trained as a vocational skill in 30 days, but still requires a Muse save-feat (DC:4) at the end of the training to acquire.		
Karma Attainment: Long Rest in possession of flint		
Fire Proof	Center Focus	Will 5+
Through mind-over-matter techniques, one gains a resistance to fire damage.		
Karma Attainment: No activity time lost but must each phosphorous for 3 Days		
Fish	Center Focus	Body 12+
The ability to hold one's breath is tripled in duration. See the Asphyxiation subsection and Recovery .		
Karma Attainment: 1 Day submerging head underwater several times during the day		
Flow	Swimming	Body 15+
This is an enhancement skill for the prerequisite of <i>swimming</i> , which increases the movement rate to 25 feet. The duration one can swim is equal to five minutes per current Body life points. This is 750 feet per Body point for swimmable distance; e.g. 11,250 feet for current score of 15. Should a character choose only to tread water, this can be performed for 1 hour per Body point. After either, a short rest is required before swimming or treading again. Encumbrance reduces movement as it normally would.		
Karma Attainment: Long Rest with a bonefish which must be eaten afterwards		
Forced Entry	No Skill Requirement	Strength 3+
This is the ability to kick in doors and windows, or demolish them with a ram, spikes or pry bars, without necessarily being adept in melee combat. Effectively, this allows the lowering of the DC in brute force circumstances. For each turn/round of preparation, the DC is lowered by 1 point up to a maximum of 5. However, if used against a restraint that is holding someone's limb, the shackled person must make a Resilience save (DC:9) or have the limb rendered useless for the next d8 hours.		
Karma Attainment: Long Rest		
Foul-Play	No Skill Requirement	Will 3+
This is the art of unethical behavior. With this skill one can handle and deliver poisons. Without the skill, one risks self-infliction if failing a Resilience feat against a DC:6 per each handling. This does not convey any skills to extract poison from dead creatures without also having a <i>skinning</i> skill. Moreover, to milk poison from a live creature, an <i>animal breeding</i> skill would also be required. Additionally, a person with this skill is well versed in combat exploitation and fighting dirty. This is throwing dust in the eyes, lulling an opponent into an unfriendly position, or other dirty tricks. This functionally causes a single opponent to be at disadvantage in a melee scenario on his or her next turn. The opponent is aware of the disadvantage and may choose not to perform a melee action. Invoking the disadvantage comes at a cost of 10 points of karma. If the foul-player does not have the karma, it cannot be used. Conversely, if 20 points are available, disadvantage could be thrown against the opponent for 10 points and advantage given to oneself could be gained for another 10 points.		
Karma Attainment: Long Rest		
Furtive Motion	Stealth	Agility 5+
This skill allows any action taken by stealth to gain special rules concerning the roll. This formula remains 4d6 + Agility score; however, any "raw 1s" rolled will count as the value of 2, making the lowest possible DC for one's stealth maneuver a 13.		
Karma Attainment: 3 Days of practice walking on crunchy surfaces like acorn shells, metal shards, or broken glass		
Heart of Stone	Center Focus	Spirit 18+
This conveys a +4 to any saves involving fear or charm; it also renders one immune to <i>sleep</i> magic or psionics. Even if charmed or frightened, any damage associated directly with the affect, such as <i>weapon of doubt</i> , then that damage is halved per incident, just as any other form of damage resistance.		
Karma Attainment: 1 Day carving a wooden graven image then sacrificing it in a fire		

Adventuring Skills

Hydromancy	Swimming	Judgment 3+
<p>The practitioner of hydromancy must start the process in the morning by asking a very specific binary question, one that can be answered by yes or no. After which, he or she will spend the remainder of the day studying the movements and currents in running water or the tides. During the study, four times a blood letting will be performed to watch the crimson interact with the current to read the patterns of the kamii in the movement. Each cutting will inflict 1 point of Body damage. At the end of the day, the GM will secretly roll a Judgement feat (DC:10) to determine whether a truthful interpretation was understood. If yes, it is revealed. If no, an inaccurate answer is given. Due to the blood-letting, if this prognostication is used more than once per week, there is a 15% chance for each violation (cumulatively, if more time within the same week) of contracting an <i>earth rot</i> disease.</p>		
Karma Attainment: 1 Day rolling dice or bones		
Inner Fire	Center Focus	Muse 5+
<p>Through mind-over-matter techniques, one gains a resistance to cold damage.</p>		
Karma Attainment: 1 Day spent meditating naked in temperature below freezing		
Influence	No Skill Requirement	Spirit 12+
<p>With this skill, gains +2 on any rolls to resist charms and phantasm illusions. Conversely, this skill allows one to deceive, seduce, manipulate people for whatever reason or cause. When attempting to influence others the DC used to resist such social charming is increased by 2 points. One of the biggest difference between <i>influence</i> and <i>intimidation</i> is the victim of this skill may never realize he or she has been used. Moreover, influence can be used in a broader set of conditions than just retrieving information. One can convince a guard to let them into an area with a convincing story or even trick someone into walking into an ambush. See Social Interactions.</p>		
Karma Attainment: Long Rest immediately after eating a harpy tongue		
Inspiration	Minstrel	Strength 3+
<p>After training in <i>minstrel</i>, a person with this skill can play that instrument in an inspirational way so that two allies, at the player's choosing and must be other than oneself, gain +1 to hit dice rolled in combat attacks so long as the songster continues to play. This effect cannot combine with any other bonus which gives bonuses to attack, meaning to highest value of multiple effects is used. However, if the music player is a <i>musician</i> with the instrument, then those two allies gain a +2 bonus instead. Finally, if the one performing the <i>inspiration</i> is a <i>maestro</i>, then the bonus is +3.</p>		
Karma Attainment: 1 Day of activity, practicing with musical instrument		
Interrogation	No Skill Requirement	Judgment 3+
<p>With this skill, gains +4 on any rolls to resist extracting information, even magically-performed. Additionally, when attempting to threaten or interrogate another the DC used for the victim to resist is increased 4 points. See Social Interactions.</p>		
Karma Attainment: Long Rest after consuming Satyr Horn Dust		
Keen Alertness	Alertness	Perception 5+
<p>If having the <i>alertness</i> skill for an environment, this skill can enhance it for that environment to gain +3 to Perception checks for such locations. Further, one gains +2 to combat initiative in said terrain.</p>		
Karma Attainment: 1 Day meditating in specific environment		

Adventuring Skills

Kindred Animal	Animal Companionship and Wilderness Survival	Muse 4+
<p>This skill is an empathic affinity with any true animal, permitted its Mind score and Spirit score combined do not exceed 10. However, in no circumstance could the animal exceed more Body points than the naturalist has Spirit points to a maximum of 24 points. Through this bond, the handler can give commands to the animal telepathically provided it is within 120 feet and in line of sight. Any actions made by the creature occur on the handler's turn. This rapport can only exist with one creature at a time and is spiritual pact lasting one year. It may continue longer each year if both parties are willing. It is important to note that animals are still subject to <i>charm</i> effects which can override the will of the owner. If the owner is <i>charmed</i>, the animal will act under the same restriction as its master.</p>		
<p>Karma Attainment: Bonding with the animal requires a 2-hour blood ceremony with the kindred beast, repeated if obtaining a new animal</p>		
Kismet ⚡	Gambling	Judgment 4+
<p>This skill is a training in risk management to the extent that determination can alter the outcome. The benefit of this is additional option for spending karma. In addition to the 10-point karma rule to gain advantage, this skill allows the option to spend 10 points of unused karma to reroll one die, whether that is a save, an attack or even a <i>dodge</i> skill roll. Once using this karma-buy, it cannot be performed again until finishing a short or long rest.</p>		
<p>Karma Attainment: Long Rest at a location deemed to be lucky by local lore</p>		
Language ⚡	Logic pt / known	Special
<p>This slot can be used to learn a new language, both written and spoken as applicable. However, the maximum number of languages a character can know is equal to his or her sub-attribute Logic score. This can be trained as a vocational skill, but requires a Logic save-feat (DC:4) at the end of the training to acquire. Thus, learning with a book, teacher or other speaker actively helping would allow one to learn the new language in 100 days. Otherwise, it would require 200 days of immersion to be considered fully fluent and literate. However, by using karma, a new language can be learned incredibly fast -- in only 14 days. Some priests' deities allow even faster learning.</p>		
<p>Karma Attainment: 14 Days</p>		
Leadership	Influence	Spirit 15+
<p>In addition to the benefits of charisma gained from the <i>influence</i> skill, this allows a character to have an inspiring presence. As an action, the number of people equal to one's Muse bonus can gain the benefit of temporary Body points for a short period of time. The duration is equal to one minute (6 combat rounds) per point of Muse bonus, as is the increase of temporary Body points. Thus, with a Muse score of five, one person can gain one point for one minute, but at a score of six, two people can gain two points each for two minutes. Once invoking this skill, it cannot be performed again until completing a long rest.</p>		
<p>Karma Attainment: 2 Days of ritualistic painting symbols on self</p>		
Lip-Reading	No Skill Requirement	Perception 3+
<p>This is determining what is being said without being able to hear. Clear line of sight is required. Perception check against a DC 11.</p>		
<p>Karma Attainment: 1 Week of actively practicing skill</p>		
Lock-Picking	No Skill Requirement	Agility 3+
<p>Locks cannot be opened with a key, breaking or some magical effect. This skill allows a character with simple tools to mimic having the key. A standard lock has 5 Body points if choosing to break it. Of course, the container or door being secured might be easier broken than the lock. A standard lock also has a DC of 9 if attempting to open it with picks. Agility modifiers are added to the feat roll. However, if genuine picks are not available, this person can create make-shift picks; however, that will throw a -4 penalty on the roll. Each attempt will require a base of 60 seconds. If the feat roll failed, then 60 seconds was spent. Another attempt may begin immediately. On success for each point above the required DC, 3 seconds are removed. Therefore, if the DC is 9 and the adjusted roll score is 16, then a 21-second duration is subtracted and the lock is opened in only 39 seconds. The quickest a lock can be undone is 3 seconds, regardless of the math.</p>		
<p>Karma Attainment: 3 Days actively practicing with pick tools</p>		

Adventuring Skills

Marathon		No Skill Requirement	Resilience 3+
<p>While this skill will not alter the base movement rate for combat, it will change the calculation for total miles traveled in a day. The new daily rate becomes the numerical value of adjusted movement value in feet ÷ 2.25 in miles, rounded down, for normal pace; and feet ÷ 1.75, rounded down, for fast pace. Note that a slow pace is not adjusted. See Travel.</p>			
Movement		Elf Day	Normal Day
40 feet	Fast	24 miles	22 miles
	Normal	18 miles	17 miles
50 feet	Fast	31 miles	28 miles
	Normal	24 miles	22 miles
<p>Karma Attainment: Long Rest sleeping on ostrich feathers or wolf fur</p>			
Mental Fortitude		No Skill Requirement	Logic 3+
<p>Grants +2 on all saves (preservation, feat or competition) on all dice when any Mind sub-attribute is involved. Additionally, if an affect against one's mind is automatic, such as the <i>sleep</i> axiom, this grants one a Judgment preservation save against (DC:15).</p>			
<p>Karma Attainment: Long Rest after a day of eating nothing but kale</p>			
Mountsmanship 		No Skill Requirement	Body 10+
<p>Riding a trained mount in a general direction can be performed without a skill. However, to command one well requires <i>mountsmanship</i>. With this skill, one can ride at a gallop and travel the extended daily distance at a fast clip. Otherwise, only normal or slow clips are possible. Conversely, without the skill, the movement rate of a mount is 15 feet slower, unless specified differently in the description of the mount. Further, one can fight effectively from atop his or her mount, gaining the movement of the steed; doing so without this skill places the fighter at disadvantage. However, this is limited to the primary-hand. Shields and two-handed weapons cannot be properly employed with only this skill, as the off-hand is required to manage the reins. Lastly, riders of creatures that can scale greater than 45° must have this skill to ascend such an angle. Finally, this skill is specific to an animal. If one has <i>mountsmanship</i> for a horse that does not imply <i>mountsmanship</i> of a lizard steed. This can be trained as a vocational skill.</p>			
<p>Karma Attainment: 2 Days working with the specific mount type</p>			
Mystic Harmony		Accompaniment	Perception 5+
<p>With this musical skill, two three or four musicians who all know the same preternatural musical skills can combine their efforts for a greater effect. At least half or more of the musicians must also have this skill when combining, meaning one of two musicians must have <i>mystic harmony</i> and at least two when playing as a group of three or four. The songs that can be effected are as follows:</p> <p><i>Anthem of Excitement:</i> The total number of targets is increased by one per instrument player.</p> <p><i>Encouraging Verse:</i> The range of effect doubles (60 feet) for all songsters for determining the area of effect.</p> <p><i>Inspiration:</i> Each performer can affect three allies instead of two.</p> <p><i>Opus of Normalcy:</i> The DC for each player's effect increases by +1 per additional songster joining.</p> <p><i>Song of Rest:</i> The area of effect doubles for all the players of instruments.</p> <p><i>Sound of Lamentation:</i> Each performer can affect three targets instead of two.</p>			
<p>Karma Attainment: 1 Week of practicing with instrument</p>			

Adventuring Skills

Opus of Normalcy	Inspiration or Encouraging Verse	Will 5+
<p>With this skill, one can play an instrument to create an area where magic, either divine or sorcery, becomes difficult to manifest or maintain. In a 15-foot radius from the player, magical threads are disrupted. This is non-targeted and affects friendly and non-friendly affects alike. For existing effects, it does not dispel them, but suspends their manifesting while the instrument is continuously played. This will not alter things that have bonuses due to higher quality materials, such as swords or armor made from steel, orichulcrum, or mythril. However, for each round of music, on the player's turn, existing spell effects must make a feat roll against a DC on a d20 plus the Logic score or Faith score of the caster based on the type of magic it is. If the caster or creator is unknown, use the minimum value required to create such an effect. If a minstrel is playing, the DC is 14; if a musician, then then DC is 18; and if by a maestro, the DC is 22.If attempting to create a new effect, such as casting a spell, activating an item or even applying a potion, then a similar roll is required; however, the DC value is different with a minstrel being DC:15, a musician DC:20, and a maestro DC:25. Finally, the GM may rule that certain legendary items cannot be disrupted this way.</p>		
Karma Attainment: 1 Week of practicing with favored musical instrument		
Packing	No Skill Requirement	Body 10+
<p>This is the skill to get loads on and off of pack animals quickly and efficiently. It also lets one get the best performance from pack animals on the road, judge such beasts before purchase, and select the best route for a pack train. This removes the "unskilled rider" penalty for movement rate, which is often the slowest speed in a train. For examples, if a group uses pack mules without any with this skill, the movement rate is typically 45 feet; however, with a person with this skill, the mules would move at 60 feet. This skill also applies to teamsters and driving teams of animals pulling a wagon or the like. Lastly, the maximum number of pack animals a single person can manage is equal to Muse times two; however, if being used as a teamster, this is specific only to the vehicle driven.</p>		
Karma Attainment: Long Rest		
Poison Resistance	Center Focus	Body 18+
<p>This conveys a +4 to any preservation saves involving poison. If infected and damage occurs as a result, then that damage is halved per incident, just as any other form of damage resistance. If also halves the time of a poison restriction.</p>		
Karma Attainment: No activity lost, but must consume ingestible poison once per day for a week. The normal effects of poison occur until the skill is gained at the end of the week.		
Quickness	No Skill Requirement	Agilty 3+
<p>A person trained in <i>quickness</i> is able to reduce the penalty of action delays by 2 on initiative, whether the delay is due to encumbrance, a weapon type, or just searching for an item not easily available. If the delay penalty is only 1, then the adjustment only becomes 0 rather than gaining a bonus. For all other combat circumstances when penalties do not apply, this grants a +1 bonus to the initiative roll. Lastly, movement penalties for picking up an item, unsheathing a weapon, and the like have the penalty reduced by 10 feet. Movement that is based on percentage, such as standing from prone, are reduced by 25%.</p>		
Karma Attainment: 1 Day shuffling cards		
Rhodomancy	No Skill Requirement	Muse 3+
<p>This is the art of dowsing for water or oil, or for unspecified metals. Any forked wooden stick may be used, although hazelwood increases the chance. The stick is held by the prongs with the palms of the hands facing upward and horizontal to the ground while the ends of the prongs project outward. The pointing end of the stick should be slightly elevated above horizontal. When water, or oil or metal, are directly beneath the rod, the end will force itself downward to indicate the presence of the substance. One dowsing attempt can survey one acre (66ft x 660ft or 208ft x 208ft), which will require an hour to complete if nothing is detected.</p>		
Karma Attainment: 1 Day practicing dowsing		

Adventuring Skills

Rock Climbing	Climbing	Body 13+
<p>This is an enhancement to the <i>climbing</i> skill, allowing the person to use the following modifiers for the conditions rather than the base skill. All other conditions still combine.</p> <p>Movement while bracing between 2 surfaces +8</p> <p>Rough Surface, Rock, Mortar +4</p> <p>Smooth Surface With Handholds +0</p> <p>Overhang, Traversable Ceiling -3</p>		
Karma Attainment: 2 Days honing skill in a rocky terrain or similar training environment		
Sea-Horse	Swimming	Body 12+
<p>This allows riding a trained sea-mount, such as a giant sea-horse, sharks or manta rays. Functionally, this is the same skill as <i>mountsmanship</i> other than the prerequisite and riding one without this skill is not possible. This skill is also animal-specific.</p>		
Karma Attainment: 1 Week working with specific mount type		
Silver Tongue	Tell-Tale	Muse 5+
<p>With this ability, a character can speak bold-faced lies without being detected by magical divinations. Unless an item or spell specifically states it can overcome this skill, then methods of detection will not distinguish it from the truth. However, it does not guarantee aid for social interactions in any way, and a person could choose to believe something said was a lie, especially if it was illogical or unlikely.</p>		
Karma Attainment: Long Rest after drinking the blood of a dolos		
Sleight of Hand	No Skill Requirement	Agility 3+
<p>This skill is used anytime manual trickery or act of legerdemain is attempted, such planting something on another person, picking a pocket or creating the non-magical illusion of a small object disappearing. This requires an Agility feat with the base DC for an act is 10; however, the GM will likely modify for the conditions, such as how many people are present (if that is germane to the action) or the size and weight of the object being planted.</p>		
Karma Attainment: 2 Days spent juggling		
Song of Rest	Minstrel	Faith 3+
<p>By performing with a musical instrument, this creates soothing music which offers all the same benefits as (and acts as) a short rest for the minstrel and all friendly creatures within 60 feet. However, the duration of the song only requires thirty minutes. If the songster is a <i>musician</i>, then the performance to gain the benefit only requires fifteen minutes. Finally, if the one playing is a <i>maestro</i>, then the duration is only ten minutes.</p>		
Karma Attainment: 1 Day of musical instrument practice		
Sound of Lamentation	Minstrel	Agility 3+
<p>After training in <i>minstrel</i>, a person with this skill can play that instrument in way to discourage two enemies. The targets suffer a -1 to hit dice rolled in combat attacks so long as the performer continues to play. This effect cannot be combined with any other penalty-effects or skills that alter the target's attack, meaning the most detrimental value of multiple effects would be used. However, if the music player is a <i>musician</i> with the instrument, then those two allies gain a -2 penalty instead. Finally, if the one performing the inspiration is a <i>maestro</i>, then the penalty is -3.</p>		
Karma Attainment: 1 Day of playing dirges and crying so the tears fall onto the instrument		
Stamina	No Skill Requirement	Resilience 3+
<p>Grants +1 on all <u>saves</u> (preservation, feat or competition) on all dice when any Body sub-attribute is involved. This is broader than <i>acrobatics</i> but not complementary if both are applicable.</p>		
Karma Attainment: Long Rest while sleeping covered in dirt except one's head, as if in a shallow grave		

Adventuring Skills

Stealth	No Skill Requirement	Agility 3+
<p>Anyone can attempt to be sneaky, move quietly and hide; however, this skill improves the odds of success. Without this skill, someone hiding, sneaking up on another attempts to do so and creates a DC based on how well it was accomplished by rolling 2d6 plus Judgment modifiers as well as anything else that could apply. Then potential victims make perception checks against that value. Those unskilled must have the GM roll in secret, as they will not know how well they have done. With this skill, the DC is rolled by 4d6 plus the raw Agility score and any other applicable adjustments. Persons with the stealth skill can know the result of the roll, allowing one to take preparations if rolling poorly. If unnoticed, the stealthy one would create an opportunity for a sneak attack against an unsuspecting victim. It is also possible that victim might be at disadvantage. See Sneak Attack in the Combat Detailed section.</p>		
Karma Attainment: 1 Day spent drawing chalk lines around one's own shadow		
Strider	Marathon	Agility 4+
<p>This skill adds 5 feet to a character's base movement.</p>		
Swimming 	No Skill Requirement	Resilience 3+
<p>Anyone can wade through water, even moving water; however, to travel through it when no surface below is available requires a <i>swimming</i> skill, which is measured as a movement of 20 feet. The duration one can swim is equal to double one's current Body score in minutes. This means distances of 240 feet per Body point can be traversed (1,920 feet for Body score 8). However, should a character choose only to wade water, this can be performed for 15-minutes per Body point. After either, a short rest is required before swimming again. Encumbrance will adjust movement as if on land; therefore, swimming in heavier armors without certain armor skills would be impossible. This can be trained as a vocational skill in 30 days, but requires a Strength save-feat (DC:4) at the end of the training to acquire.</p>		
Karma Attainment: 1 Day of calisthenics		
Tap and Touch	No Requirement	Logic 3+
<p>This is a trained skill for locating concealed compartments on a surface, be it a secret bottom of a chest or a hidden door in a wall. It grants advantage anytime this is being actively performed. Additionally, this gives a base chance to locate traps without setting them off on a Perception feat (DC:12) when actively searching.</p>		
Karma Attainment: Long Rest while in possession of sandpaper		
Tell-Tale	Voice Imitation	Perception 5+
<p>By reading another's subtle body language, this skill allows a character to potentially discern whether or not a lie has been spoken. It will only detect deliberate lie or known exaggeration. The examination requires an action for study if used during combat. In social interactions, this can be performed on around 20 seconds of speech, which is typically four sentences, depending on what is being spoken. If more than one statement of logical truth exist, then only one can be discerned. An example would be "I went to the blacksmith, and I requested his services. He will provide me a sword in four days." The scrutinizer would have to choose between "went to blacksmith," "requested services" and "provide sword in four days" to discern. The others would be lost from analysis because too much time will have passed. Further, there is no distinction between a lie and just exaggeration. When discerning, the base DC to detect is 6 and Perception modifiers will add to the feat save. If successful and what was spoken is deception, then that is known, all other conditions produce no indication. Finally, this skill cannot discern lies if the speaker has the <i>silver tongue</i> skill.</p>		
Karma Attainment: no activity lost, but requires 3 Days of silence		
Toxin Coping	No Requirement	Judgment 3+
<p>This skill purely grants nothing more than the ability to handle and use poisons without the risks of self-infliction. This low cost skill offers no other benefits. To clarify, it will not allow the milking of poisons from animals, but poisonous plant leaves to the touch could be gathered.</p>		

Adventuring Skills

Tracker	Wilderness Lore	Perception
<p>This skill improves odds for location signs of passage from <i>wilderness lore</i> by considering the character is always at advantage for performing the Perception feat. Further, checks are required to follow only every two hours.</p>		
Surface	Subject	
Very Soft (snow, wet mud)	+8 Size Category: Tiny	-2
Soft (semi-dry mud)	+4 Size Category: Small	-1
Firm (soil)	+0 Size Category: Medium	+0
Solid (bare rock)	-4 Size Category: Large	+1
Conditions	Size Category: Huge	+2
Every 8 hours since passage	-1 Size Category: Giant	+4
Every hour of rain since passage	-1 Size Category: Colossal	+6
Fog or mist present	-3 Every three in the group being tracked	+1
Only Moonlight visibility	-3 Tracked party hides trail (half-speed)	-5
Near Darkness	-6	
Fresh snow cover since passage	-8	
Karma Attainment: 1 Day spent in association with a bloodhound or predator animal		
Voice Imitation	Communication	Perception
<p>With this skill, one can imitate the voice of another that has been heard. Whenever using this to deceive another, the victim is permitted a Logic check against a DC:17 or be fooled by the impression. Obviously, if more than voice is observable, this could change the believability of the trickery.</p>		
Karma Attainment: Long Rest, after making a small cut on one's tongue with the feather of a parrot		
Weight Shifting	Center Focus	Spirit 16+
<p>As a single action, the person can shift his or her weight to correspond to the surface, granting the ability to walk on water, quicksand, mud or even slippery oil. This means normal surfaces considered difficult can be traversed without movement penalties and those impossible ones, as listed above, act as difficult terrain for movement calculation. This cannot be performed again without a short rest.</p>		
Karma Attainment: 1 Day of Wall Balls exercise with stones		
Wilderness Lore	No Skill Requirement	Judgment
<p>This skill is essentially the knowledge and understanding required to survive outside of an urban environment. There are many things an adventurer can perform with this skill. If lost, one can navigate back on path provided there is sufficient light when making a successful Faith feat against a DC:10. One can also forage and live from the land for a week, provided the terrain can provide such, by a Resilience feat against a DC:9; for each 4 points above that (13, 17, 21) an additional person can be fed as well. Foraging can be determined on a daily basis if needed, Resilience DC:13, with each point over counting as an extra person. Locating signs of passage can be found on a Perception feat against a DC 12. This can be modified by the GM. Conditions for modification can be found in the <i>tracker</i> skill. Following those signs of passage can be performed for half an hour, at which point a new feat is required. Finally, tracking can only be performed at a slow pace. See Travel.</p>		
Karma Attainment: Long Rest in a any environment outside of urban		

Adventuring Skills

Wilderness Survival

Wilderness Lore

Muse 3+

This skill is enhancement for one's ability to live in the wilds. This includes hunting and fishing to provide enough food for oneself and one other person indefinitely. Supply sustenance for additional persons is determined on a weekly basis starting at a DC 4 and increases by 2 points for each additional person. This also allows the creation of furs and hides to act as a padded armor (AC 11) without a *tailoring* skill. It further allows one to store food in places and ways that will not become spoiled or ruined. A 28 day supply for a single person can be stored in a cache, meaning the checks for supply a third person only needed after that is depleted. Due to a better familiarity with nature, navigating back on path when lost even in darkness on requires a successful **Faith** feat against a DC:6. Locating signs of passage become easier, requiring a **Perception** feat against a DC:8. This can still be modified by the GM, based on conditions. Following those signs of passage are still performed at the same skill level as *wilderness lore*.

Karma Attainment: No lost activity time, but must eat only dandelions or the like for 3 Days

Wound Care

No Skill Requirement

Judgment

3+

With this skill, on an action, this renders aid to a creature who has been wounded by **Body** damage. If the recipient has fallen in battle at zero or lower points, then this will immediately stabilize the being and remove the death saves; however, it will not remove any exhaustion from being rendered unconscious. Care can be continued for two more actions at the discretion of the one rendering aid. During those actions, a skill check using **Judgment** modifiers can be rolled against a DC:10 to restore one point of **Body**. With the possession of a wound or medical kit the restoration of the **Body** point is automatic. If not having one and the first check fails, then another action can be used to try again. However, only a single point of **Body** can be restored through this skill, which will help those even if in negatives. Recipients of a successful *wound care* cannot receive another treatment until after a long rest and new injuries occur.

Karma Attainment: 1 Day studying in library or hospital



Fey Magickery

Ancient Fairy Magic.

These are simple magical traces which can be called into being by anyone with a *cantrip control* skill. Most elves can tap into these forces naturally; however, *cantrip control* is not limited as a racial skill; anyone can learn it. Of course, that skill does have a requirement of a Agility score of 3 or higher to acquire. However, cantrips can be cast as many times as desired and cost no sub-attribute score points. These simple tricks can be performed with little investment and are usable in many circumstances. But this is a harnessing of fey energy and channeling it through one's own body, which is why Agility is a requirement. Further, there is a maximum number of cantrips that can be known; the number is equal to one's Agility score.

Learning *Cantrip Control* can be acquired via training and time rather than karma. The save-feat at the end of the training time is against Agility (DC:4) rather than Muse. Finally, the training time is based on 45 days rather than the traditional 100 training days required. The cantrips themselves can be learned this way as well; however, at only 100 karma each, few find that a worthwhile effort, but it is possible. Also, the karma attainment for all cantrips is merely a long rest, after which the new cantrip can be used.

There are other skills beyond cantrips; however, those are the basis of all fey magickery.

The chart is ordered by skill cost, while the descriptions begin with cantrip control and then are ordered alphabetically afterwards.

Skill	Cost	Cantrip ☞	Cost
Cantrip Control ☞	100	Befuddle	100
Dendrosophy: Heat-Blossom	200	Blade Ward	100
Dendrosophy: Off-Season	200	Camouflage	100
Dendrosophy: Strange-Fruit	200	Chilling Touch	100
Fey-Binding	200	Dancing Lights	100
Summon Pests	200	Daze Animal	100
Summon Vines	200	Detune	100
Green Stitching	250	Dress	100
Hail Steed	250	Fire Finger	100
Spiritual Nature	250	Friends	100
Summon Small Beast	250	Hairstyle	100
Team of Pixies	250	Itemize	100
Arbor-Forging	300	Jubilate	100
Conjure Minor Chaos	300	Light	100
Fiend Practicum	300	Mending	100
Wildshape, Land	350	Message	100
Wildshape, Water	450	Mockery	100
Wildshape, Flight	500	Pepper	100
		Prestidigitation	100
		Recollection	100
		Resistance	100
		Stabilize	100
		True Strike	100
		Valet	100
		Written Phrase	100

Cantrips

Simple Fey Magic.

Fey Magickery

Cantrip Control ⚡		No Skills Requirement		Agility 3+	
<p>This is the base skill required before one can use cantrips. Further, individual cantrips must be known. To acquire known cantrips, one must purchase a cantrip through karma and have an Agility score of at least 3 when acquiring the skill. To be clear, elves who gain this skill for free will not possess it automatically if their starting Agility score is below 3. The maximum number of cantrips that can be known is equal to one's Agility score.</p>					
<p>Karma Attainment: To gain this skill, one must hunt and kill a noble deer, prepare the venison from the deer, consume it for breakfast. Then spend the rest of the day dancing and singing.</p>					
Befuddle			Cantrip Control		
Time Required:	1 action	Range:	30 feet	Duration:	1 round
<p>One creature seen within range must make a Judgment preservation save (DC:9). If the save fails, the creature becomes confused and loses its train of thought. Note that this spell does no real damage, will not affect the target's Mind score, and doesn't negate the target's next action; it simply erases the target's current thought. The thought probably will reoccur to the creature naturally at some time in the future, and is more likely for social encounters. For example, if a lady sees someone running from her husband's room with a dagger, this spell compels her to forget that image. But if the person with the dagger is still visible a second later, she'll wonder about it all over again. Similarly, an opponent in combat can forget what strike he was planning but still realizes he's in combat and attack on his next action. The cantrip's effect ends at the start of the target's next action, so it must be quick to make certain that something forgotten isn't instantly remembered.</p>					
Blade Ward			Cantrip Control		
Time Required:	1 action	Range:	Self	Duration:	1 round
<p>This cantrip is a quick defensive ability but it requires continued concentration while it is in effect, meaning no reactions are permitted. However, once cast, until the following round and until the next turn for action, the caster gains 3 points to his or her AC against any edged or piercing damage; however, blunt weapons and cleavers strike normally.</p>					
Camouflage			Cantrip Control		
Time Required:	1 action	Range:	Touch	Duration:	Up to 10 minutes
<p>The cantrip causes a creature to change colors to match its surroundings. The creature may attempt to hide, and when doing so gains an additional d6 to the DC for stealth. This effect lasts as long as the caster concentrates, meaning the one manifesting the effect cannot take actions or reactions while focusing.</p>					
Challenger's Mark			Cantrip Control		
Time Required:	1 reaction	Range:	5 feet	Duration:	1 round
<p>As a reaction when the caster makes a successful melee hit against a target -- a target that must be within range, thus limiting melee weapons with <u>reach</u> -- this cantrip can be added to the effect of the strike. The caster marks the creature until the end of its next turn, bellowing a magical challenge. This effect ends early if the cantrip evoker is incapacitated or dies, or even if someone else marks the creature with a similar magical challenge. On the marked creature's next turn, if it takes any other action besides an attack against the caster, even attacking another person, it has disadvantage for that action. The responsive attack against the caster does not have to be melee and the victim could choose not to act on its turn.</p>					
Chilling Touch			Cantrip Control		
Time Required:	1 action	Range:	Touch	Duration:	1 round
<p>This creates a spectral force from the caster's hand, who then makes a single 1d20 attack roll against a target's AC. If successful, the touch inflicts the victim with a necrotic ward which blocks all magical healing until the end of the caster's next turn.</p>					
Dancing Lights			Cantrip Control		
Time Required:	1 action	Range:	120 feet	Duration:	Up to 1 minute
<p>The magic creates from one to four torch-sized lights which hover in the air. Combined they shed dim light in a 10-foot radius. For the illusion to continue, the caster must concentrate and therefore cannot take actions or reaction during that time. Dispelling the lights existence is the ending or interruption of concentration and can occur at any time. Initiative in combat should still be rolled even if the action is to continue with concentration.</p>					

Fey Magickery

Daze Animal			Cantrip Control
Time Required:	1 action	Range:	60 feet
		Duration:	1 round
<p>This can affect a medium-size or smaller animal with a Spirit score of 6 or fewer points and it can be seen within range. The beast makes a Will preservation save (DC:7). If it fails, the animal cannot take actions or reactions until the start of the caster's next turn.</p>			
Detune			Cantrip Control
Time Required:	1 action	Range:	60 feet
		Duration:	Instantaneous
<p>One instrument seen within range becomes detuned. Anyone using the instrument in a performance has tactical disadvantage on their ability checks to play it. If the instrument is held by a creature when the cantrip is cast, then that creature makes a Muse preservation save against a DC (d4+8); a successful save negates the effect.</p>			
Dress			Cantrip Control
Time Required:	1 action	Range:	Touch
		Duration:	Instantaneous
<p>A willing creature (and note "willing") who is touched instantly dons up to four unworn and uncarried articles of clothing within 30 feet. Likewise, the cantrip may "doff" a like number of articles being worn. If removing clothing, the articles appear folded at the caster's feet. Any donned clothing is worn in the order desired, with any twists, ties, bows, or specific spacing and detail chosen. The clothing can't be behind glass or any other obstruction.</p>			
Fire Finger			Cantrip Control
Time Required:	1 action	Range:	Self
		Duration:	10 minutes
<p>A flame surrounds the caster's hand, which will not harm the caster or equipment. In addition to spreading dim light for 15 feet, the fire can be used to ignite combustible materials with direct contact for 10 seconds. If used against a grappled, incapacitated, restrained stunned or unconscious victim, 1 point of fire damage against Body can be inflicted with one action, requiring a successful attack roll. The first round starts the burning, but the damage is not delivered until the start of the next turn. In the interim duration for this specific type of burning, the flame-wielder cannot take any reactions.</p>			
Friends			Cantrip Control
Time Required:	1 action	Range:	Self
		Duration:	Up to 1 minute
<p>During the effect, the caster has advantage on all competition <u>saves</u> involving social interaction directed at a single creature who is not hostile at the time of casting. Further, the caster will add +5 to any DC required in <u>social interactions</u>. On the completion of the cantrip, the creature influenced is permitted a Perception check against a DC (d4+6) to be aware that magic was used against him, her or it.</p>			
Hairstyle			Cantrip Control
Time Required:	1 action	Range:	Touch
		Duration:	Up to 7 days
<p>By running one's hands along a willing creature's hair, this can change its color, shape, form, and even length, up to 1 foot shorter or longer. The effect will last for seven days or until the recipient is no longer willing to keep the change, whichever expires first.</p>			
Itemize			Cantrip Control
Time Required:	1 action	Range:	30 feet
		Duration:	Instantaneous
<p>The quantity of a specific non-magical item within view can be instantly known. This is the cheat to how many marbles in the jar. The type of item must be have been handled in the past. If the caster has never eaten or touched a banana before, then knowing how many are in the tree above is not possible. The object being itemized must also be reasonably specific. One can learn how many apples are in a basket, for example, but not how many items of fruit in a pantry.</p>			
Jubilate			Cantrip Control
Time Required:	1 action	Range:	60 feet
		Duration:	Instantaneous
<p>Using an enchantment that works the same way as inspiration; therefore, those two cannot work in conjunction. A happy little tune is sung, bolstering the spirits of one friendly creature within range, who gains 1 temporary hit point and allows a +1 bonus to the first die roll, be it a save, attack or check. These enhancements last until the start of the caster's next turn.</p>			

Fey Magickery

Light			Cantrip Control
Time Required:	1 action	Range:	Touch
		Duration:	1 hour
Upon touching an object, no larger than five-feet in any dimension, which objects emits bright light in a 20-foot radius, colored as desired. Covering the object blocks the light, and the effect can be dismissed at will. However, if the object is worn or held by a hostile or unwilling being, then that creature may roll an Agility save against a DC (d4+8) to avoid it.			
Mending			Cantrip Control
Time Required:	1 minute	Range:	Touch
		Duration:	Permanent
This cantrip repairs a single break in an object touched. This can mend a tear or two broken halves so long as the break or tear is no larger than six inches in any dimension. The result leaves no trace of the former damage. If the rupture is too large, then the cantrip make no repair at all.			
Message			Cantrip Control
Time Required:	1 action	Range:	120 feet
		Duration:	1 round
Pointing at another creature, a message can be whispered. The target, and only the target, hears the message and can reply in a whisper that only the caster can hear. However, the target must be in line of sight. Moreover, the sent message occurs on the caster's turn, while the reply is made on the recipient's turn. If the recipient's turn occurs after the caster's next turn the following round, then no reply can be made.			
Mockery			Cantrip Control
Time Required:	1 action	Range:	60 feet
		Duration:	Up to 2 rounds
The caster spews enchanted insults at a single creature within range. Assuming the creature is not deaf, as comprehension is not required for the magic to work, then it must make a Will preservation save against a DC (d4+8) or become at disadvantage for its next action.			
Pepper			Cantrip Control
Time Required:	1 action	Range:	30 feet
		Duration:	Instantaneous
One creature within view and range suddenly sneezes loudly unless making a Will preservation save an against a DC (d4+6).			
Prestidigitation			Cantrip Control
Time Required:	1 action	Range:	10 feet
		Duration:	Up to 1 minute
This cantrip can perform a simple trick, which can manifest in one of several different ways: <ul style="list-style-type: none"> • Create an instantaneous and harmless sensory effect, such as a puff of wind, shower of sparks, music or odd odor. • Light or snuff a flame up to the size of a torch, instantaneously • Clean or soil an object smaller than one-cubic foot • Chill, warm or flavor a nonliving material smaller than one-cubit foot lasting up to one hour. • Create a mark or symbol of a desired color on a nonliving object or surface lasting up to one hour. 			
Recollection			Cantrip Control
Time Required:	Varies	Range:	60 feet
		Duration:	Up to 6 seconds
This allows a reaction to be used to capture seeing something in range. That image can be displayed as a glamour within five feet of the caster and requiring an action. Essentially the scene is magically saved in memory as a snippet of what is seen, such as a building, a scene in a bar or a facial expression. Up to two images can be held at one time, losing the oldest if capturing a new one beyond the capacity. This is visual only, having no audio component.			
Resistance			Cantrip Control
Time Required:	1 action	Range:	Touch
		Duration:	Up to 1 minute
Upon touching a willing creature, the caster selects which attribute Body , Mind or Spirit to affect. The enchanted being then may roll a d4 in addition to the first save roll made for any sub-attribute of selection within the next minute. However, cumulative castings will not add further bonuses.			
Stabilize			Cantrip Control
Time Required:	1 action	Range:	Touch
		Duration:	Instantaneous
By touching a living creature who is at 0 or negative Body points, the recipient becomes stable and lifted from the death saves. It will not remove any level of exhaustion.			

Fey Magickery

True Strike			Cantrip Control		
Time Required:	1 action	Range:	30 feet	Duration:	1 round
Upon the casting of this cantrip and concentrating until the next action the following round, the caster gains insight against the single-targeted creature in range. Provided the concentration has not broken, during the next action in the following round, the caster can gain advantage against the recipient. The advantage could be melee, range or magical attack.					
Valet			Cantrip Control		
Time Required:	1 action	Range:	30 feet	Duration:	1 minute
A floating, translucent hand appears at a point of choosing. It remains until the duration or dismissed and has a movement rate of 30 feet. Any actions performed by the hand must be done as actions of the caster and the hand cannot multitask or exist while other incarnations of the cantrip are manifested. It can open doors, containers. The hand can lift or manipulate up to 10 pounds of mass. However, it cannot attack or activate magic/alchemical items.					
Written Phrase			Cantrip Control		
Time Required:	1 action	Range:	Touch	Duration:	Up to 1 minute
While speaking a word or phrase aloud and touching a book, scroll, or other object covered in writing, each instance of that word or phrase present becomes highlighted in glowing script for the duration. If used on a book, it will flip to the first page containing the subject of your search. The duration can last up to one minute but requires concentration, meaning the caster cannot take other actions or reactions.					

Fey Skills

Arbor-Forging	Green Stitching and Armoring	Agility 5+
With this skill, one can use feywood to create elfin-chain, which is a light armor. An elfin-chain shirt is AC 13, but has no penalty for <i>sorcery</i> ; further, it sleeps as light armor. A full suit of elfin-mail is AC 15 and classified as medium armor, sleeps as medium, and only has a disadvantage for <i>sorcery</i> .		
Karma Attainment: 1 Week honing the skill with the one who reveals the method of the skill		
Conjure Minor Chaos	Summon Pests or Summon Vines	Judgment 4+
There is an important material resource needed to use this skill; it is a vial of blood from a humanish or atavistoid which has been killed in within the last day. With this magic, two moon demons appear. These will disappear when dropped to zero Body points or after five minutes (30 rounds of combat). The demons are hostile to all creatures. A demon attacks the nearest non-demons to the best of its ability. When conjuring the demons, the summoner swirls the blood in a circle, roughly a 10-ft radius; the demons appear outside that circle but within 40 feet of the summoner. The summoned demons cannot cross the circle or target anyone in it. It requires a long rest to perform this ability again.		
Dendrosophy: Heat-Blossom	Cantrip Control and Astrology	Perception 4+
The fey skill combines agronomy and fey magic to produce extraordinary crops. Once per year, the disciple can plant up a fruit-bearing trees or bush. The result of this sacramental rooting produces inedible orbs, when plucked from the branch produce warmth and light for about a week. The special fruit does not burn, but it will radiate both heat and light equivalent to a campfire. After the week has passed, the orb rots, diminishing in its glow until it completely decays over the next few days.		
Karma Attainment: Sacrifice a pig that has been personally owed for at least one month; after its death, circle the pig exactly nine times, then remove its intestines and hang them on a tree; sleep there that night; long rest.		

Fey Magickery

Dendrosophy: Off-Season	Cantrip Control and Astrology	Perception 4+
<p>This fey skill is similar to <i>heat-blossom</i> in that it allows a fruit-bearing plant to be rooted once per year. However, this version causes the normal fruit of the tree to bloom in the off-season; thus, cherries would blossom in winter, while grapes would grow in early spring.</p>		
<p>Karma Attainment: Time to acquire a rabbit or hare personally, chased down without tools or weapons, the sacrifice the animal sprinkling its blood on the roots of a tree, the sleeping there; long rest.</p>		
Dendrosophy: Strange-Fruit	Cantrip Control and Astrology	Perception 4+
<p>Like the other forms of dendrosophy, this skill allows the flora to grow and bear fruit from outside of the region, such as oranges in an arctic zone. Another option might be to grow a root-vegetable like potatoes.</p>		
<p>Karma Attainment: Having sex in a forest, which re-enacts the sowing of the earth, then remaining there naked for a long rest</p>		
Fey Binding	Cantrip Control and Creature Specifics (Fey)	Mind 15+
<p>Once learning specific lore for fey creatures, this skill allows the ability to bind a fey spirit to another person or to oneself. Only one fey spirit can be linked to another living being at one time. The process is a special woodlands summoning, requiring 24 hours where the person to whom the fey will be linked must be present. The material costs are roughly 100 bits for herbs, amber incense, and a brazier full of duskwood chips. The fey spirit is summoned on a successful Will check (DC:9), and it will come in the form of another creature and act as a charmed <i>animal companion</i> (see skill) serving its master for the following five years; however, unless noted in the benefits fey spirits cannot attack unless defending themselves against direct attack and will still often flee to survive. One further benefit from a fey companion is the ability to see and hear through that creature once per day, which acts as an act of scrying for one minute. Thus, fey-bound companions are often used as spies. Different types of fey forms offer different benefits, but each will have the abilities of their form. Some are due to advantages for the spirit while others benefit the master. The form will be based on a 2d6 roll:</p>		
2 Imp	Fey Spirit can communicate telepathically with the Master	
3 Quasit	Fey Spirit can attack and speak the abyssal language	
4 Hawk	Fey Spirit can fly; Master gains +1 on Perception	
5 Cat	Master gains +2 on Stealth actions	
6 Bat	Fey Spirit can fly	
7 Monkey	Fey Spirit can climb	
8 Owl	Fey Spirit can fly	
9 Raven	Fey Spirit can fly; Master gains free language as a supernatural ability during fey's service	
10 Turtle	Master gains +1 magical AC bonus like having a ring of protection	
11 Brownie	Fey Spirit can communicate in the common language	
12 Pseudodragon	Fey Spirit can fly, can attack and has a random cantrip	
<p>The summoning ritual can only be performed once every three months, whether successful or not. As a result, this skill is rarely offered as a business service and the fey-binder is often very selective of the recipient.</p>		

Fey Magickery

Fiend Practicum	Cantrip Control and Creature Specifics (Fiend)	Spirit 15+
<p>After acquiring "fiend lore" by taking <i>creature specifics</i> for fiends, this skill allows some methods for dealing and harming creatures of the lower planes.</p> <ul style="list-style-type: none"> • Protection from Evil: By spreading a two-foot diameter circle of runes made from herbs and silver shavings (cost: 50 bits), the occupant inside the circle gains a preternatural protection from fiends. So long as the being on the interior does not cross the circle or reach outside of it, then no fiend can physically enter or harm the occupant. Further, any charms, fear or spell-effects originating from the fiend are at disadvantage to affect the protected being. • Pentagram Cage: This allows the complex knowledge to create a pentagram that can trap a fiend, who once entering it cannot easily break free from it. The materials needed are herbs, silver shavings, and powdered rubies. The circle can be from two-feet in diameter to a maximum of ten-feet. The cost increases according to size (100 bits multiplied by 3x-diameter). Tiny fiends, such as imps, can be trapped by a two-foot diameter; small require three-feet; a medium fiend can be trapped by a six-foot diameter circle; and the largest is required for large-sized fiends. The fiend is guaranteed to be trapped for one hour. However, after that, each hour it may make a Will check to find a weakness in the cage. When creating it, the GM secretly rolls the DC which is 12+2d4 (and it remains that DC for every attempt to escape). • Binding Pact: Once trapping a fiend in a pentagram cage, a sage with <i>fiend practicum</i> can recite a supernatural binding ceremony to create a pact with the captured creature. This is an hour-long process, meaning the fiend will have one-chance to escape before being bound. This becomes an agreement in exchange for being set free from the cage. This could be knowledge or a specific act. Fiends with a total Spirit score of 7 or lower are immediately bound. Those with a Spirit score from 8 to 20 are permitted a save every hour against Will (DC:14) and are only bound to the pact after failing the save. Those with higher Spirit scores must fail two saves before being bound to the pact. 		
Green Stitching	Cantrip Control and Leatherworking	Agility 4+
<p>With this fey skill, the lateral appendages of the darkleaf tree can be sewn together to create armors equal to leather or even studded leather armor. Such armor is often referred to as goluka armor. The return for using darkleaf plants over actual leather is the lack of maintenance for the armor and minor healing properties it offers.</p> <p>Karma Attainment: Wrapping one finger in darkleaf for 1 Week, not permitting it to dry out. There is a 1 in 20 chance the finger will be permanently stained green.</p>		
Hail Steed	Summon Pests or Summon Vines	Will 4+
<p>This fey magic summons a spirit that assumes the form of an intelligent, strong, and loyal steed. Appearing in an unoccupied space within 30 feet, the steed takes on a form that you choose: a horse, a pony, a camel, an elk, or a lizard steed. (The GM might can other animals to be summoned as steeds.) The steed has the statistics of the chosen form. Additionally, if your steed has a Mind of 1 or less, its Mind becomes 2, and it gains the ability to understand one language of your choice that you speak. The steed serves a mount and can be used with any existing skills designed for that type of mount. If the steed drops to 0 Body points, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear. Otherwise, the spirit steed will persist for eight hours. The steed can only be summoned once until taking a long rest.</p>		
Spiritual Nature	Cantrip Control and Wilderness Survival	Spirit 13+
<p>This is a mystical connection between the character and all of nature. A person with this skill can accurately predict natural, non-magical weather for the next eight hours. This forecast ability is not innately constant; it requires approximately ten minutes to discern. Novel plants are able to be identified on a Muse feat against a DC:8. This can be used for to determine edibility or ingredient identification for <i>brewing</i> or <i>alchemy</i>. Additionally, once per week, this connection permits one question to be asked to the environment around him or her in one-mile radius. The question must be in the form which can be answered by Yes or No response. This is performed by communing with animals, plants and even natural spirits. The actual response (from the GM) may be something other than yes or no, but the question must be phrased in that way. Finally, these powers cannot be performed in an urban setting or underground.</p>		

Fey Magickery

Summon Small Beast	Summon Pests or Summon Vines	Will 4+
<p>Through this fey magic skill, the summoner calls forth a bestial spirit. It manifests in an unoccupied space that can be seen by the summoner within 60 feet. The spirit will adapt to fit either air, land, or water, as desired by the summoner. The creature resembles an animal-like being native to the chosen environment. Its stats will be presented by the GM from the Bestiary; however, it would be similar to a small wolf or an oversized eagle. The creature disappears when it drops to 0 Body points or after thirty minutes. The creature is an ally to the summoner and companions. In combat, the creature shares the summoner's initiative count, but it takes its turn immediately after the summoner. It obeys verbal commands. Speaking on turn is a free action. If no command is issued, the beast takes the defensive action and uses its move to avoid danger. After the beast reverts to spirit form, another cannot be summoned until after a short rest.</p>		
Summon Pests	Cantrip Control	Will 3+
<p>This skill teaches the methods of fey summoning to a swarm of gnats, fleas, mites, bees, flying ants or similar insects. The group of vermin will appear on one creature seen within 30 feet. The target must succeed on a Resilience preservation save (DC:9) or suffer 2 points of poison damage; however, the poison restriction is not part of the attack. Once the single attack is over, the pests fade from existence. When performing this once, it requires a short rest to perform again. This is one of the gateway skills for all fey summoning powers.</p> <p>Karma Attainment: Blood from the sacrifice of a chicken, goat, sheep, donkey, cow, or even a dog are spilled of the feces of the same. The blood-soaked feces is smeared over one's face, followed by a Long Rest.</p>		
Summon Vines	Cantrip Control	Will 3+
<p>This skill works as a reaction to a successful melee attack against an opponent. Once hitting the enemy in such a way, then the attacker may use a reaction to summon a writhing mass of thorny vines that appear at the point of impact. The victim must make a Strength preservation save (DC:10) or suffer the restrained restriction. Large-sized creatures or bigger save at advantage. While restrained at the start of each turn, the victim is permitted a free and immediate attempt to break free by rolling another Strength save with the DC being 2 points lower each turn. Once the DC reaches 0, the victim is free even if having failed all previous attempts. A short rest is required to perform again. This is one of the gateway skills for all fey summoning powers.</p>		
Team of Pixies	Summon Pests or Summon Vines	Muse 3+
<p>This summons a team of six pixies who work together to perform simple tasks at command for up to one hour. The pixies spring into existence in an unoccupied space within 60 feet. They cannot attack but can be killed. The summoner can dismiss them at will with no action or reaction required. On each turn of the summoner, a verbal command can be given whereby the team of pixies can move up to 40 feet and interact with an object. The pixies can perform simple tasks that a human could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once given the command, the pixies perform the task to the best of their ability until it completes the task, then wait for the next command. Should the pixies and summoner be separated by more than 60 feet, then the pixies wink out of existence. Once performing this, it requires a short rest to perform again.</p>		
Wildshape, Flight	Spiritual Nature	Body 18+
<p><i>Wildshape, Flight</i> is identical to <i>wildshape, land</i> except the selected animal may be those of a flying nature.</p>		
Wildshape, Land	Spiritual Nature	Body 13+
<p><i>Wildshape</i> skills are transforming abilities where one takes on the form of a true animal in the wild. This is useful in two main areas: combat and exploration. When <i>wildshape</i> occurs, all equipment becomes part of the new form and is unusable in this state, then said equipment returns to its normal condition when the person returns to his or her humanoid form. While in the form, combat attacks will occur as the animal, not the combat skills of the original entity. Other skills or abilities can be gained from either the origin or the animal, but the two cannot combine. Also, no casting, axioms, cantrips, or invocations, can happen while transformed. An additional limit to all <i>wildshapes</i> is the chosen animal cannot have more Body points than the one transforming. Also, such a transformation cannot be performed again without a short rest. Further, the land version only allows the transformation into walking creatures.</p>		

Fey Magickery

Wildshape, Water

Spiritual Nature

Body 15+

Wildshape, Water is identical to *wildshape, land* except the selected animal may be those of a swimming or underwater-breathing nature.

Rune Magic

Remnants of the Earth's creation-energies channeled.

Rune stones had a humble beginning in dwarven culture. The first rune carving acted as a protection for the interred; however, after further practice, the power of *orgomn* (sometimes called *mana*) that could be trapped within the runic symbols found its way to other uses.

The base skill of rune magic is a bit formulaic but also requires some understanding of mineralogy, as well as dexterous craftsmanship. However, if having the prerequisites, the base skill of *rune-crafting* can be acquired as if it were a vocational skill and would not require karma. Also, like axioms, the individual runic carving can be self-learned.

Rune magic can only be scribed upon rock, and many require specific types and sizes of rock, which are detailed below. Rune magic works best as protecting an area, but some can be modified to become personal. Less common, but some may also have more offensive-styled powers. Also, the size of the runestone impacts power and duration. This means that some runes can be carried as an amulet, while others cannot.

Moreover, rune magic radiates a bit of interference from them. This means bad consequences can occur if too many are gathered together in the same vicinity. The effect is not immediate, although the GM could rule in special circumstances. As a general rule, for each day of overlapping runic area, the ground around the runestone must make a survival check on a d20 (DC:8) or become polluted, creating disease, vermin infestations, diminished crops and possibly tainted water supply where the conflicting runes are the source of the contamination, determined by the GM. The extent of the defilement varies based on the power of the runes and time of corruption. Further, for each week of overlap, the lesser of the runes involved (or both if equal) must make a survival check (DC:6) or become permanently disenchanting. On a "natural 1" the disenchantment is associated with a smoldering fire (or similar), which could spread based on the location and surroundings of the rune. The point of all of this is that stock-piling runes will require an investment of time, space and likely money -- unless the villain of the area simply does not care.

However, it is also important to take note of the duration of the rune carving. After it has expired, it will no longer radiate *orgomn* to cause problems. For all purposes, this reverts to becoming a normal rock. Therefore, careful burial planning is often associated with dwarves who inter their dead under runic protection. A few examples: Walking through a dwarven graveyard while wearing a rune amulet is not an issue; sleeping overnight in the graveyard can be problematic. Two party-members having personal runestones traveling together might poison their trail. Putting three runestones in the same chest will create a poisoning around chest after a few days. A warehouse of runestones will have to be large and spaced out between bins to avoid contamination.

Rune-Crafting ⚔

Mineralogy

Faith 3+

This skill offers no rune carving power itself, but does grant the understanding of how to use and create rune carving. This can be learned without karma as if it were a vocational skill.

Once the *rune-crafting* has been obtained, the specific rune carving can be acquired. Some will be a passive protection, requiring no knowledge or skill to gain the benefits. However, some runes that have a different nature may require an activation, which will be listed in the description of the rune.

Further, there are two different skills available for each rune. The first is *creation* and the second is *renewal*. *Creation* is the skill to carve and enchant the initial rune. After a rune has become drained for its *orgomn* and becomes inert, it can be brought back to its original power by a simpler process, but it must be implemented within a time span of inactivity less than half the original duration. The *renewal* skill does this, but as the process is simpler, it requires less talent. Of course, someone with the *creation* skill could also renew and reactivate a rune but still require the full time as did the creation. Maintenance skills became prevalent in dwarven societies that widely use runes to allow workload to be shared. The cost for re-activating a rune is half of the original creation cost. In such societies, typically these rune skills are trained over time learning the *renewal* skill first; however, karma could be used directly to obtain the top skill as the lesser is not a true prerequisite.

Rune Magic

Rune ☞	Meaning	Creation Cost	Renewal Cost
koberen	Acid Resistance	200	100
eistür	Aid	200	100
eisten	Blunt Resistance	200	100
rafmagns	Bolt	200	100
jarðaten	Burial	200	100
eialagndag	Cold Resistance	200	100
eisvargon	Edge Resistance	200	100
eibrhan	Fire Resistance	200	100
hiemar	Hammer	200	100
eiskajj	Lightning Resistance	200	100
last	Lock	200	100
horpi	Luck	200	100
eiör	Piercing Resistance	200	100
eiéitur	Poison Resistance	200	100
komaívegfyrrivond	Repel Evil	200	100
komaívegfyrriflinkk	Repel Good	200	100
skarhir	Shield	200	100
eigud	Smite Resistance	200	100
hetjajarðaten	Heroic Burial	300	150
ikindett	Non-Detection	300	150
fangelsi	Imprisonment	300	150
ikinslips	Unbound	300	150
brynja	Armor	400	200
smarhir	Suffering	400	200
segeal	Eviction	500	300
stanstakkmagri	Antimagic	500	300
svangadsten	Petrify	600	400

Acid Resistance		Passive		Time to Craft: 20 days
Usable Rocks	Basalt, Gabbro, Feldspar			
Stone Shape/Size	3ft x 2ft x 1ft	1ft x 1ft x 6in	Small Stone	
Stone Weight	1100 lbs	90 lbs	2 lbs	
Area of Effect	10ft diam sphere	5ft diam sphere	Personal	
Area of Radiation	20 feet	10 feet	5 feet	
Creation Cost	3,000 bits	1,500 bits	1,000 bits	
Duration of Rune	2 years	1 year	6 months	

The stone radiates throughout the designated area, granting all in that area resistance to corrosive damage.

Aid		Passive		Time to Craft: 10 days
Usable Rocks	Carnelian, Citrine, Sardonyx			
Stone Shape/Size	2ft x 1ft x 1ft	9in x 9in x 6in	Amulet	
Stone Weight	450 lbs	30 lbs	½ lb	
Area of Effect	10ft diam sphere	5ft diam sphere	Personal	
Area of Radiation	20 feet	10 feet	5 feet	
Creation Cost	3,000 bits	1,500 bits	1,000 bits	
Duration of Rune	2 years	1 year	6 months	

For all in the area of effect, it offers +1 to AC, which is not stackable with other magical protections.

Rune Magic

Antimagic		Passive		Time to Craft: 6 days
Usable Rocks	Pumice, Scoria			
Stone Shape/Size	6ft x 3ft x 2ft	3ft x 2ft x 1ft	Small Stone	
Stone Weight	1500 lbs	250 lbs	5 lbs	
Area of Effect	20ft diam sphere	10ft diam sphere	Personal	
Area of Radiation	None	None	None	
Creation Cost	10,000 bits	7,500 bits	5,000 bits	
Duration of Rune	1 month	1 week	1 day	
This rune blocks all magic from entering or manifesting within the area of effect. Due to the time to create, renewing is very difficult for the middle-sized stone, and it is impossible for the small stone.				
Armor		Passive		Time to Craft: 30 days
Usable Rocks	Corundum			
Stone Shape/Size	2ft x 1ft x 1ft	6in x 6in x 4in	Amulet	
Stone Weight	500 lbs	20 lbs	½ lb	
Area of Effect	10ft diam sphere	5ft diam sphere	Personal	
Area of Radiation	20 feet	10 feet	5 feet	
Creation Cost	7,500 bits	5,000 bits	3,000 bits	
Duration of Rune	2 years	1 year	6 months	
This runestone radiates throughout the area of effect, offering +3 to AC, which is not stackable with other magical protections.				
Blunt Resistance		Passive		Time to Craft: 20 days
Usable Rocks	Apatite			
Stone Shape/Size	3ft x 1ft x 1ft	1in x 1in x 6in	Amulet	
Stone Weight	700 lbs	80 lbs	1 lb	
Area of Effect	10ft diam sphere	5ft diam sphere	Personal	
Area of Radiation	20 feet	10 feet	5 feet	
Creation Cost	3,000 bits	1,500 bits	1,000 bits	
Duration of Rune	2 years	1 year	6 months	
This offers all in the area of effect resistance to all non-magical weapons that deliver blunt damage. Resistance is effective even if the weapon is silvered.				
Bolt		Activation		Time to Craft: 20 days
Usable Rocks	Fulgurite			
Stone Shape/Size	4ft cylinder, 8in diam	2ft cylinder, 6in diam	Small Stone	
Stone Weight	625 lbs	140 lbs	2 lbs	
Area of Effect	90ft range 3(d20+5)	60ft range 2(d20+4)	30ft range d20+3	
Area of Radiation	20 feet	10 feet	5 feet	
Creation Cost	3,000 bits	1,500 bits	1,000 bits	
Duration of Rune	12 charges	6 charges	3 charges	
While touching the stone, anyone with the base <i>rune-crafting</i> skill (or some other valid skill that offers the ability to use it), it can conjure a bolt of lightning from the runes. The range the bolt can strike varies by the size of the stone as does its damage. The attack is made against a single victim's AC. The larger stone rolls 3d20 each gaining +5 to the roll. The medium-sized stone rolls 2d20 with a bonus of +4 per die. Lastly, the portable stone strikes with d20+5. For each successful strike against the opponent, 1 point of lightning damage is delivered. Further, if any die strikes, the target must make an Agility preservation save (DC:13) or suffer an additional point of lightning damage. For the rune to build up energy to make another strike requires 2d4 rounds. The stone becomes unpowered after all charges are expired. Moreover, to re-activate this runestone once inert, the process must be started again within 10 days of the last charge used.				

Rune Magic

Burial		Passive	Time to Craft: 1 day
Usable Rocks	Granite, Pegmatite		
Stone Shape/Size	6in cylinder, 18in diam		
Stone Weight	90 lbs		
Area of Effect	5ft diam sphere		
Area of Radiation	5 feet		
Creation Cost	1,000 bits		
Duration of Rune	1 month		
Carved on a headstone of a burial plot. This protects the interred becoming undead while the power of the rune remains intact. This is believed to be the original rune that began runic magic. Also, a bit of dwarven trivia: dwarves bury their dead in soft rock, such as a talc or gypsum field, rather than dirt, but place their dead vertically so the head of the corpse is less than a foot from the surface.			
Cold Resistance		Passive	Time to Craft: 20 days
Usable Rocks	Quartz		
Stone Shape/Size	4ft x 3ft x 1ft	2ft x 18in x 8in	Small Stone
Stone Weight	1150 lbs	220 lbs	3 lbs
Area of Effect	10ft diam sphere	5ft diam sphere	Personal
Area of Radiation	20 feet	10 feet	5 feet
Creation Cost	3,000 bits	1,500 bits	1,000 bits
Duration of Rune	2 years	1 year	6 months
The stone radiates throughout the designated area, granting all in that area resistance to cold damage.			
Edge Resistance		Passive	Time to Craft: 20 days
Usable Rocks	Schist		
Stone Shape/Size	2ft x 2ft x 1ft	18in x 1ft x 1ft	Amulet
Stone Weight	700 lbs	275 lbs	1 lb
Area of Effect	10ft diam sphere	5ft diam sphere	Personal
Area of Radiation	20 feet	10 feet	5 feet
Creation Cost	3,000 bits	1,500 bits	1,000 bits
Duration of Rune	2 years	1 year	6 months
This offers all in the area of effect resistance to all non-magical weapons that deliver blunt damage. Resistance is effective even if the weapon is silvered.			
Eviction		Passive	Time to Craft: 5 days
Usable Rocks	Flint, Chert		
Stone Shape/Size	10ft diam circle		
Stone Weight	n/a		
Area of Effect	10ft diam sphere		
Area of Radiation	20 feet		
Creation Cost	5,000 bits		
Duration of Rune	1 month		
This is similar to the <i>imprisonment</i> rune in that it is designed for a specific target and requires a graven image. It is carved in a circular pattern covering a 10-foot diameter. The circle becomes the equator of the area of effect; thus, walls, ceilings and floors are commonly used. When walking into the area, the victim must make an immediate Will preservation save (DC:20) or be transported away. If blood is used, then DC:20. If the creature is extraplanar, then it will be sent to its home origin. If the victim is native to this plane, then it will be sent to a random and harmless location on the current plane of existence. Should the target make its save, then the rune carving is flawed and powerless; re-activating it will not be effective.			

Rune Magic

Fire Resistance		Passive	Time to Craft: 20 days
Usable Rocks	Agate, Jasper		
Stone Shape/Size	4ft x 2ft x 1ft	2ft x 1ft x 1ft	Small Stone
Stone Weight	1350 lbs	350 lbs	3 lbs
Area of Effect	10ft diam sphere	5ft diam sphere	Personal
Area of Radiation	20 feet	10 feet	5 feet
Creation Cost	3,000 bits	1,500 bits	1,000 bits
Duration of Rune	2 years	1 year	6 months
The stone radiates throughout the designated area, granting all in that area resistance to fire damage.			
Hammer		Passive	Time to Craft: 20 days
Usable Rocks	Granite, Limestone		
Stone Shape/Size	3ft x 2ft x 2ft	1ft x 1ft x 1ft	
Stone Weight	1800 lbs	160 lbs	
Area of Effect	10ft diam sphere	5ft diam sphere	
Area of Radiation	20 feet	10 feet	
Creation Cost	7,500 bits	5,000 bits	
Duration of Rune	6 months	1 month	
Power radiates from the rune so that any being standing inside the area is at advantage for attack rolls of combat, whether melee or ranged.			
Heroic Burial		Passive	Time to Craft: 3 days
Usable Rocks	Granite, Pegmatite		
Stone Shape/Size	3ft x 2ft x 2ft	1ft cylinder, 2ft diam	Small Stone
Stone Weight	1800 lbs	600 lbs	2 lbs
Area of Effect	10ft diam sphere	5ft diam sphere	Personal
Area of Radiation	20 feet	5 feet	5 feet
Creation Cost	3,000 bits	5,000 bits	1,000 bits
Duration of Rune	2 years	2 years	6 months
Carved on a headstone of a burial plot or at the base of a preserved statue. This protects the interred becoming undead while the power of the rune remains intact. It additional, the area acts like a <i>protection from evil</i> circle, preventing fiends, undead and fey from entering the space.			
Imprisonment		Passive	Time to Craft: 3 days
Usable Rocks	Gypsum, Limestone		
Stone Shape/Size		10ft diam circle	
Stone Weight		n/a	
Area of Effect		10ft diam sphere	
Area of Radiation		20 feet	
Creation Cost		5,000 bits	
Duration of Rune		1 month	
This rune is carved in a large circle on the floor or ceiling and created specifically for one individual; the circle of symbols become the equator of the area of effect. A graven images of the target is also required (blood, hair, picture, doll). However, if that target walks into the circle within the duration of the rune's active power, then that being is trapped there as would a fiend be in a <u>pentagram cage</u> , guaranteed to be trapped for one hour. However, after that, each hour the victim may make a Muse check to find a weakness in the rune. When creating it, the GM secretly rolls the DC, which is 12+2d4 (and it remains that DC for every attempt to escape). If blood is used for the graven image, then +2 is added to the DC to escape.			

Rune Magic

Lightning Resistance		Passive	Time to Craft: 20 days
Usable Rocks	Sandstone, Talc		
Stone Shape/Size	5ft x 18in x 1ft	3ft x 1ft x 6in	Small Stone
Stone Weight	900 lbs	180 lbs	1 lb
Area of Effect	10ft diam sphere	10ft diam sphere	Personal
Area of Radiation	20 feet	20 feet	5 feet
Creation Cost	3,000 bits	1,500 bits	1,000 bits
Duration of Rune	2 years	1 month	6 months
The stone radiates throughout the designated area, granting all in that area resistance to lightning damage.			
Lock		Activation	Time to Craft: 1 day
Usable Rocks	Marble		
Stone Shape/Size	Small Stone		
Stone Weight	3 lbs		
Area of Effect	1 Lock		
Area of Radiation	5 feet		
Creation Cost	500 bits		
Duration of Rune	1 month		
This rune becomes a magical key. It can add +10 to the DC of opening a lock by touching the lock. Touching an affected lock with the stone will automatically open it. Only one lock can be affected at a time. No special skills are required to activate the lock or unlock, merely touching the stone to the mechanism works.			
Luck		Passive	Time to Craft: 20 days
Usable Rocks	Agate		
Stone Shape/Size	3ftx 3in x 1ft	1ft x 1ft x 6in	
Stone Weight	1000 lbs	45 lbs	
Area of Effect	10ft diam sphere	5 ft diam sphere	
Area of Radiation	20 feet	10 feet	
Creation Cost	5,000 bits	4,000 bits	
Duration of Rune	6 months	3 months	
When standing in the area, an entity is at advantage for any saves required.			
Non-Detect		Passive	Time to Craft: 30 days
Usable Rocks	Olivine		
Stone Shape/Size	6ft obelisk, 18in diam		
Stone Weight	1200 lbs		
Area of Effect	20ft diam sphere		
Area of Radiation	25 feet		
Creation Cost	5,000 bits		
Duration of Rune	2 years		
When completing the carving of the rune over the large obelisk, it creates a 20-foot diameter sphere of non-detection. Inside the area cannot be scryed upon, nor can its occupants have divination or detections used against them, as if they all had a <i>dark-mind</i> skill. However, scrying through the eyes of another being physically present, such as fey companion, who is still outside the area but looking into it might still work.			

Rune Magic

Petrify		Passive	Time to Craft: 60 days
Usable Rocks	Obsidian		
Stone Shape/Size	3ft x 18in x 1ft		
Stone Weight	700 lbs		
Area of Effect	30ft range		
Area of Radiation	30 feet		
Creation Cost	10,000 bits		
Duration of Rune	6 charges		
<p>The pattern of runes are written to form the shape of an eye and face a specific direction. After it is completed, anyone approaching it within 30 feet and examining it for more than a glance must make a Resilience save (DC:13) or begin the petrification process. On a failed save, a target begins to turn to stone and under the restrained restriction. At the end of the target's next turn, it must repeat the saving throw. On a success, the victim is able to break free from the forming stony skin and the effect ends. On a failure, the target is petrified. However, there is still one more final chance to avoid permanence. In the next round, an initiative is still rolled for the target, even though no actions can be taken. On that turn, the victim repeats the save a final time, which the GM may choose to have the player roll in secret to prevent the other players from knowing the fate. Please note that this final roll is not subject to automatic failure of the petrification restriction; it is made as if the character were whole. If successful, then the petrification effect is only temporary and fades from the target in 2d6 rounds. However, if this third save is failed, the petrification is permanent. After six creatures have become subject to the petrification, saved or failed, the rune no longer retains its <i>orgomn</i>.</p>			
Piercing Resistance		Passive	Time to Craft: 20 days
Usable Rocks	Dolostone		
Stone Shape/Size	3ft x 2ft x 1ft	1ft x 6in x 6in	Amulet
Stone Weight	300 lbs	14 lbs	¼ lb
Area of Effect	10ft diam sphere	5ft diam sphere	Personal
Area of Radiation	20 feet	10 feet	5 feet
Creation Cost	3,000 bits	1,500 bits	1,000 bits
Duration of Rune	2 years	1 year	6 months
<p>This offers all in the area of effect resistance to all non-magical weapons that deliver blunt damage. Resistance is effective even if the weapon is silvered.</p>			
Poison Resistance		Passive	Time to Craft: 20 days
Usable Rocks	Jade		
Stone Shape/Size	3ft x 18in x 1ft	1ft x 1ft x 6in	Small Stone
Stone Weight	900 lbs	100 lbs	2 lbs
Area of Effect	10ft diam sphere	5ft diam sphere	Personal
Area of Radiation	20 feet	10 feet	5 feet
Creation Cost	3,000 bits	1,500 bits	1,000 bits
Duration of Rune	2 years	1 year	6 months
<p>The stone radiates throughout the designated area, granting all in that area resistance to poison.</p>			

Rune Magic

Repel Evil		Passive	Time to Craft: 2 days
Usable Rocks	Granite, Limestone		
Stone Shape/Size	5ft diam circle		
Stone Weight	n/a		
Area of Effect	5ft diam sphere		
Area of Radiation	10 feet		
Creation Cost	1,500 bits		
Duration of Rune	1 week		
Carved on a standing surface, when a being stands inside the circle, that entity is protect from fiends and undead as if standing in a Protection from Evil circle from <i>fiend practicum</i> . No truly evil being can physically enter or harm the occupant. Further, any charms, fear or spell-effects originating from an evil being are at disadvantage to affect the protected being.			
Repel Good		Passive	Time to Craft: 2 days
Usable Rocks	Granite, Limestone		
Stone Shape/Size	5ft diam circle		
Stone Weight	n/a		
Area of Effect	5ft diam sphere		
Area of Radiation	10 feet		
Creation Cost	1,500 bits		
Duration of Rune	1 week		
Similar to the <i>repel evil</i> rune except is thwarts celestials and other truly good creatures.			
Shield		Passive	Time to Craft: 2 days
Usable Rocks	Orthoclase, Moonstone		
Stone Shape/Size	2ft x 18in x 18in	9in x 8in x 6in	Amulet
Stone Weight	725 lbs	40 lbs	1 lb
Area of Effect	10ft diam sphere	5ft diam sphere	Personal
Area of Radiation	20 feet	10 feet	5 feet
Creation Cost	3,000 bits	1,500 bits	1,000 bits
Duration of Rune	2 years	1 year	6 months
This runestone radiates throughout the area of effect, offering +3 to AC, which is not stackable with other magical protections.			
Smite Resistance		Passive	Time to Craft: 20 days
Usable Rocks	Pyrite		
Stone Shape/Size	2ft x 18in x 1ft	1ft x 9in x 3in	Small Stone
Stone Weight	950 lbs	50 lbs	2 lbs
Area of Effect	10ft diam sphere	5ft diam sphere	Personal
Area of Radiation	20 feet	10 feet	5 feet
Creation Cost	3,000 bits	1,500 bits	1,000 bits
Duration of Rune	2 years	1 year	6 months
The stone radiates throughout the designated area, granting all in that area resistance to smite damage.			

Rune Magic

Suffering	Passive	Time to Craft: 4 days
Usable Rocks	Peridot	
Stone Shape/Size	Ground	
Stone Weight	2 lbs	
Area of Effect	1 Person	
Area of Radiation	15 feet	
Creation Cost	3,000 bits	
Duration of Rune	<i>As Imprisonment</i>	
<p>This is an extension of the <i>imprisonment</i> rune. The time to carve the additional runes and sprinkle in the crushed peridot is added to the time to create the original circular rune trap. However, while a victim is trapped inside, he, she or it suffers physical and mental anguish. This causes a -4 to all save attempts to escape. Further, for each full day spent in the prison, one degree of exhaustion is added.</p>		

Unbound	Passive	Time to Craft: 20 days
Usable Rocks	Granite, Limestone (Aventurine)	
Stone Shape/Size	20ft diam circle	
Stone Weight	n/a	
Area of Effect	20ft diam sphere	
Area of Radiation	25 feet	
Creation Cost	7,500 bits	
Duration of Rune	2 years	
<p>The rune is carved on the ground in a circle of symbols, using crushed aventurine in the grounds; it stretches out to a 20-foot diameter circle. For those standing in the area, it offers the wearer protection of free movement, meaning the wearer cannot be affected by spells such as <i>windstorm</i> or <i>immobilize</i>. Further, the wearer is at advantage for any non-magical save or competition that would result in being restrained or grappled.</p>		

Wheedlism


“Witches were a bit like cats. They didn’t much like one another’s company,
but they did like to know where all the other witches were,
just in case they needed them.” –Terry Pratchett

There are a significant number of people, more often women than men, who dabble in *wheedlism*; however, few have the true skill. As an ideology or perhaps even a minor religion, *wheedlism* is the practice of talking to the spirits of the world to gain answers for requests. It is often considered a superstitious practice. For most, it is more coincidence than actual interaction with the kamii (spirits).

However, some of the practitioners of *wheedlism* cross over to true interaction and gain the skill, allowing them access to an entirely different sort of magic - a sympathetic sort of magic. Remember that the chimerics of the world (i.e. the physics and chemistry equivalents) are fully under the control of the gods and kamii. Weather is not a meteorological science but rather the results of commands of the regional emis kamii -- and yes, if the spirit gets angry, storms may occur. However, the point is those who achieve access to true *wheedlism* can petition to the kamii for powers. In many ways, this is a minor version of the [pact](#) skill.

For a person to gain access to *wheedlism*, one of the prerequisites must be met. One must have a *religious studies* skill, have been trained in *occult lore*, or possess the fey skill *spiritual nature*. Another way one can obtain the *wheedlism* skill is to have been joined with a boramey kami, either an asithchant, marischant, or a tasachant. Even if no longer attached, someone having experienced this spiritual touching is capable of obtaining *wheedlism*.

Once *wheedlism* is gained, there are additional witchcraft skills that can be obtained. However, *wheedlism* itself does offer some significant influence on one’s environment.

Wheedlism 	Special Requirements	Muse 3+
<p>This skill grants the ability have empathetic communication with the surrounding kamii. The wheedlist cannot see the spirits but can submit a generalized request to influence the immediate world. This request is submitted to the samas-level of the apothetarian spirits; thus, no great task may be asked, but small things such as improving the soil conditions for the farm or driving a herd of game towards the local hunters are both reasonable requests that can be made. The odds of success are based on two factors. First, the wheedlist’s Muse score; secondly, the duration before the result is needed. While there is no exact formula, the odds of success of the request for things desired within a week, is 5% per point of Muse. An additional 5% is granted for the double of the duration cumulatively. Thus, a witch with a Muse 4, asking for an improved harvest in 16 weeks would have roughly a 40% chance to influence the outcome (20% for the attribute and 20% for the duration). Asking for results sooner than a week will have the success adjusted by the GM. There is no spell cost for these requests, but no more than one request per point of Muse can be flowing simultaneously.</p>		

Witchcraft Skills

Wheedlism

Skill	Cost
Alter Appearance	100
Concoctions	100
Nature Call	100
Disease Resistance	200
Dredge	200
Healing Brew	200
Hepatoscopy	200
Hex	200
Narcotics	200
Seduction	200
Suppression	200
Antitoxin	300
Disease Transference	300
Free Curse	300
Love Brew	300
Seeking	300
Speak in Tongues	300
Truth Drug	300
Candle Magic	350
Personal Fey	350
Plant Control	350
Graven Image	400
Magical Theft	400
Ointment of Wings	400
Control Lycanthropes	500
Dakas Talk	500
Instill Love	500
Non-Corporeal	500

Alter Appearance	Wheedlism	Muse 3+
<p>Twice per day, resetting at sundown, the wheedlist can chooses a new appearance by altering height, weight, facial features, voice, hair length, coloration and distinguishing characteristics. Gaining the appearance of a different race is possible; however, the limitations prevent the witch from becoming anything other than a bipedal creature of the same size category. No additional limbs can be grown either – not even a monkey tail. Lastly, no attributes are modified from this change.</p> <p>Karma Attainment: 3 Days in a trance talking with the kamii.</p>		
Antitoxin	Narcotics	Muse 5+
<p>By touching a victim, this removes the effects of a poison from a victim's system. Details will be given for the specific toxin, as it may not reverse all damage done; however, it will at the very least remove the poison restriction. This ability costs the witch 5 points of Spirit per use.</p> <p>Karma Attainment: 3 Days in a trance talking with the kamii.</p>		

Wheedlism

Candle Magic	Wheedlism	Muse 5+
<p>This skill allows the creation of magical candles that can bond to the lifesong of another. For each three days spent in making the candle, it will burn for five minutes up to a maximum of one hour. The magic of a candle takes effect when the candle is snuffed out, or burns down to nothing at the end of its duration, At Muse 5, a wheedlist may make red candles. The ability to make other colors of candles is gained as the Muse score increases. A candle must be burned in the presence of the intended victim in order to work.</p> <p><u>Red Candle</u> : Victim affected as <i>love brew</i> for a duration of one hour for each 5 minutes of burning. There is no save.</p> <p><u>Blue Candle</u> (Muse: 6): Grants the wheedlist protection from the intended target. This means an invisible barrier exists specifically against the target; all others are not affected. However, the barrier works both ways and if the wheedlist violates it to touch, attack or physically break the spot, then the barrier is removed. The duration of the barrier is equal to the time the candle burned.</p> <p><u>Yellow Candle</u> (Muse: 7): This grants telepathy and mind-reading of the target. This will overcome skills and magical protections on the victim. The duration is an equal amount of time the candle burned.</p> <p><u>Purple Candle</u> (Muse: 8): Acts as a <i>truth drug</i>, allowing one question to be asked of a victim for each five-minutes of burning — and all such questions are always answered truthfully.</p> <p><u>Gold Candle</u> (Muse: 9): Repairs damage to the objects, even magical, based on the value and time the candle burned. Additional details can be provided by the GM.</p> <p><u>Black Candle</u> (Muse: 10): One attribute curse can be placed on a victim for five-minutes of burning. The curses and order must be stated before lighting the candle. Obviously, only 45 minutes of burning if valud for this candle. The curses reduced an attribute to 1 point; thus, Strength could become a score of 1, or Perception could be reduced to 1. Saves of each attribute type can be attempted for each curse applied, but if two attributes are curses, then two saves are required. If successful, then that particular curse is negated while the others may still apply. Further, when those scores are adjusted, the functional values for Body, Mind, and Spirit are also recalculated. The curse remains until it is lifted. Casting <i>free curse</i> negates one curse at a time. Any candle which does not burn continuously for at least five minutes will have no effect. A candle which is extinguished midway through a a five-minute period is treated as though it had not burned at all during that time, but that turn will be counted against the maximum amount of time a certain candle may be burned.</p>		
<p>Karma Attainment: 3 Days in a trance talking with the kamii.</p>		
Concoctions	Wheedlism	Muse 3+
<p>With this skill of witchcraft, the witch is able to brew very basic creations: bonfire blend, coma drought, mead, normal ale, and smelling salts, and these can be created at the same rate as someone with either a <i>brewery</i> or <i>distillery</i> skill.</p>		
<p>Karma Attainment: 3 Days in a trance talking with the kamii.</p>		
Control Lycanthropes	Wheedlism	Muse 8+
<p>Any and all lycanthropes within 90 feet of the wheedlist are affected, and will not attack the master. The forms of the lycanthropes will instantly transform into the animal form if they were not already. No saving throw allowed. This control holds the the lycanthropes in their bestial form indefinitely. For each passing hour, there is a 1% chance (cumulative) of the affected creature(s) breaking the spell. Thus, after one hour, there is a 1% chance; after 6 hours, there is a 6% chance. Roll separately for each creature. Once breaking free by its own will, a lycanthrope will attack the witch. However, if the creature is released by the wheedlist, then the lycanthrope will transform back to their anthropoid form and recall nothing of the control. To perform this, it will remove 10 Spirit points from the witch.</p>		
<p>Karma Attainment: 3 Days in a trance talking with the kamii.</p>		
Dakas Talk	Wheedlism	Muse 8+
<p>The ability can only be used once per month and then only at night. By performing an hour-long ritual, the wheedlist can contact a dakas kami of a random type, then enter a conversation with it. The wheedlist is the only one aware of the exchange. The witch may then ask the kami four questions of any sort, and the spirit will answer as truthfully as it is capable. There is a base chance of 50% that the spirit will know the answer to any question(s) asked of it. This chance is adjusted upward by 20% if the question is related to its spiritual province. If the dakas does not know the answer to a question, it will inform the wheedlist of that fact. While in the hour-long ritual, the ritualist will be in a trance. He or she may be awakened by the rules as if under the <i>asleep</i> but will be given the choice to remain or leave the trance. If choosing to leave, the chance to make contact again will not occur for another month.</p>		
<p>Karma Attainment: 3 Days in a trance talking with the kamii.</p>		

Wheedlism

Disease Resistance	Wheedlism	Muse 4+
<p>The same as the skill <i>disease resistance</i> except for the prerequisites and attainment. This conveys a +4 to any saves involving disease. If infected and damage occurs as a result, then that damage is halved per incident, just as any other form of damage resistance. It also halves the duration of the infection if becoming sick.</p>		
Karma Attainment: Not defined.		
Disease Transference	Wheedlism	Muse 5+
<p>By using a small animal, usually a tiny frog or lizard, painted with a special ointment, the wheedlist will place the small creature in the mouth of a diseased or mildly sick person. With concentration of about a minute, perhaps longer for seriously ill conditions, the wheedlist uses the animal as a living conduit. The sickness energies in the bed-ridden person's lifesong are drawn into the creature being held in the mouth. The result almost always kills the animal; however, it will transfer the disease out of the person. This works even against diseases that are resistant to divine powers of curing, although, such powerful sicknesses may require multiple applications of this method. The cost to the wheedlist is 4 points of Spirit and 15 bits worth of materials to make the ointment each time it is used.</p>		
Karma Attainment: Not defined.		
Dredge	Wheedlism	Muse 4+
<p>Once per day, the wheedlist can command spirits in the earth to create a 20-foot-deep in a 10-diameter (3 hexes). The time required to create the hole is approximately ten minutes. This power can only be used in an outdoor environment, and cannot be employed inside a structure, an enclosure or even underground. When completed, it is camouflaged and unobtrusive (Perception DC:19). Those stepping into one must mask a successful Agility preservation save (DC:14) or fall in. A victim who falls into the pit will take d6 points of blunt damage. Further as a result of the fall, if suffering more than half of one's Body max-score, then a final Resilience feat (DC:11) is required to prevent the wrenching of a limb (d4: arm, arm, leg, leg) which makes either movement half or attacks at disadvantage for the following 24 hours. A pit will only remain for 24 hours from its creation, collapsing back in to its natural state. Should a being still be trapped in the pit while dissipating, the creature will be returned to the surface but remain partially buried, requiring a brute force Strength feat (DC:13) performed once every minute until it can free itself.</p>		
Karma Attainment: Not defined.		
Free Curse	Hex	Muse 5+
<p>This is typically a skylad ritual, lasting from five to twenty minutes, the the witch dancing around the intended recipient. The result irrevocably removes all curses on an object or a creature. However, the process will remove 6 points of Spirit from the ceremony performer.</p>		
Karma Attainment: Not defined.		
Graven Image	Hex	Muse 6+
<p>Once per week, a wheedlist can make one clay or wax doll which she can use to influence one character or monster. Dolls are made to fit general categories, e.g. a man, woman, a troll, a dragon. To work, a part of the specific target (blood, nail clippings, lock of hair, bit of outer skin or scales, etc.) must be fashioned into the doll. Once the specific material is added, the doll acquires a focus. The doll now must be shown to the intended victim to finalize the conjunction. If the victim fails a Logic preservation save (DC:13), the victim is charmed (as per the <i>seduction</i> skill). The effect lasts as long as the doll is intact and in the creator's possession. If the doll becomes lost or destroyed, the charm is broken.</p>		
Karma Attainment: Undefined.		
Healing Brew	Concoctions	Muse 4+
<p>This skill allows the wheedlist to create a healing salve the same as having a <i>homeopathy</i> skill. No other formulas can be learned from this skill.</p>		
Karma Attainment: Not yet defined.		

Wheedlism

Hepatoscopy	Wheedlism	Muse 4+		
<p>This uses the examination of the livers of lower animals to prophecy the actions of the future. The wheedlist will ask a question that can be answered yes or no and must be about an occurrence that has not yet happened; e.g., "will the orcs attack the village?" The reading will only see into the future by one week. The base of receiving a truthful answer is determined by the GM secretly rolling Muse feat check (DC:9). However, the chance of success is adjusted according to the size and physiological complexity of the animals used — but no creature of with greater than a Mind score 4 will work successfully under any circumstance. Birds and fish may be used with a -4 penalty on the roll; small animals and monsters confer a -2 penalty; man-sized mammals or monsters, typically sheep and goats, make no adjustment; and large mammals, such as a horse, grant a +2 bonus to the roll. Creatures that are mutants or glitches will add an additional +2 bonus to the roll. Creatures or monsters that are examined must be killed by the witch just before attempting the divination or the reading will fail.</p>				
Karma Attainment: Not yet defined.				
Hex	Wheedlism	Muse 4+		
<p>With this power, a wheedlist can place a curse upon a victim. These can be either <i>ageusia</i>, <i>bio-nonspecto</i>, <i>gauchiste</i>, <i>gluttony</i>, <i>malglossima</i>, <i>mock feratu</i>, <i>portclaudio</i>, or <i>thunderous step</i>. When placing a curse, it will cost 4 points of Spirit.</p>				
Karma Attainment: Undefined.				
Instill Love	Wheedlism	Muse 8+		
<p>This power can only be used upon one target at a time. It requires touch, but upon doing so, the effect is permanent or until the wheedlist releases the recipient. The ability acts as a permanent <i>love brew</i> if the intended target fails its Judgment preservation save (DC:18). <i>Evenfree curse</i> is not able to remove the effect. However, extreme powers, such as a <i>wish</i> or an item of legendary status with the purpose of undoing akin effects, will be able to abolish the <i>charm</i>. Any individual overcome by the love power will faithfully serve the wheedlist, and this subjugation will be nearly absolute, stopping just short of following suicidal orders.</p>				
Karma Attainment: 3 Days in a trance talking with the kamii.				
Love Brew	Concoctions	Muse 5+		
<p>This skill creates potion one love potion. The time to create a single does is one week and success is not guaranteed. The odds of creating one is 60% plus 3% per point of Muse. The success roll is made at the end of the week of brewing. The potion will have the effect of <i>charming</i> an individual who drinks it. The imbibor is permitted a Judgment preservation save (DC:18) to shake off the effects. Otherwise, the effect has a maximum duration of one month. Each morning after a night's sleep, the victim has a 1% chance for each day of effect that the potion will have worn off. Thus, on the third morning, there is a 3% chance of the potion losing its effectiveness. Should the victim consume another potion while still under the influence of the previous love potion, then the save will be made at disadvantage.</p>				
Karma Attainment: Not yet defined.				
Magical Theft	Wheedlism	Muse 6+		
<p>This is an ability used as a reaction. Performing it will cost the wheedlist 7 points of Spirit. This ability allows the magic of another caster to be captured mid-spell and redirected into an object to be released later as item-use. Only one effect can be trapped at a time. The magic-trapping object must be a single object which meets a particular value to be capable of catching and storing the magical effect. It will require an action to release the trapped magic, after which the object used will turn to dust.</p>				
	<u>Object Value</u>	<u>Mind Cost</u>	<u>Spirit Cost</u>	<u>Duration Stored</u>
	100 bits	1	1-2	1 day
	250 bits	2	3-4	3 days
	1,000 bits	3	5	7 days
Karma Attainment: Undefined.				
Narcotics	Concoctions	Muse 4+		
<p>This witchery allows the handling and creation of poisons. Concoctions able to be formulated are acid splash, a black cigar, brittleskin poison, deathbane poison, hornmystic poison, lekhan oil, mind crank poison, nightvine poison, strength snuff, tears of doubt, and venomooze. Details of these can be explained by the GM.</p>				
Karma Attainment: Not yet defined.				

Wheedlism

Nature Call	Wheedlism	Muse 3+
<p>As an action, the wheedlist can make a mental call to animals within 120 feet. The cost of doing so is 3 points of Spirit. As a result, either 2d4 small ones (birds, squirrels and the like) or one larger one (an eagle or wolf) will respond to the summons. This allows communication with the summoned creatures, enabling the witch to give the creatures one of two orders. Moreover, on the same turn as summoned, the animals can be made to rush at an opponent, making a chaotic movement that might be confused as an attack. For beings with a Logic score of 2 or lower and subject to a <i>charm</i> effect to suffer a round of <i>confusion</i> until the end of its next turn. All others will be at disadvantage on their next action. The summoned animals cannot be forced to rush at a character or monster they would normally flee from; further, the animals cannot perform this rush again until three action-turns later. Summoned animals can also be made to act as messengers, carrying any object their size will permit them to carry for up to 3 days. If not used for a specific on-going task, these animals will disperse after five minutes.</p>		
Karma Attainment: 3 Days in a trance talking with the kamii.		
Non-corporeal	Wheedlism	Muse 8+
<p>This ability will transform the physical state of the wheedlist at an expense of 10 Spirit points. This will change the witch to a non-corporeal state. The witch will become invisible and silent, almost as if not being on the same plane of existence; however, the lifesong of the wheedlist does remain on the same plane for all purposes including his or her senses other than tactile response and tremorsense. Further, no physical attack can harm the witch unless it can extend to strike ethereal beings. Likewise, physical assaults from the witch will not inflict harm either. However, mental, spiritual and magical attacks will be capable of striking corporeal opponents. The duration for remaining non-corporeal is 20 minutes or until chosen to stop the condition.</p>		
Karma Attainment: 3 Days in a trance talking with the kamii.		
Ointment of Wings	Concoctions	Muse 6+
<p>This skill allows for an ointment to be created which will allow one human-sized individual to fly at a movement rate of 50. The ointment must be smeared over the recipient's naked body to work, and its effect will last for two hours. The time to create one dose requires one week of steeping.</p>		
Karma Attainment: Not yet defined.		
Personal Fey	Concoctions	Muse 5+
<p>Similar to <i>fey binding</i>, but it is for bonding a familiar spirit to the witch only. Further, there is no chance of the result failing, but it also does not expire after five years of service, making the time owned indefinite, but the animal-fey may die of old age. A witch can only obtain one fey spirit in a 10-year period. Thus, should a fey-servant die before the duration from the last summoning, the wheedlist must wait until the end of the period for another. Lastly, the scrying sight between master and companion can be used three time per day and up to five minutes each use.</p>		
Karma Attainment: Not yet defined.		
Plant Control	Nature Call	Muse 5+
<p>Tree branches, grasses, shrubs and the like up to 40 feet from the wheedlist and within a 15-ft diameter area (7 hexes) will grab at, attempt to hold and try to restrain all living (and even undead) creatures within their reach (within the area and adjacent hexes). Plants grapple as Strength:2 beings. Once establishing a hold, the plants may attempt to disarm or strangle an intended victim if the wheedlist orders the this as an action. The plants can pry a weapon from a restrained person by using another Strength competition; however, the plants will be at disadvantage on the competition roll. For strangulation see asphyxiation rules. The effect has a duration of 2 minutes and costs the wheedlist 4 points of Spirit to manifest.</p>		
Karma Attainment: Not yet defined.		
Seduction	Wheedlism	Muse 4+
<p>This is a magic-use similar to an incantation or axiom. Performing this will cost the witchcrafter 2 points of Spirit. However, it can be cast upon any sociable humanoid within 30 feet that can be seen. The target is permitted a Will preservation save (DC:12). If the recipient has been threatened by anyone within the last few moments, even those unrelated to the caster, then the save is made with advantage. If the save fails, then the target treats the sorcerer as a friendly acquaintance. This won't make anyone do things against his self-interest, such as rob a bank or attack a monster out of his league. When the spell ends, a Perception check is allowed against the same DC to know magical influence was used. If not aware, the victim may still have feelings towards the caster but is no longer under compulsion.</p>		
Karma Attainment: Not defined.		

Wheedlism

Seeking	Seduction	Muse 5+
<p>This is a very specific curse. It cannot be made as part of a combative encounter but rather must be administered during a social encounter. The verbiage of the conversation to administer requires about two minutes. Those in the discussion can make a Perception check (DC:20) to recognize the enchantment is occurring at the halfway point. The effect can influence multiple persons up to a total of 12 points of Will. No individual with a Will score of 6 or higher can be affected. Also, the recipients must be anthropoids or atavistoids. If those in the group exceed the total Will maximum, then those with lowest scores in the group are affected first. The witch must be able to verbally communicate with her targets for the power to work, and the task must be something that can be accomplished within a day. Upon success, the witch can send the targets away from her on an imaginary errand for themselves, such as going to town for supplies or going to a nearby river to get water. The details must be specific and obtainable. Commanding to walk westerly for a day is not a valid command. Moreover, each victim is permitted a Will save (DC:14) to avoid the compulsion. Those failing will be compelled to attempt the errand, provided that it poses no direct threat to their safety or well-being. There is a chance of 20% plus 1% per Muse of the wheedlist who created the quest that the victims will forget all about the encounter after the <i>seeking</i> is completed.</p>		
<p>Karma Attainment: Not defined.</p>		
Speak in Tongues	Wheedlism	Muse 4+
<p>The wheedlist contacts the kamii in the area to let the witch speak and understand any language for the following hour. This does not convey the ability to read or write foreign languages. Further, the cost of this ability is 3 Mind points per usage.</p>		
<p>Karma Attainment: Not defined.</p>		
Suppression	Wheedlism	Muse 4+
<p>This is a magic-use similar to an incantation or axiom. Performing this will cost the witchcrafter 2 points of Mind. a visible bolt of energy will fire from the witch's head, seeking a target with in line of sight, unobstructed and within 30 feet. It will make a 1d20+Logic attack against the target. If striking successfully, no physical damage is inflicted but rather will force a d6 points temporary Mind damage with the purpose of rendering the victim unconscious (should the score reach 0). However, this Mind damage is only momentary, recovering at a rate of 1 point per minute.</p>		
<p>Karma Attainment: Not defined.</p>		
Truth Drug	Concoctions	Muse 5+
<p>A victim who ingests a dose will fall into a stupor, and is forced to answer from 1-4 questions truthfully. The victim is permitted to make a Will competition save on a d12 against the truth drug, using the Muse score of the witch who created it as the opposing attribute. If winning the competition, the victim fights off the stupor but will be under the <i>drowsy</i> effect for 1 to 4 subsequent actions. The time to create a single ingested dose is one week and costs 100 bits. The odds of successful creation is 60% plus 3% per point of Muse. The success roll is made at the end of the week.</p>		
<p>Karma Attainment: Not yet defined.</p>		

Divine Powers

The power of the gods.

Theology and divine powers are what makes pious entities capable of tapping into supernatural powers from transcendent sources. A priest is a term used for a being who acts as a conduit of divine magic, which manifests as miraculous effects. Harnessing that power does not rely on study or training but rather the devotion and intuitive impression of a deity's desires.

In game terms, for a player character to be a priest, the first thing is to decide what deity is to be worshiped. The specific name is relative for the campaign world being used; however, all power-granting deities has spheres of control over specific provinces. A god may have dominion over more than one of these provinces; however, a particular sect or faction will be dedicated to a particular aspect of the deity associated with one province selected above. Thus, the Greek god Poseidon has power over both Sea/Water and Calamity; however, a cleric of his would only worship and be granted power from one of those provinces.

Province		Province	
Calamity	☠	Knowledge	📖
Community	👤	Life	+
Death	☠	Nature	🌿
Deception	👁	Sea/Water	💧
Earth	🌾	Sky/Light	☁
Fire/Sun	☀	War	⚔
Special Symbols			
Celestrashire	👉	Feluperi	👁
Lacerta	🐸	Selquerine	🍄
Skabronrhirs	🕒	Unique Deity	👑

Once the province is determined, then the skill of Divine Accord is required to gain access to the invocations of divine magic of that province. All invocations marked with tags of provinces. It is only available to a priest if the province devoted to is tagged in the invocation.


Divine Accord ⌚	No Skill Requirement	Spirit 10+
This skill grants the ability call forth invocations from one's deity. It bonds the character to a devout relationship with a deity, the church or sect, which may influence decisions and mindset of the character. This can be trained at the church (or in rare cases of extreme devotion for self-training, at the GM's discretion) as if it were a vocational skill; thus, after 100-days religious study without using karma, the acolyte can gain <i>divine accord</i> upon a successful Faith -feat save (DC:4). Starting characters are assumed to have studied and trained. However, those picking it up should have some sort of story explanation, such as a conversion on the road to Damascus; however, it may not need to be that dramatic. Nonetheless, the GM might rule that it requires a day or two for the <i>divine accord</i> to be fully in place or that certain minor quest actions be performed to establish the skill.		

After obtaining *divine accord*, a list of potential invocations becomes available. To learn more about an individual priest's list of invocations able to be cast, see [Building the Invocation List](#). Once the list has been created, the priest can manifest the incantations, which will have varying degrees of function and require different amounts of power consumed to create the effect. This is measured by one's Faith. A priest is able to cast an invocation if it's point cost is equal or lower than one's Faith. When a spell is cast, that cost is subtracted from the priest's current Spirit score. If the current score is below the desired incantation (despite one's Faith score), it can't be used. In other words, if a character has 4 Faith and 10 Spirit, then only invocations valued at 4 points or lower become available to be used. Casting a one-point spell, however, would reduce the Spirit score to 9 after its use. While more details will be given later, a few points may be recovered after a short rest, and even more will be restored after a long rest.

Divine Manifestation

A ritual of words as a prayer, calling upon the power of one's deity to intercede is the basis of how a divine spell is cast. There are

Divine Powers

some invocations which will require the priest to use his or her holy symbol. Occasionally, other materials are required. When this is necessary, it will be listed in the description of the power. Otherwise, one should assume that only verbal factors are responsible for manifesting these divine effects. However, there is a method called "silent prayers." By this method, the invocation can be brought to fruition by adding an extra point of Spirit to the cost, but also requires a successful Muse save against a base of 10 plus the normal amount of Spirit cost; e.g. *favor* would have a DC of 12 and cost 3 Spirit points, whether succeeding or failing. When performing a silent prayer, this is basically the same as a mental only element for casting, assuming the specific invocation does not have other requirements listed. Finally, the only invocations that can be used with the silent prayers method are the same list of powers designated by the *divine preservation*  symbol.

Concentration


Like sorcery, the divine powers have some spells which require concentration. While concentration is required no reactions can be performed nor can any new axioms, cantrips or invocations be cast. However, partaking in conversations and observing the surroundings are perfectly legitimate; even further, other actions, such as drinking a potion are valid as well. Combat attacks, whether melee or at range, can be performed at disadvantage. Nonetheless, movement rate is half during concentration. Of course, a specific detail in an incantation could override this general rule.


Concentration may be broken by inflicting damage against Body, Mind or Spirit. However, the caster is permitted a save against a DC:14 plus the number of points of damage to maintain concentration. If struck with Body damage, a Resilience save is used. If Mind damage, then Judgment; and if Spirit, then Muse. Should the priest's concentration be broken, it will usually end the incantation. Thus, if the concentration is required to maintain or complete an effect, then breaking the caster's concentration would free the victims.


Divine Powers Involving Combat Attacks

Several incantations require a touch or melee attack to the opponent as part of the magical effect. In general the action will be to touch or attack the foe, followed by using the incantation as a reaction. For touch-based attacks, where only gripping contact is needed to transfer the effect, the reaction is usually based on the successful touch result. Thus, if the attempt to touch fails, the incantation will not be attempted. However, when attacking with a melee weapon, the reaction is most-often triggered by the lunging or attempt of the attack, meaning that the results of the attack are unsure when the Spirit points are expended to cast the incantation. See [Touch-based Effects](#) for more details.

Pantheons

Elvish deities from the Selquerine, save the Demon Queen (if she can be counted as such), will not grant the following incantations: *Assemble Armor*, *Astral Blood*, *Blood Lust*, *Crown of the Grave*, *Death Throes*, *Desecrated Glow*, *Extract Poison*, *Smear* or *Suggestive Fear*. However, any elf or fey being who establishes a divine accord with one of these gods will be allowed to cast the following, regardless of the deities' province: *Delay Disease*, *Faerie Fire*, *Fellowship*, *Growth of Plants*, *Silent Step* and *Summon Animals*. Non-elfen, non-fey worshippers of the Selquerine due happen, but those impure races do not receive these extra incantations. Of course, the appropriate Spirit and Faith requirements must still be met. All such incantations are designated by the  symbol. For more specifics about the Selquerine pantheon, see the [Religion](#) section.

All deities for the Terrac (Dwarven, Gnomes) races have a province; however, none grant incantations for that province that cost greater than 6 Spirit points. Instead all natural terracs, and other races accepted by the deity, who become priests of the Skabronrhirs pantheon can be granted invocations that are marked with the  symbol regardless of province. These special invocations include *Animate Dirt*, *Battle Cry*, *Battle Fate*, *Combined Effort*, *Commune with Earth*, *Detect Harmful Gas*, *Detect Magic*, *Detect Metals and Minerals*, *Detect Runes*, *Divine Lock*, *Gateway*, *Gravel Footsteps*, *Intimidating Presence*, *Land Lair*, *Meld With Rock*, *Reeking*, *Renew Deposit*, *Spike Stones*, *Stepping Stones*, *Stone Talk*, *Terrac Mettle*. Further, each god in the Skabronrhirs pantheon will grant skills or abilities. For more details about the Skabronrhirs, see the [Religion](#) section.

The halflings have a small pantheon of deities. These gods grant by province; however, like the Skabronrhirs, none grant incantations for that province that cost greater than 8 Spirit points. However, those who worship the Celestrashire and become priests will gain access to additional invocations, marked with the  symbol. Access to these extra divine powers will possible regardless of the province of the granting deity. Such invocations include *Aplomb*, *Backbiter*, *Blessing of Luck and Resolve*, *Bountiful Chance*, *Breath of Life*, *Detect Magic*, *Divine Deterrence*, *Escape Ward*, *Fearsome Duplicate*, *Halfling Vengeance*, *Intuition*, *Opportunity*, *Tricker's Blessing*. For more details about the Celestrashire, see the [Religion](#) section.

Lizardfolk worship a small set of deities. One notable one is Ssess'nik, originally a demon lord, but because of the directed attention through fear and worship, especially due to the khaasta sub-race, this entity has ascended to the status of an evil god. The collection of beliefs, ceremonies, rituals and worship of the lizardfolk is known as Lacerta. For shamans and priests in the Lacerta beliefs, have special requirements for building the invocation list, which is the Lacerta deities require one-third of the granted powers to comes from their invocations. For more details about Lacerta, see the [Religion](#) section.

The jzaka have a religion specific to their origin, known as Feluperi. Their culture is an interesting one where the priests work

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together for the betterment of their society, but the different perspectives of the churches place them at odds at times. The details of this belief can also be found in the [Religion](#) section.

Building the Invocation List

Personalizing the Priest Character

When gaining the ability to cast invocations, a priest will be granted a customized list based from what is available in the province of worship. The list is built by either the player or by the GM.

The spells in the list are built based on points and the priest's Faith score. Once an invocation is added to the list, it becomes a permanent power of the priest and is not interchangeable until the priest has a Faith increase again. When building the list for the very first time, a total number of points is assigned to build the list. Based on the Spirit spell point cost of an incantation, it can be added to the list, then those points are subtracted from the available points for the list. However, when the priest's Faith increases, then the list of granted invocations can be completely rebuilt, keeping whichever ones are wanted but also replacing lower point-cost spells with improved ones, if so desired.

Faith Score	Total List Points	Lacerta *
2	18	6
3	30 (+12)	10
4	43 (+13)	14
5	58 (+15)	19
6	74 (+16)	24
7	91 (+17)	30
8	109 (+18)	36
9	128 (+19)	42
10	148 (+20)	49
11	170 (+22)	56
12	194 (+24)	64

* Deities of the Lizardfolk religion require that one-third of a shaman's or priest's invocation list come from the pantheon-granted invocations.

Whenever the priest's Faith score increases, he or she can add to the list; however, the newly selected incantations will not be able to manifest until the following day after being selected. Once completing the new selection of invocations, any points not used can be applied at the new Faith increase. Additionally, based on the worshiped deity, the GM could optionally offer a free incantation or ability when reaching Faith scores of 5, 8 and 10.

Invocation	Calamity	Community	Death	Deception	Earth	Fire	Knowledge	Life	Nature	Sea	Sky	War	Other
Spirit Cost 1													
Prestidigitation													
Spirit Cost 2													
Aid Movement													
Alter Fate													
Analyze Portal													
Animate Dirt													
Bane													
Battle Cry													
Battle Fate													
Black Cairn													
Bless Meal													
Blood Wind													
Bolt													
Bread Crumbs													
Breathsense													
Burden													
Celestial Fist													
Chain of Eyes													
Clarity													
Cloud of Fungus													
Compelled Duel													
Compose Mind													

Divine Powers

Weapon of Nightmares										
Zealot's Charge										
Spirit Cost 5										
Air Steps										
Animal Shapes										
Anti-Venom										
Assemble Armor										
Astral Blood										
Blindsight										
Blood Lust										
Calm Winds										
Circle of Privacy										
Curse of Choking Sands										
Deeper Darkvision										
Dream										
Gravel Footsteps										
Healing Waters										
Hypothermia										
Land Lair										
Life Bolt										
Lightning Command										
Maggots										
Obsessions										
Polymorph Plant										
Quell Fire										
Radiant Halo										
Renew Breath										
Slow Wound										
Solar Flare										
Sorcery Curse										
Spineless										
Status										
Summon Animals										
Swamp Lance										
Taint Cuisine										
Target of All										
Terrac Mettle										
Transmute Metal										
Venom										
Volatile Torch										
Wall of Water										
Spirit Cost 6										
Acid Rain										
Age Plant										
Airy Shadow										
Blood Lightning										
Breath of the Elements										
Briers										
Call the Beast										
Champion's Strength										
Closure of Confusion										
Constriction										
Death Throes										
Defense										
Deluge										
Free Curse										
Grave Robbery										
Hearken Lifesong										
Hellfire Burst										
Knurl										
Life's Grace										
Meld With Rock										
Mold Touch										
Noxious Fumes										
Prying Eye										
Resistance to Fire										
Resistance to Ice										

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Resistance to Lightning																				
Return to Earth																				
Ride the Lightning																				
Sanctify																				
Sand Warriors																				
Singing Stone																				
Stone Bones																				
Stone of Sharpening																				
Tongues																				
Torus of Terror																				
Treat Serious Body Damage																				
Treat Serious Mind Damage																				
Treat Serious Spirit Damage																				
Tree Mount																				
Zephyr Dancing																				

Spirit Cost 7

Advice																				
Animate Objects																				
Bedevilment																				
Borrow																				
Breath of Life																				
Calm Sand																				
Calm Water																				
Charnel Fire																				
Create Jungle Minions																				
Disturb Sleep																				
Earth Reaver																				
Elemental Breath																				
Exorcism																				
Frost Gaze																				
Geyser																				
Greater Sculpt																				
Growth of Plants																				
Hidden Lodge																				
Pair to Other																				
Rage																				
Reanimation																				
Rejuvenating Waters																				
Spike Stones																				
Stone Talk																				
Thornwrack																				
Treat Mass Wounds																				
Water Summoning																				







Spirit Cost 8

Chain of Madness																				
Commune with Earth																				
Déjà Vu																				
Discern Lies																				
Enlighten Undead																				
Flesh Shiver																				
Heartseeker																				
Howling Chain																				
Imbue Undead																				
Instill Vulnerability																				
Regenerate																				
Repeat Action																				
Sky Drop																				
Summon Spectral Death																				
Taint Body of Water																				
Transmute Drake																				


Spirit Cost 9

Burning Blood																				
Elemental Body																				
Horde of Healing																				
Insect Plague																				

Divine Powers

Absorb Song		Spirit Cost: 3			
Time Required:	1 action or reaction	Range:	30 feet	Duration:	Up to 10 minutes
<p>As a creature's lifesong exits its body, the priest can steal the energy of exiting the corpse. The can occur as a reaction in the moment of death or up to two rounds after the end of the round death occurred. The prayer will reach out and use the essence of the recently deceased, which will grant 1 temporary Body point for each Resilience modifier the dead creature had. If cast upon a being who is not yet dead, the prayer is worthless and the Spirit points are lost. If successful, those temporary points will remain up to ten minutes, but should the complete amount of temporary points be removed by damage, then the incantation effectively terminates. If the temporary points are not lost after ten minutes, they expire; thus, ending the spell at that time. However, while the temporary points are still within the priest's lifesong and the spell has not expired, then another lifesong from a dying being can be captured for more temporary Body points by an action (but not a reaction) which costs no Spirit points. The maximum number of creatures from which life power can be stolen are equal to the priest's Faith modifier with at least one life-essence being able to be captured. Temporary points from more than one creature cannot stack atop on another; only the highest value is gained. However, if a stronger life is stolen first, then some but not all points are lost, and a second dead being's essence can be captured which is lesser than the first, those points can act to restore up to the original dead source amount.</p>					
Acclimate 		Spirit Cost: 3			
Time Required:	1 minute	Range:	Touch	Duration:	6 hours
<p>Upon casting, up to two beneficiaries of the spell will be able to withstand temperatures from -40 to 160 degrees F° as if it were room temperature. This prevents exhaustion due to exposure; however, the spell has a 6-hour duration. This offers no protection or resistance against direct attacks but does lower the exposure due to exhaustion.</p>					
Acid Rain		Spirit Cost: 6			
Time Required:	1 action	Range:	60 feet	Duration:	6 turn
<p>This terrible conjuration creates a toxic shower that covers all in the area centered on a point within range. The area of effect is 15-ft diameter column 40 feet high (7 hexes). The droplets are a corrosive acid that eats through metal, cloth, and flesh. Creatures caught beneath the rain take 2d4 points of corrosive damage. It is easy enough to move out of the are, but those remaining continue to suffer like damage at the end of each of their turns. A Resistance save (DC:14) is required when suffering damage. This will not reduce any damage, but those who fail this save must check to see if any exposed equipment is destroyed. To clarify, once the <i>acid rain</i> called into a location, it cannot move and will last until the end of the caster's sixth subsequent turn.</p>					
Advice		Spirit Cost: 7			
Time Required:	1 action	Range:	10 feet	Duration:	Special
<p>This spell allows the shaman to give profound and thoughtful advice to any creature with a Mind score of 2 or higher. The two must also share a common language. When cast, the potentially affected creature is allowed a Will save against a DC (d6+14) plus Faith modifier to avoid. If this is failed, the shaman can give the creature instructions in the form of advice. These can be instructions to do anything, including acts obviously foolish or destructive. The advised creature then does its best to obey the instructions. However, if the advice would place the creature in great peril or cause its death, the creature is allowed a second save with a +4 bonus just before committing the act. Should, for example, the shaman gave advice to go to a nearby cliff and jump off (and the creature cannot fly), the second save would be allowed just before, the creature took the fatal step. The spell does not in any way conceal the identity of the one who gave the advice, and bad advice can often cause trouble for the shaman should those who follow it survive.</p>					
Age Plant		Spirit Cost: 6			
Time Required:	1 action	Range:	30 feet	Duration:	Instantaneous
<p>This spell enables the caster to affect the aging of any plant, seed, or tree. The process can operate either forward or backward, causing flowers to blossom, seeds to sprout and grow, and trees to bear fruit; or fruit to turn to blossoms, trees to become saplings, and new shoots to turn to seeds. The change in age, either forward or backward, is chosen by the priest at the time of casting. The changes associated with normal or reversed growth occur instantaneously. Plants can be altered in age up to 5 years per point of Faith. The priest can stop the aging at any point within the limits. He or she could cause a tree to grow from a sapling until it withers and dies from old age or he could stop the tree's growth at a stage at which it would shelter his home. The incantation does not alter the appearance or characteristics of a plant except those that result from normal aging (or regression). <i>Age plant</i> has no effect on magically generated plants or plant-based monsters.</p>					

Divine Powers

Aid Movement 		Spirit Cost: 2			
Time Required:	1 action	Range:	Self	Duration:	1 minute
For the duration of the incantation, the priest is not penalized extra movement to crawl, squeeze, or move across difficult terrain. This incantation will not remove encumbrance or armor penalties.					
Air Steps		Spirit Cost: 5			
Time Required:	1 action	Range:	Self	Duration:	30 minutes
When cast, the priest is able to defy gravity, fly, levitate and navigate the air as if walking with his or her normal movement rate. However, this ability is limited to being under the open sky. While it can be performed inside an urban building, it cannot be used underground.					
Airy Shadow		Spirit Cost: 6			
Time Required:	1 action	Range:	Self	Duration:	5 turns
When cast, the priest temporarily becomes a creature of shadow, flickering in and out of a demiplane on the borders of the Shadowfell. Until the ends of th priest's fifth subsequent turn, he or she will have resistance to necrotic damage and further will inflict an additional point of necrotic damage per die pool whenever successfully hitting a creature with a melee attack. For the duration of the invocation, the metaphysical location of the priest is determined at the end of each of his or her turn by making a Faith feat save against DC:13. If successful, then until the start of the priest's next turn, he or she vanishes from the current plane of existence and appears in a shadowy demiplane. Otherwise, the priest remains in location. If rolling a "natural 1," then the invocation terminates prematurely. At the start of the next turn, if the priest were in the shadowy existence, he or she returns to an unoccupied space of choice within 10 feet of the space from which the caster vanished. If no unoccupied space is available within that range, he or she appears in the nearest unoccupied space (chosen at random if more than one space is equidistant). This appearance and re-appearance may allow sneak attack, based on circumstances which will be ruled by the GM. Further, the spell requires an action to dismiss. While in the shadowy dimension, the priest can see and hear things in the plane of origin but everything is slightly obscured, lighting vision to only 30 feet. Further, the priest's corporeal form is not in the previous location during the moments in the shadowy reflection. While in this shadow state, the only creatures able to detect the priest are undead, creatures with a natural immunity to necrotic damage, and those with spirit sight whether natural or magically-charmed; to be clear, even blindsight cannot detect the priest. Attacks by undead, even physical, will extend to this shadow dimension; however, any potential magic, such as that cast by a vampire or lich, cannot penetrate the planar barrier. Further, psionics cannot affect the priest while he or she is in the shadowy existence. However, there are a few exceptions: <i>abolish shadows</i> could affect the priest if targeting the location from where he or she left the plane. Additionally, extreme powers of vague description, such as a <i>wish</i> , could target the priest. Lastly, if this invocation is cast while on the Shadowfell and its bordering ethereal or astral locations, then it is wasted having no effect.					
Alert Tribe		Spirit Cost: 3			
Time Required:	1 action to cast plus 1 action per creature touched	Range:	Touch / 90 feet	Duration:	8 hours
While not notifying the entire tribe, enables the priest to send an instantaneous mental missive to his comrades alerting them to a dangerous situation. It is not possible to send any message other than "alert" by means of this spell. Further this does not provide two-way communication. However, the true meaning of the mental missive, other than the fact that a dangerous situation exists, can be prearranged if so desired. The incantation can be cast only on awake, living, and sentient creatures (Mind score of 1 or higher). As the priest physically touches foreheads each recipient for an extended period of time, it causes the casting time to vary based on the total number of targets. One ally per point of Faith can be linked by means of this divine power. Once cast, the mental links forged by means of this spell last until the alert is broadcast or for at most eight hours. An alert has a maximum range of 90 feet around the priest. Anyone beyond that range won't hear the alert, although the spell effect (and the mental link) ends nonetheless. Likewise, anyone maintaining a psionic defense shield, wearing a ring of mind shielding, or employing similar magics will not receive the menta1 warning. However, if a recipient is asleep and that condition is not maintained by chemical or magical means (although it may have been induced by such), he or she immediately awakens and is aware that an alert has been issued. To clarify, the missive does not require an action and occurs in the instant the priest is sends the message. However, the priest must use a reaction to send the alert.					

Divine Powers

Alter Fate		Spirit Cost: 2			
Time Required:	1 reaction	Range:	Self	Duration:	Until next turn
Whenever the priest fails a Logic or Will save, this invocation can be called as a reaction. The priest can re-roll the failed save that triggered this reaction, but must use the new roll, even if it is lower. In addition, until the end of his or her next turn, the priest is resistant against smite and necrotic damage.					
Analyze Portal		Spirit Cost: 2			
Time Required:	1 action	Range:	30 feet	Duration:	Up to 1 minute
The priest can see the outline of any magic portal within range; however, it will not reveal secret or hidden doors unless they are magical in nature. While studying the door no other actions, reactions or castings can be performed. For each round of learning about the portal, the priest gains knowledge randomly about the following on a d6. Repeated rolls are valid even though the gained information is not:					
<ol style="list-style-type: none"> 1. Any special key or command word required to activate the portal 2. Any specific circumstance to activate the portal (a time of day for instance) 3. Whether the portal is one-way or two-way 4. Whether the portal is functioning correctly or not 5. A glimpse of where the portal leads. The glimpse lasts for 1 second and can see about 20 feet beyond the portal. 6. Whether or not the portal is an illusion. 					
For every round the priest focuses on the portal, he or she learn one more of the listed pieces of information.					
Animal Befriending		Spirit Cost: 4			
Time Required:	1 action	Range:	30 feet	Duration:	1 month
This affects a single animal with a Mind score of 2 or lower. If the animal does not make a successful Judgment save (DC:13) immediately when the spell is birthed, it follows the caster about thereafter. The spell functions only if the caster actually wishes to be the animal's friend. If the caster has ulterior motives, such as, if the caster intends to eat the animal, send it ahead to set off traps, or use it as fodder, the the incantation will fail. The caster can teach the befriended animal three specific tricks or tasks. Typical tasks are those taught to a dog or similar pet (they cannot be complex). Training for each such trick must he done over the period of only one day due to the magic involved. For the month duration, the animal will not harm the caster, but if the creature is left alone for more than a week, it will revert to its natural state and act accordingly. The caster can use this spell to befriend an animal up to 2 Body points per Faith . This is also the maximum total Body points of the animals that can be affected and trained at one time.					
Animal Shapes		Spirit Cost: 5			
Time Required:	1 action	Range:	30 feet	Duration:	10 minutes
When cast, the priest can assume the form of any Small or Medium creature of the animal kingdom. If the form assumed has any of the following abilities, the priest also gains the listed ability: climbing (max 50-foot movement), fly (max 50-foot movement), swim (max 50-foot movement), darkvision (up to 60 feet), and Perception bonuses (max +2). All items and equipment are transformed into the shape. Magical properties towards protection and AC are transferred if part of the "other" category; however, anything as an armor base is lost. If selecting a small-sized animal, the form taken grants a +1 bonus to Agility above the priest's natural, non-magical bonus; further, a +1 natural armor bonus in gained. If a medium-sized creature is chosen, then the gain is a +1 bonus to Strength above the norm, and also a +2 natural armor bonus.					

Divine Powers

Animal Spy 		Spirit Cost: 3			
Time Required:	1 action	Range:	Touch	Duration:	30 minutes
<p>The priest borrows some of the senses of a beast he or she touch. So long as the priest is undisturbed, then seeing and hearing what the animal perceives is perfectly transferred. However, if the priest attempts anything else, even light activities such as reading or talking, then a Perception check (DC:12) is required for each round of disturbance. Difficult distractions, such as loud noises, fighting or casting other invocations, require a similar Perception check but rolled with disadvantage. If the animal moves more than 1 mile away from the priest, the spell ends. This invocation only affects animals and fey with a Mind score of 6 or lower. To clarify, the caster gains no control over the animal nor can any communication with it be made other than seeing and hearing through its senses. If the priest uses this on a creature that is mystically or magically bound to another intelligent creature (such as <i>fey binding</i>, then the intelligent creature to whom the target is tied will make a secret Judgment save (DC:13) when this invocation is cast. If that save succeeds, the spell fails. Whether the roll succeeds or fails, the intelligent creature tied to the beast gains no special awareness of this spell or its effects.</p>					
Animal Subdual		Spirit Cost: 3			
Time Required:	1 action	Range:	30 feet	Duration:	10 minutes
<p>This incantation is started by gazing at a hostile animal. If neither the priest's concentration or line of sight is broken by the start of his or her next initiative the following round, then the animal rolls a save against Will (DC:21). If failing the save, the animal becomes instantly docile. As long as no one inflicts harm to it, the creature will remain calm and non-violent for the following 10 minutes. This does not act as the action of the priest's subsequent initiative, meaning he or she may still take an action after the save of the animal is rolled.</p>					
Animal Transcendence 		Spirit Cost: 4			
Time Required:	15 minutes	Range:	10 feet	Duration:	1 hour
<p>Casting this spell transfers the priest's consciousness into the body of a designated animal; the recipient must be of the Animal Kingdom. The priest can use all the senses and abilities of the animal and is in full command of the animal form. For example, a priest could elect to transfer his presence into the body of a hawk and fly over an area to determine the terrain, occupants, and other conditions. However, none of the priest's skills or magical abilities are usable while in the animal's existence. If cast on a creature with a Will score of 2 or lower, the animal does not receive a save. Animals of greater prowess, such as hippogryphs, receive a Will save against a DC of (d6+10) plus Faith modifier (DC range: 12-21). A successful save means the spell is wasted and the animal is unaffected. An attempt to transfer into the body of another's kindred animal, bonded beast or a fey-bonded spirit always fails and wastes the incantation. The animal's consciousness is suppressed throughout the duration of the spell. If the animal dies while the spell is in effect, the priest's presence returns to his or her lizardfolk form. The priest suffers 1d4 points of Body damage and also 1d4 points of Mind damage. If Mind points fall below his or her Judgment score, the priest behaves like the animal, terrified and hurt. He or she may hiss, spit, move about on all fours or as if trying to fly; howl, meow, or otherwise vocalize as the animal; and will be generally uncontrollable until the insanity what would have been the end of the spell duration. While the spell is in effect, the priest's body is motionless and vulnerable. The priest is unaware of his body or anything that might be happening to it. If the body is slain, the priest's consciousness is imprisoned in the animal's body until the animal dies or some other method can be used to free the priest.</p>					
Animate Dirt		Spirit Cost: 2			
Time Required:	1 action	Range:	25 feet	Duration:	5 minutes
<p>This incantation animates dirt in the area. Only normal, natural dirt can be effected and the caster can move up to one pound of dirt anywhere within the range. The speed of the dirt movement is 5 feet per round. The dirt cannot deal damage or affect the concentration of sorcerers. The priest is unable to cast another incantation for the round of evoking the divine power to move the soil, but may still take other actions and reactions. While the duration exists, the priest can also select a different pound of dirt and move it as well. This spell only animates dirt, so any other substance found mixed in with the dirt will not be effected and will remain afterwards.</p>					

Divine Powers

Animate Objects [Concentration]		Spirit Cost: 7			
Time Required:	1 action	Range:	60 feet	Duration:	Up to 6 turns
<p>Objects come to life at the priest's command, remaining animated while the caster maintains concentration up to the end of the sixth subsequent turn. The caster chooses up to "six" nonmagical objects within range that are not being worn, carried or influenced by anyone's lifesong, and by doing so new "creatures" come to life. The size of the object affects the actual number of objects that can be animated. Small objects (a chest, chair, weapons) count as two objects. Medium targets (a four-person table, human-sized statue, heavy-weapons) count as four objects. Large targets (a cart or plow) count as six objects. Bigger objects are unaffected by this incantation. Each object is under the priest's control until the spell ends or until reduced to zero Body points. By concentration, the priest controls the actions of each of the creature-objects which occurs on each of the following turns belonging to the cleric, but the objects must remain within range of the caster. However, because of the required concentration, the priest cannot use reactions or cast new spells; however, other actions are permitted, such as attacks or item-use.</p>					
Animated Object Statistics					
Size	Strength	Body	AC	Attack	
Tiny	2	4	17	d20-1;light weapon	
Small	3	6	14	d20;light weapon	
Medium	5	10	12	2d20;medium weapon	
Large	7	16	10	3d20;heavy weapon	
<p>An animated object is a construct with statistics determined by its size. Constructs are completely immune to Mind- and Spirit-based attacks. Further, constructs cannot be healed by most magic, unless the description specifically states. Animated objects do not have vision as their awareness is based solely on the priest. They are further immune to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects. Constructs do not eat, sleep, or breathe. An animated objects speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its movement would be zero. When the animated object drops to zero Body points, it reverts to its original object form, and any remaining damage carries over to its original object form. If attacking, an object can make a single melee attack against a creature within 5 feet of it. It makes a slam attack and delivers blunt damage; however, the GM might rule that a specific object inflicts slashing or piercing damage based on its form.</p>					
Anti-Cold Shell 		Spirit Cost: 4			
Time Required:	1 action	Range:	Self (10-foot sphere)	Duration:	1 hour
<p>This invocation creates a comfortably warm 10-foot radius sphere centered on the priest. The radius penetrates below the ground; therefore, if using atop a frozen lake, the results could be disastrous. Friendly creatures within the sphere are immune to cold damage. In addition, creatures made of ice, cold and even water elementals can't enter the sphere; if such a creature is within the area when the invocation manifests, the creature is pushed to the nearest unoccupied space outside the sphere.</p>					
Anti-Venom		Spirit Cost: 5			
Time Required:	1 action	Range:	Touch	Duration:	Instantaneous
<p>This removes the effects of a poison from a victim's system. Details will be given for the specific toxin, as it may not reverse all damage done; however, it will at the very least remove the poison restriction.</p>					

Divine Powers

Aplomb		Spirit Cost: 3		
Time Required:	1 action	Range:	Touch	Duration: Up to 10 minutes
<p>Until the spell ends, the recipient touched by the priest gains the ability to traverse across any surfaces horizontal, even sloping up to a 75° angle. The divine magic lightens the pressure of weight, but surfaces must still be capable of bearing at least half the total weight of the being crossing it. This leaves the recipient's hands free while doing so, even when moving across surfaces where balancing is practically impossible or would ordinarily require a check. For the duration, the recipient also increases his or her climbing speed to become normal walking speed; however, it does not convey any skill of <i>climbing</i> itself or offer special protection from falling from a climb. However, one is at advantage on all checks involving balance. In no way does this offer abilities of spider-climbing or walking on liquids; however, for the matter of leaving traces of passage, the area traversed throws a -4 penalty to the calculations of anyone checking for tracks or attempting to track the recipient.</p>				
Aquatics		Spirit Cost: 3		
Time Required:	1 action	Range:	Touch	Duration: 30 minutes
<p>By touching the target, the ability to swim well is conveyed. The recipient temporarily gains webbing around its arms and legs, allowing it movement through water at a rate of 25 feet at normal encumbrance. This grants a total distance able to be swam by this incantation of 4500 feet, nearly a mile. However, this does not grant breathing in the water in any way, but it does allow holding one's breath for twice as long as normal; thus, a person with a Resilience score of 4 could dive underwater for ten rounds before the effects of not breathing begin. See Asphyxiation for more details.</p>				
Arcane Disruption		Spirit Cost: 4		
Time Required:	1 action	Range:	60 feet	Duration: 12 turns
<p>This ability influences the ability of any sorcerer. It scrambles the memories of arcane magic in his or her mind, forcing the sorcerer to make a Judgment save against a DC (d6+10) plus Faith modifier (DC range: 12-21). If failing it, then it completely interrupts any current concentration effects, Further, until the end of the victim's twelfth subsequent turn, all axioms attempted are cast at disadvantage. This effect targets only the mind for use of sorcery. It will have no effect against cantrips, invocations, rune magic or whedelism.</p>				
Assemble Armor [Concentration]		Spirit Cost: 5		
Time Required:	Special	Range:	30 feet	Duration: Concentration
<p>This ability allows armor to quickly assemble onto the priest; however, this can only be performed for the priest and not others. As the priest begins to concentration, his or her actual armor flies onto the priest by itself, assuming it is within 30 feet of the priest at the time of invocation. The armor must have been worn previously by the priest and cannot be in use or even touched by another creature at the time of calling this power into action. Once starting though, creatures touching or grabbing the animated pieces will not prevent the donning. While concentrating on miraculously effect, the priest may not use reactions or begin new spells, and any combat actions are at disadvantage. The time required depends on the bulk of the armor selected. Armors are fully assembled at the start of the subsequent number of turns for each 20 pounds (with any overage requiring an extra turn). Thus, padded armor (8 pounds) would be donned at the start of the following turn, but lamellar armor (35 pounds) would not be complete until the start of the second following turn. Plate mail (65 pounds) would require even more time, completing only at the start of the fourth subsequent turn. No assistance can speed up the time. Obviously, this allows the caster the option to not wear it most of the time and avoid heat, chaffing and other penalties, but it still requires up to a few combat rounds to have it securely in place. The spell and concentration are complete once the armor is donned.</p>				






Divine Powers

Astral Blood [Concentration]		Spirit Cost: 5		   	
Time Required:	1 action	Range:	Self	Duration:	Up to 6 turns
<p>The priest creates an astral projection of himself or herself up to 60 feet away on the completion of the action, and the continued manifestation of the projection requires concentration. This power effectively moves the priest's consciousness to the projection image, meaning his or her original form can take no actions or reactions. However, in the priest's stead, the projection can act – so long as those actions are limited to melee combat. Due to the nature of this incantation, the concentration to control the image does not cause disadvantage for combat actions. Actions of attack by the projected image are identical to the die pools used by the priest normally; however, special properties of the material and magic of weapons used are not transferred. Thus, if the priest normally attacked with a magical mace which allowed a bonus to hit, that additional modifier would not be used by the projection. If the original weapon had been blessed by an <i>infusion of fire</i> or other enchantment, that bonus effect would not be transferred to the projection. However, any melee maneuvers that can be performed in person, such as <i>weapon lock</i>, can be performed by the astral projection; and further, if the original can be disarmed, locked or broken, the astral weapon can be as well; yet, if the astral form is broken, the original will stay preserved, although it would be unusable again for the remaining duration of the incantation. Both the priest and the projection can use movement; however, because the priest is concentrating his movement rate is half of normal, but the project can move at the complete movement rate and is not penalized by rough terrain, obstacles, water, chasms, etc. While the projection cannot fly, it can cross a chasm or other gap of terrain so long as it ends on solid ground by the end of the turn. Lastly, the projection has no actual substance; therefore, blocking passage cannot be performed by the astral projection; however, grappling and pushing are still possible but no modifiers from the priest's Strength are used in the contest. Finally, an <i>astral blood</i> image cannot use the flee attack as a reaction. The image lasts as long as the priest can maintain concentration; however, the image cannot remain after the end of the sixth subsequent turn.</p>					
Aura of Glory		Spirit Cost: 3		   	
Time Required:	1 action	Range:	Self (10-ft radius)	Duration:	2 minutes
<p>This spell creates an aura centered on the priest that bathes all friendly creatures within a 10-foot radius (18-hexes) in a warm, soft and comforting light. Each affected creature, while within the radius, has advantage on saves against being frightened or shaken. The aura moves with the priest.</p>					
Backbiter		Spirit Cost: 4			
Time Required:	1 action	Range:	30 feet	Duration:	Until next turn
<p>The halfling priest places a curse on a visible enemy within range. The creature must roll a Faith save against DC (d6+10) plus Faith modifier (DC range: 12-21). If failing, the victim suffers d6 points of smite damage. In addition, if the creature failed the save, it has disadvantage on the next weapon attack roll it makes before the end of its next turn. Should that next attack utterly miss, then the disadvantage damage (d3) is inflicted upon itself.</p>					
Bane		Spirit Cost: 2		     	
Time Required:	1 action	Range:	60 feet	Duration:	9 turns
<p>The priest selects an enemy in combat within 60 feet, forcing a Will preservation save at (d4+8) plus the priest's Faith modifier value. If failing, that target suffers -1 to hit on all attack rolls for the next 9 rounds. The effect ends after the victim completes its ninth turn after being cursed. Further <i>free curse</i> can remove the effect.</p>					
Banner		Spirit Cost: 4		    	
Time Required:	1 action	Range:	Self	Duration:	6 turns
<p>Holy power radiates from the priest in an aura with a 30-foot radius, awakening boldness in friendly creatures. Until the completion of the priest's sixth subsequent turn, the aura, centered on him or her, moves with the priest. Any non-hostile creature (including the priest) starting its turn within the aura gains +4 to preservation saves made against Will, Faith and Muse.</p>					








Divine Powers

Battle Cry		Spirit Cost: 2			
Time Required:	1 action	Range:	20 feet	Duration:	Up to 3 turns
<p>The priest makes a battle cry which fills allies with righteous fury, making their attacks more sure. Up to three allies within range can be selected by the priest; however, the charismatic effect does not enhance the priest. For the duration of each recipient's next three turns, the first melee action will gain a +2 bonus to hit on all the dice in the primary-hand die pool. After that bonus is used, the benefit ends for that recipient. If the enchanted ally never uses an action to perform a melee attack in that time frame, then the bonus to hit will be lost.</p>					
Battle Fate		Spirit Cost: 2			
Time Required:	1 action	Range:	30 feet	Duration:	Special
<p>This grants a special blessing upon a single target within range. At the start of each of recipient's next turn until the spell ends, the target gains a "battlefate" die. During that turn, when the target makes an attack roll, preservation save, feat or competition, it can choose to roll the "battlefate" die to be applied to a single die. Once it is used, the blessing is complete. A d6 is used for attacks and saves, while a d4 is used for any competitions. The time to use the "battlefate" die is up to the recipient and can be held at most for six turns. If using the "battlefate" die in an attack die pool with many d20s, then it will apply to the first die rolled (or color-designated die). If the invocation duration ends without having used the blessing, then the recipient immediately rolls a d4, which is granted as an AC bonus (as other) until the end of the recipient's next turn. Never can more than one <i>battle fate</i> effect be upon the target simultaneously. Further, while cost little Spirit, the priest cannot cast this invocation again until after a short rest.</p>					
Beast Claw		Spirit Cost: 3			
Time Required:	1 action	Range:	Self	Duration:	3 turns
<p>Using an action to cast, this power transforms the priest's hands into taloned appendages. Until the end of the third subsequent turn, the priest is permitted to make a <i>savage form</i> attack, even if untrained in the skill. Further, if having <i>savage form</i> and a separate appendage-attack, then these can be used in conjunction under the method of <i>savage form</i>. However, without <i>spinning moves</i>, then the same target would have to be attacked. Further, the claws attack will gain a +2 bonus to hit. The caster can use a normal weapon if desired, but the special bonuses of this enchantment will not apply.</p>					
Bedevilment		Spirit Cost: 7			
Time Required:	1 action	Range:	90 feet	Duration:	Up to 4 turns
<p>The priest casts magical disrupting bolts that prevent a creature from taking actions. By selecting a creature in line of sight within range, the target must make a successful Will preservation save against DC (d6+14) plus Faith bonus or be unable to take any actions upon next turn; however, at the end of each of its missed turns, the victim can repeat the save against the original DC to break the curse. Otherwise, it will continue under the end of the fourth missed turn. However, if breaking the effect due to a successful subsequent save, then the victim will still remain mildly affected by being under the drowsy restriction until the duration of the invocation. To be clear, if making the original save, no restrictions exist at all as it ends the spell's effects.</p>					
Bewildering Charm [Concentration]		Spirit Cost: 4			
Time Required:	1 action	Range:	60 feet	Duration:	Up to 6 turns
<p>The priest selects up to three targets within range; however, they must all occupy a relatively close space, being within 20-feet of each other at the farthest points. All targets must make a Will preservation save against DC (d6+10) plus the priest's Faith bonus. On a failed save, the creature experiences a fog of the mind for the duration of the invocation, causing any reactions not be able to be taking quickly enough. Therefore, an affected creature charmed by this spell cannot take any reactions for its following 6 turns. However, to maintain the mind fog, the priest must maintain concentration. As such, the priest cannot use his or her own reactions or cast new spells; however, other actions are permitted, such as attacks or item-use. Affected creatures can use an action to make a new save against the original DC, which would shake off the effect to itself with on success.</p>					
Black Cairn		Spirit Cost: 2			
Time Required:	1 action	Range:	Special	Duration:	Permanent
<p>Upon the completion of this casting, the shaman knows the location of a corpse (animal or otherwise). The lizardfolk must first find stones, each one bigger than a fist. He or she stacks them in a small pile, or cairn, and sits and stares at the blackness of the stones until he receives a vision of the corpse's location. If the caster has an item belonging to the corpse, the casting time is reduced by half.</p>					

Divine Powers

Blood Wind		Spirit Cost: 2			
Time Required:	1 action	Range:	30 feet	Duration:	Until next turn
<p>This priest selects one friendly creature within range as the spell's target. Until the end of the creature's next turn, any melee attack it makes with a <i>savage form</i> die pool carries its force through the wind, giving it an effective reach of 20 feet. However, if an appropriate attack is not made on the next turn, the reach returns to normal.</p>					
Bloody Thorns		Spirit Cost: 10			
Time Required:	1 action	Range:	90 feet	Duration:	10 turns
<p>This spell creates a 30-foot diameter circular area filled with animated thorny vines and brambles which stand ten feet tall. Any movement in this area is limited to 10 feet. Unlike lesser versions, this invocation can be created upon an occupied space. Moreover, the <i>bloody thorns</i> area effectively becomes an entity of combat, gaining an initiative of its own. Upon its turn, it makes a special and individual d20 "attack" with its thorns against each of those who are inside the area; the roll will be at advantage using the better of the two dice to determine success. If there is a score against a victim's AC, d6 points of edged damage is inflicted. Moreover, anyone moving through the area of a <i>bloody thorns</i> will automatically suffer d4 point of body damage of the edged type at the end of that being's turn. Finally, if traveling through the effect faster than 10 feet, by whatever means that might be, then the special attack would occur against the traveler for each five feet above the limit traversed. The thorny area disappears at the end of the tenth subsequent turn.</p>					
Bolt		Spirit Cost: 2			
Time Required:	1 action	Range:	60 feet	Duration:	6 turns
<p>This enchants a bow or hurled weapon to double its normal range for 6 rounds; however, this effect will not alter the maximum. It can be combined with <i>weapon return</i>. The weapon type does not change and strikes as its normal state whether normal, silver or magical.</p>					
Bone Bite		Spirit Cost: 3			
Time Required:	1 action	Range:	Touch	Duration:	Up to 24 hours
<p>This invocation causes any bone or bone fragment to become a razor-sharp pair of jaws that bites any living being it strikes except the caster. The jaws either bite someone they are in contact with or someone they are thrown at and strike. The caster throws the bone as a improvised weapon based on the skills possessed. A contact-attack is based on a touch-attack or could be constructed as part of a weapon with an <i>engineering</i> skill, allowing it to be attacked as a spear for example. However, while gaining extra d20s, this would still act as a touch-attack and deliver no base damage. If successfully striking, the bone bites for 1d4 points of piercing damage and remain attached, bony fangs clinging to the victim. If remaining attached until the start of the priest's next turn, the bone bites automatically for an additional 1d4 points of damage then release and fall to the ground as an unenchanted bone. However, the victim can use an action to detach the bone jaws. Undead are unaffected by this spell as <i>bone bite</i> jaws will not bite them. Any amount of time up to 24 hours can elapse between the casting of the spell and its biting attacks; a caster who fails to hit can pick up and throw the bone later, or leave it in a niche or corridor as a trap. The effect even functions underwater and so can be hidden in a pool or bucket of water. Multiple castings upon the same bone will fail. However, it can be cast upon different bones up to one per 2 points of Faith. <i>Bone bite</i> teeth can puncture armor, carapaces or bony plates, dragon hide, and all known nonmagical barriers and substances.</p>					
Borrow		Spirit Cost: 7			
Time Required:	1 action	Range:	5 feet / 30 feet	Duration:	Up to 6 turns
<p>The priest robs a creature of one of its attributes, such as Strength or Faith and gives that capability to an ally. One creature of priest's choice within range rolls a save based on that attribute score against a DC (d6+14) plus Faith modifier (DC range: 15-25). If the target fails, it has disadvantage on feats and saves using the chosen attribute. In addition, the target has disadvantage on attack rolls using the chosen ability score, and gains no modifier bonuses if they apply to an attack. At the time of casting, the priest chooses another willing creature within 30 feet. For the duration, that creature gains advantage on all feats and saves using that attribute. In addition, that allied creature gains 6 temporary Body points. On each of the first target's turns, it can use an action to repeat the save against the original DC; note that the disadvantage inflicted by this incantation will not apply to these special saves. On a successful save, the spell ends. Otherwise, the attribute will be borrowed until the end of the victim's sixth turn.</p>					

Divine Powers

Bountiful Chance		Spirit Cost: 4			
Time Required:	1 action	Range:	30 feet	Duration:	6 turns
<p>This incantation grants the <i>chance</i> racial skill temporarily to up to three anthropoid or atavistoid targets. If the priest does not have this as a racial skill, then he or she could be one of the targets. The power remains until the end of the caster's sixth following turn.</p>					
Brambles		Spirit Cost: 3			
Time Required:	1 action	Range:	60 feet	Duration:	9 turns
<p>This spell creates a 20-foot radius circular area (38 hexes) filled with thorny vines, spikes and brambles, which will slow movement to 20 feet. This may not be created covering any occupied space, however, should one choose to enter the area, the special terrain gets an effective d20 (no modifiers) attack against the entering entity's armor class. Upon a successful attack, the victim suffers d4 body point of edged damage for movement in the area on that turn. While one could choose to attempt to move faster than the restriction, this would result in a terrain-attack for each 5 feet of movement. If using movement other than one's own transit, such as a <i>fly</i> axiom or pulled by telekinesis, then the attack for each 5 feet would apply. Of course, flying over the area would not incur penalties, but flying out of the spell would act as 5 feet of upward movement through the treacherous environment. The <i>brambles</i> effect will remain until the start of the caster's 9th subsequent turn.</p>					
Branding Smite 		Spirit Cost: 3			
Time Required:	1 action	Range:	Self	Duration:	Up to 6 turns
<p>The priest casts an enchantment on himself or herself, which potentially lasts until the end of the next 6 turns. During that time, when the priest hits the next creature with a melee weapon attack, which acts as a magical weapon strike, a radiance emits upon the strike. The attack deals an extra d4 of smiting damage with the blow. Further, it will force the target to become visible if it were not. Additionally, the victim emits a dim light in a 5-foot radius, making it unable to become invisible until the spell ends. The duration is only 1 minute, regardless of when and if a successful attack occurs. However, after the first target has been struck, the effect ends and subsequent hits against other targets do not convey this effect.</p>					
Bread Crumbs 		Spirit Cost: 2			
Time Required:	1 action	Range:	Self	Duration:	3 hours
<p>The priest leaves a mystical mist, trailing behind when walking. Only the priest can see this trail, allowing him to trace steps and backtrack if needed without error. The mystic marking lasts for 3 hours.</p>					
Breath of Life		Spirit Cost: 7			
Time Required:	1 action	Range:	Touch	Duration:	Permanent
<p>This incantation will restore 2d6 Body points to a single target; however, unlike other spells that heal damage, <i>breath of life</i> can bring a recently slain creature back to life. If cast upon a creature whose negative score caused death the same round or one round previous, then the Body restoration from the healing applies to the creature as if death never occurred. However, if the healed creature's total score is still below the death threshold after the healing, then death is imminent. Creatures who are brought back to life through <i>breath of life</i> stabilize at a -1 Body score rather than regaining the benefits of immediately being restored to functioning health and suffer all the same penalties. Further, creatures slain by death effects or who have been petrified cannot be saved by <i>breath of life</i>.</p>					
Breath of the Elements		Spirit Cost: 6			
Time Required:	1 action	Range:	Touch	Duration:	24 hours
<p>This incantation permits the priest or a touched creature to breathe normally in hostile environments. The priest must choose either air, earth, fire, or water. For the duration of the spell, the affected can breathe that element normally, as if it were normally breathed. This does not convey resistance or protection from damage other than no damage will occur from breathing. Fire-breathing would allow surviving smoke and flames of a burning building or even the flames of the elemental plane of fire. If buried in dirt, the priest could survive with earth-breathing. If air is selected, then poisonous gases, even magical ones, will not affect the enchanted target.</p>					

Divine Powers

Breathsense		Spirit Cost: 2		
Time Required:	1 action	Range:	Self	Duration: 10 minutes
<p>Through this power the priest can detect the presence of all breathing creatures within 150 feet. The size of each creature and its general direction can be determined, but not its exact location. You can sense the general size of a creature by its breathing. However, the breath signature of a creature can be muffled if it is behind total cover, in another room or blocked by some barrier. The priest would detect a creature as one size smaller half the time in such conditions.</p>				
Briers		Spirit Cost: 6		
Time Required:	1 action	Range:	60 feet	Duration: 9 turns
<p>This spell creates a 20-foot radius circular area (38 hexes) filled with thorny vines and brambles, 10-foot tall, which will slow movement to 10 feet. This may not be created covering any occupied space, however, should one choose to enter, the terrain will automatically inflict d4 point of body of edged damage against a creature moving in the briers on one's turn. If using movement other than one's own transit and moving at a rate faster than 10 feet, then further damage may occur, as a d20-attack for each hex (5 feet) traveled will inflict d4 edged damage hit. The area will stay in existence until the end of the caster's ninth subsequent turn.</p>				
Burden 		Spirit Cost: 2		
Time Required:	1 action	Range:	Touch	Duration: 4 hours
<p>Allow one creature, up to the size of an elephant or gryphon, to carry twice as much burden as normal for 4 hours.  <i>Divine Preservation could be used as a reaction if the priest were suddenly encumbered beyond one's ability to move.</i></p>				
Burning Blood		Spirit Cost: 9		
Time Required:	1 action	Range:	90 feet	Duration: Up to 3 turns
<p>This divine power infects the blood of a creature within range with a toxic mixture of corrosive fluids. The target must make a Resilience save against DC (2d4+15) plus the priest's Faith modifier (DC range: 20-28). If succeeded, the no ill-effects occur and the spell ends. On failure, the victim immediately takes 1d4 acid damage and 1d4 fire damage. Until the spell ends, the target cannot take reactions, and its movement is half of normal. Then at the start of the victim's next turn, it makes another save against the original DC. If successful on these subsequent saves, the toxicity and incantation end. If failing the save, then a repeat of the damage and penalties occur. Finally, at the start of the turn after that, a final save is made again. If failing, the damage occurs one more time, but the reaction and movement penalties are lifted as this is the end of the spell.</p>				
Burrowing Claws		Spirit Cost: 3		
Time Required:	1 action	Range:	Self	Duration: 5 minutes
<p>Through this spell, the priest grows short, thick claws. They are useless for combat, but ideal for tunneling mystically through soft earth. The priest gains a burrow speed equal to half of his or her normal walking speed.</p>				
Call the Beast		Spirit Cost: 6		
Time Required:	1 action	Range:	60 feet	Duration: Special
<p>The priest chooses a target within range, which must make a Will preservation save against DC (d6+12) plus Faith bonus (DC range: 14-23). On a failure, the next time the target falls asleep, it awakens 30 minutes later mad with rage, immediately moving towards the nearest creature that moves and making a melee attack against it. While enraged by this spell, target will not cast spells or make ranged attacks, but is compelled to continue making melee attacks against its target. This mad rage continues for 1 minute, during which time it continues to attack its target relentlessly. It only willingly stops if the target creature is dead or somehow completely removed from the situation, in which case it chooses the nearest creature that moves as its new target and attacks it in the same way. The creature enraged by this spell can repeat the Will preservation save against the original DC at the end of each of its turns, ending the spell on a success. Otherwise, the spell ends 6 round-actions after the creature awoke in its rage. When this spell ends, the target falls unconscious and goes back to sleep. Unless awakened, it sleeps for whatever length of time it would normally sleep. The target retains no memory of what happened while it was charmed by this spell.</p>				

Divine Powers

Calm Sand		Spirit Cost: 7		
Time Required:	1 action	Range:	Centered on Priest	Duration: 1 hour
<p>This incantation inhibits natural or magical disturbances of sand within a 120-ft diameter sphere centered on the caster. If the priest moves, the sphere follows. Any natural desert creature or burrowing creatures with fewer Will points than the caster's Faith will flee the area if possible, and earth elementals (animated rock, etc) are paralyzed while in the area. Desert, burrowing and elemental creatures with equal or greater Will must make a successful Will save (DC:18) to avoid paralysis or maintain free movement in the area. Additionally, allies of the caster do not suffer difficult terrain penalties of movement while inside the area of effect. Note that while this spell would calm the sand during a sand storm, it would not affect the winds. Only Egasski will grant this incantation.</p>				
Calm Water		Spirit Cost: 7		
Time Required:	1 action	Range:	Centered on Priest	Duration: 1 hour
<p>This incantation inhibits natural or magical disturbances in water within a 120-ft diameter sphere centered on the caster. If the priest moves, the sphere follows. Aquatic or water-based creatures with fewer Will points than the caster's Faith will flee the area if possible, and water-based creatures (water weirds, elementals, etc.) of this type cannot take form. Aquatic and water-based creatures with equal or greater Will must make a successful Will save (DC:18) to form or maintain free movement in the area. Note that while this spell would calm the waters of a hurricane, it would not affect the gale-force winds. Egasski will never grant this incantation.</p>				
Calm Winds 		Spirit Cost: 5		
Time Required:	1 action	Range:	20 feet	Duration: 10 minutes
<p>When the priest cast this incantation, it stills the air around the holy one, creating an area of calm within a 20-foot radius sphere centered on caster. A creature inside the spell's area is immune to the effects of high winds from either natural effects or spells. In addition, air-based elemental creatures treat the area as "crawling" terrain for the duration and feel an instinctive urge to avoid entering it. The spell's protective area moves with the caster, who can only move at half speed while dragging the area of effect of the spell.</p>				
Capitulation		Spirit Cost: 4		
Time Required:	1 reaction	Range:	30 feet	Duration: 5 minutes
<p>When a comrade of the enemy falls, the priest charms beleaguered foes they would be wiser to surrender. As a reaction to when the priest's side of the fight reduces a hostile creature to 0 or lower Body points and that fallen creature is within 30 feet of the priest, this charming effect is brought into being. To determine who is affected, roll 3d6 and add the priest's Muse score. The final total is how many Body points of creatures this spell can affect. Creatures within range that are hostile are affected in ascending order of their current Body points (ignoring unconscious creatures and creatures that cannot see or hear the priest). Starting with the creature that has the lowest current Body points, each creature affected by this spell drops any weapons it is holding, and for the duration it can take no action except to disengage, it can take no reactions except for self-preservation, and its movement is still normal. The charm can make any creature affected by this spell change its attitude from hostile to indifferent. Indifferent beings will not submit to being shackled or tied up. Subtract each creature's current Body points from the total before moving on to the creature with the next lowest points. A creature's Body points must be equal to or less than the remaining total for that creature to be affected. This spell ends early on any target that is attacked or harmed by a spell, or that witnesses any of its friends being harmed. When the spell ends, a target remains indifferent unless the GM rules that it becomes hostile again. Undead, constructs, and creatures immune to being charmed or frightened are not affected by this incantation.</p>				

Divine Powers

Celestial Fist [Concentration]		Spirit Cost: 2			
Time Required:	1 action	Range:	30 feet	Duration:	3 turns
<p>With this incantation, the priest conjures a great fist of force with the appearance of analogous to the divine province. An earth deity would create a fist of stony appearance, while a sun god would manifest one of flame. Regardless of the appearance, the fist will not inflict damage. It will, however, smash down on an enemy and hold that foe fast in its grip. The target can be of size category large or lower and must be within range. The target and the fist enter a grappling competition. The fist will use the priest's Faith score for the competition. If the fist wins the competition, the victim is under the grappled restriction until the start of the priest's next turn. If the priest chooses, he or she can continue the hold by concentrating, but doing so prevents the caster from taking reactions or casting new spells. The duration will through the start of the priest's third subsequent turn. However, the victim may attempt to escape by another competition. If escaping, that action will end the <i>celestial fist</i>. Further, damage to the fist will not force an escape.</p>					
Chain of Eyes		Spirit Cost: 2			
Time Required:	1 action	Range:	60 feet	Duration:	2 hours
<p>The priest can see through another creature's eyes. The creature must be known and within sight at the time of invoking the ability. The duration of the effect is 2 hours.</p>					
Chain of Madness		Spirit Cost: 8			
Time Required:	1 action	Range:	60 feet	Duration:	Special
<p>The priest inflicts one creature with random selection of temporary insanity, found in the GM Aide document. If the target fails a Judgment preservation save against DC (d8+14) plus the priest's Faith bonus (DC range: 18-27), the two insanities from the table are rolled. The effects of the madness are immediate and last for 24 hours. If the same results are rolled twice, the madness lasts 48 hours. The target may infect up to six different people with madness. The first six people it touches within its duration of madness must also make a like preservation save. If failing, that victim contracts the same insanities, lasting 24 hours regardless of the number of afflictions. A creature infected with madness by the original target can spread it as well, forcing each of the first three people it touches during the 24-hour duration of its madness to make Judgment saves as well; however, this third-generation victim will roll the save advantage and contracting the same madness for 12 hours on a failure. These final victims Creatures who cannot pass it on to others.</p>					
Champion's Strength [Material]		Spirit Cost: 6			
Time Required:	10 minutes	Range:	60 feet	Duration:	3 rounds
<p>The priest wraps a large and heavy gold chain of four links around his or her holy symbol. The gold chain jewelry must be valued at 1,000 bits, and further it is thick and will weigh over five pounds. The links represent the four willing humanish or atavistoid beings selected by the priest, who will designate one as the "champion." Moreover, the targets are limited to persons of medium or smaller size category. All participants become aware of their roles. The methods of others will be subject to collective actions until the end of the "champion's" next three turns. In between the start of the incantation and the first turn of the "champion" and then the times between his or her subsequent turns, if one of the beings designated as a link makes a sacrifice, then it will be at disadvantage on attacks and any saves, feats or competitions involving Strength. To sacrifice, the link is committing to this and its subsequent actions to be limited to melee attack and cannot make other choices, not even drinking a potion. However, by this sacrifice, the "champion" will become at advantage on melee attacks as well as any Strength saves, feats or competitions. If another willing link also makes the sacrifice, then the "champion" increases the weight of his weapon damage by 1 on every die pool used in the melee attack. If the third joins the sacrifice, then the weight increases by 2 total points of damage on every die pool. All penalties and bonuses granted by this incantation last until it ends, regardless of whether any or all of the targets remain within range; however, should a link change his or her minds, then the spell ends instantly. If a link becomes unconscious, incapacitated or dies, the spell continues but without that link's contribution to the "champion."</p>					





Divine Powers

Chancel		Spirit Cost: 10		
Time Required:	10 minutes	Range:	60 feet	Duration: 24 hours
<p>The incantation makes an area within range extremely secure. The area is a cube that can be as small as 5 feet to as large as 30 feet on each side. The spell lasts for the duration or until an action is used to dismiss it. When cast, the pontiff decides what sort of security the spell provides, choosing any or all of the following properties:</p> <ul style="list-style-type: none"> • Sound is unable to pass through the barrier at the edge of the warded area. • The barrier of the warded area appears dark and foggy, preventing vision, vibration and smell (including darkvision, devil sight, blindsight and tremorsense) through it. • Magical sensors and scrying are unable to breach inside the protected area or pass through the barrier at its perimeter. • Nothing can teleport into or out of the warded area. • Planar travel is blocked within the warded area. 				
Chaotic Fate		Spirit Cost: 3		
Time Required:	1 reaction	Range:	Self	Duration: Instantaneous
<p>Using the energy of chaos, one can use a reaction to alter the result of a single d20 roll. The rules of a single reaction per round must be followed. Further, certain deities of order and law may not grant this incantation, regardless of province -- at the GM's discretion. However, when the priest character rolls a d20 (not any other sided die), whether as a solo roll, part of a die pool or even at advantage/disadvantage, and that single die score is unsatisfactory, then with this spell, a d8 and a d4 can be rolled. This will not change the raw score value of the d20 but only the total adjusted result; therefore, this can never remove the miss from a "natural 1." To factor the new score, the original d20 roll is used, then add the result of the d8 and subtract the result of the d4. Any modifiers which would have originally been applied are then recalculated to determine the effective total score of the die roll. All other conditions of raw scores then would apply appropriately as if that value had been rolled naturally.</p>				
Chariot of the Sun [Material]		Spirit Cost: 10		
Time Required:	1 minute	Range:	60 feet	Duration: 12 hours
<p>Sacrificing two rubies (600 bits) by crushing them into dust in a specially designed crucible, the priest summons a large chariot and two horses made of flame in an empty area (15ft x 10ft) within range. The priest and an additional six medium-sized creatures can fit into the chariot. A large creature counts as three for space confinements here, while category-small beings count as ¾. Anyone other than the designated passengers will suffer d4 fire damage per round if entering the chariot. The horses only respond to spoken commands from the priest. Structurally, the chariot has 25 Body points, and each celestial horse has 21 Body points. All three are AC 20, plus are immune to fire damage; however, these three are also vulnerable to cold damage. When pulled by the fiery horses, the chariot has a flying speed of 75 feet. The chariot and the horses can be banished back to their home plane of fire to end the spell at will, without an action, at any time.</p>				
Charm Aquatic Life		Spirit Cost: 3		
Time Required:	1 action	Range:	30 feet	Duration: Up to 6 turns
<p>By raising one's holy symbol, the priest causes each aquatic or amphibious creature seen within 30 feet to make a Will save (DC:12). If any creature fails its save, it is charmed for its next 6 turns or until it takes damage. While it is charmed, it is friendly to the caster and others designated. This keeps any attacks or acts of aggression against the caster and allies at bay, even if the animal is a pet of another being.</p>				
Charm Desert Creatures		Spirit Cost: 3		
Time Required:	1 action	Range:	30 feet	Duration: Up to 6 turns
<p>By bellowing a guttural growl, the priest causes each native desert creature (animals, monsters, anything) seen within 30 feet to make a Will save (DC:9). Only creatures with a Body-point max score equal or lower than double the caster's Faith score can be affected. If any creature fails its save, it is charmed for its next 6 turns or until it takes damage. While it is charmed, it is friendly to the caster and others designated. This keeps any attacks or acts of aggression against the caster and allies at bay, even if the animal is a pet of another being. Only Egasski will grant this incantation.</p>				

Divine Powers

Charm Marsh Creatures		Spirit Cost: 3		
Time Required:	1 action	Range:	30 feet	Duration: Up to 6 turns
<p>By spreading his or her arms to appear larger than normal, the priest causes each native swamp creature (animals, monsters, anything) seen within 30 feet to make a Will save (DC:9). Only creatures with a Body-point max score equal or lower than double the caster's Faith score can be affected. If any creature fails its save, it is charmed for its next 6 turns or until it takes damage. While it is charmed, it is friendly to the caster and others designated. This keeps any attacks or acts of aggression against the caster and allies at bay, even if the animal is a pet of another being. All Lacerta deities except Egasski will grant this incantation.</p>				
Charnel Fire		Spirit Cost: 7		
Time Required:	1 action	Range:	Touch	Duration: Up to 6 turns
<p>Selecting a single target from any undead that the priest controls via <i>crown of the grave</i>, his or her touch causes the selected feratu to burst into flames, making the walking dead a roaring bonfire. For the duration, the affected undead is immune to fire and inflicts an extra 2 points of fire damage with its melee attacks: onHit; <code>{ "command": "damage", "quality": "body", "value": "2", "damageType": "fire", "specialWord": "Fire" }</code>. This fiery control is maintained until the end of the caster's sixth following turn. Until that point, the priest may choose to use an action to cause the undead creature to explode. This, of course, destroys the feratu and ends the incantation, but moreover, every creature within 10 feet of the center of the explosion must make an Agility save (DC:18). Creatures that fail the save, suffer 2d4 points of fire damage but only half on a successful save.</p>				
Circle of Privacy		Spirit Cost: 5		
Time Required:	1 minute	Range:	25-foot circle	Duration: 24 hours
<p>The priest sprinkles salt in a circle around a campfire, tent, or some other central object. Natural predators and curious passer-byes are magically discouraged from looking too closely at the area enclosed by the circle. Sights, sounds and smells inside the circle are masked and muted, and anyone just passing by is unlikely to even notice your camp. Any Perception checks to notice the area are made with disadvantage. Effectively, this can create glamours and even phantasms to distract the victims who do not notice the area. This incantation does not protect against any form of magical detection.</p>				
Clarity 		Spirit Cost: 2		
Time Required:	1 action	Range:	60 feet	Duration: 6 turns
<p>The priest selects an ally or self in combat within 60 feet. That target gains d2 temporary Mind points for the next six subsequent turns. The score can exceed the maximum normal amount. Only one <i>clarity</i> effect can be on a person at one time. If the points are not lost by mental combat or spell-casting by the end of the duration, then the points fade from existence.</p> <p> <i>Divine Preservation could be used as a reaction if the priest suffered Mind damage.</i></p>				
Clarity of Mind		Spirit Cost: 3		
Time Required:	1 action	Range:	Touch	Duration: 1 hour
<p>The priest touches a target and grants extraordinary focus for the duration. The target has advantage on Logic and Judgment preservation saves and feats.</p>				
Cloak of Bravery 		Spirit Cost: 3		
Time Required:	1 action	Range:	Touch	Duration: 1 hour
<p>The priest touches a target and grants supernatural confidence. The target has advantage on Will preservation saves and feats or any other roll that could prevent the frightened or shaken restrictions.</p>				
Closure of Confusion		Spirit Cost: 6		
Time Required:	1 action	Range:	30 feet	Duration: Instantaneous
<p>The priest chooses up to 3 hostile creatures within range and that are no bigger than size category Large. Each target can be pulled up to 20 feet closer to the caster on a failed Judgment save against DC (d6+12) plus the priest's Faith bonus (DC range: 14-23). Those who make a successful save may optionally choose to be pulled if desiring so. However, those who fail are subject to 1d4 points of Mind from the confusion of this movement, while those who save are not.</p>				


Divine Powers

Cloud of Fungus		Spirit Cost: 2																
Time Required:	1 action	Range:	Touch	Duration: 6 turns														
<p>The shaman who casts this invocation on a normal mushroom, truffle or toadstool (up to 6 inches in diameter) transforms the fungus into a magical orb, which can be dropped or thrown on the caster's next action. The rules for hurling grenade-like missile "close enough" are used. The orb bursts upon landing, releasing a cloud of spores 10 to 15 feet in diameter (7 hexes). Those caught in the spore cloud must make a successful Resilience preservation save (DC:12) or suffer an attack of coughing and choking, which leaves them in an incapacitated restriction. They can make no actions or reactions, but are allowed to move out of the area. The cloud dissipates in d3+1 rounds; the coughing effect remains until end of the victim's turn when escaping the cloud or it fades from existence. The spores do not affect undead or non-breathing creatures. If the missile is not thrown (or dropped) by the end of the priests sixth turn after casting, then the enchantment is lost.</p>																		
Combined Effort		Spirit Cost: 3																
Time Required:	1 reaction	Range:	Melee Reach	Duration: Instantaneous														
<p>This incantation is a reaction to the attempt to perform a melee attack with the primary-hand die pool. Note the reaction is to the attempt not the success; therefore, the Spirit cost will be expended even if the melee attack fails. The primary-hand die pool gains a bonus for each die in the pool equal to the number of your allies visible within 10 feet of the target. However, the bonus has a maximum of +5. If the attack hits, then the victim must also make a Will preservation save against DC 10 plus the granted bonus. If the fails the save, until the end of its next turn it cannot the victim has disadvantage on attack rolls but only against the priest and those specific allies.</p>																		
Commune with Earth		Spirit Cost: 8																
Time Required:	1 minute	Range:	Self	Duration: Instantaneous														
<p>This spell enables the dwarven cleric to become one with his environment. This incantation is only effective in the typical dwarven environment of rocky mountains or hills, or underground caverns or mines. The spell operates in a radius of five mile and to a depth of one mile. The priest instantly gains knowledge of up to three facts of his or her choice about any of the following subjects as they relate to the area:</p> <ul style="list-style-type: none"> • Terrain, structures and bodies of water • Prevalent oozes, minerals, animals, or peoples • Powerful celestials, fey, fiends, elementals, or undead • Influence from other planes of existence 																		
Commune with Thought		Spirit Cost: 11																
Time Required:	10 minutes	Range:	Self	Duration: Instantaneous														
<p>With this power, the priest reaches a connection with cosmic thoughts and intellect, as an energy reservoir from of "thought incarnate" collected from gods, spirits and greater entities. This permits the priest to gain instant knowledge, learning up to three facts of his or her choice. This can be formed as a question or be given a general fact defined below:</p> <table border="0"> <thead> <tr> <th><u>Question</u></th> <th><u>General Fact</u></th> </tr> </thead> <tbody> <tr> <td>Does a specific location or being exists?</td> <td>The shortest, most direct physical route to a known location</td> </tr> <tr> <td>Which plane of existence has the strongest influence on the area within a 2-mile radius?</td> <td>The general location of a known being</td> </tr> <tr> <td>Does a particular material (gold, water, mythril, etc) exist in a known location?</td> <td>Information about a known animal, mutant or person in a known location</td> </tr> <tr> <td>Who is the most powerful entity within a 2-mile radius?</td> <td>All the magical properties of an item in possession</td> </tr> <tr> <td>What is the terrain and bodies of water like in a specified location?</td> <td>Prevalent resources found in specified location or city</td> </tr> <tr> <td>Answer to a yes/no question, but could receive "unclear" as a result</td> <td>General wildlife or civilian life in a specified location or city</td> </tr> </tbody> </table>					<u>Question</u>	<u>General Fact</u>	Does a specific location or being exists?	The shortest, most direct physical route to a known location	Which plane of existence has the strongest influence on the area within a 2-mile radius?	The general location of a known being	Does a particular material (gold, water, mythril, etc) exist in a known location?	Information about a known animal, mutant or person in a known location	Who is the most powerful entity within a 2-mile radius?	All the magical properties of an item in possession	What is the terrain and bodies of water like in a specified location?	Prevalent resources found in specified location or city	Answer to a yes/no question, but could receive "unclear" as a result	General wildlife or civilian life in a specified location or city
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Divine Powers

Compelled Duel		Spirit Cost: 2		
Time Required:	1 action	Range:	30 feet	Duration: 6 turns
<p>With this, the cleric attempts to compel a creature into a duel. One visible creature within range must make a Will save against DC (d4+8) plus the priest's Faith modifier (DC range: 9-17). On a failed save, the creature is drawn to the priest, compelled by the divine demand to duel. This compulsion remains until the end of the priest's sixth subsequent turn. However, the victim may choose not to attack the priest, and as a result for the duration of the invocation, it has disadvantage on attack rolls against all others besides the priest. Further, if attempting to move further than 30 feet away, it must make another Faith save against the same DC. If it is successful, it is free to move away; otherwise, it cannot willfully move further away as part of its movement for that turn. While the spell is in effect, the priest is free to take other actions and reactions; however, if attacking any other creature, if invoking a spell that targets a hostile creature other than the victim, if another ally inflicts damage to the target, if any ally casts a harmful spell on it, or if the priest voluntarily moves further than 30 feet from the target, then the invocation ceases.</p>				
Compose Mind		Spirit Cost: 2		
Time Required:	1 action	Range:	Self	Duration: 6 turns
<p>The priest maintains a calm attitude in the face of danger, which grants the Faith bonus to any save involving fear, with a minimum bonus of +1. Additionally, any damage inflicted which might break his or her concentration for the duration, the faithful has advantage on the saves required to maintain it. This effect remains until the end of the priest's sixth following turn.</p>				
Constriction		Spirit Cost: 6		
Time Required:	1 reaction	Range:	Touch	Duration: Up to 3 turns
<p>By making a touch-based attack using a grappling maneuver, the priest spreads his arms and wraps the target in a bear hug, if successfully attacking. As a touch-based effect, should the attack fail, then the reaction to cast the incantation is not used and the points are not consumed. However, if grappling the victim, this incantation allows the priest to make a special crushing attack. This type of attack is possible only against foes of the priest's own size or smaller. The victim suffers 1d4 points of blunt damage from crushing for the initial turn and every turn thereafter unless the spell ends, the priest is killed, or the bear hug is broken. Normal rules of post-grapple still apply. At the start of the third subsequent turn, no damage is inflicted and the incantation terminates; however, the hold from the grapple will still be intact.</p>				
Contingent Health		Spirit Cost: 4		
Time Required:	Through next turn or 1 action	Range:	Touch	Duration: 1 hour
<p>This invocation has two options. First, as an action with a continued chanting until the end of the next turn, the priest can draw a sigil on a creature or himself which sets a healing contingency to occur within the next hour. When the recipient becomes harmed, the priest can willfully activate the sigil as a reaction to manifest power as a <i>treat minor body</i> spell for d4 healing; however, this cannot heal the recipient if he or she is in negative body values, but it will stabilize the victim like the <i>minor</i> healing spell does. It is also possible at the will of the original priest to use an action to activate the sigil. For the priest to trigger the sigil, the priest must be able to see the recipient in direct sight. If the sigil is never activated within the duration, then the <i>treat minor body</i> will occur automatically at the end of its hour-long duration, whether needed or not. The second option is to pray for an immediate healing upon touching the target, requiring only 1 action. With this option, d6 body points will be instantly restored. This option can restore a target in the negative range, where the original option will not. Note that this incantation, compared to other healing spells, requires touch.</p>				
Create Flame 		Spirit Cost: 2		
Time Required:	1 action	Range:	60 feet	Duration: Special
<p>This power creates a 10-foot radius (7 hexes) circular campfire. It may not be created covering any occupied space, however, should one choose to enter or cross the fire, the fire would attack as d20+3 plus Faith modifiers against the crossing entity's fire armor class. Upon a successful attack, the victim suffers with d3 points of fire damage to its Body score and would suffer the same for each successive combat round remaining in the fire. The flames are real, not magical, and therefore additional fuel can be included to continue its burning; however, without doing so, the fire will burn itself out within 5 minutes. That said, the opposite effect is also possible. Finally, determined by the GM, the fire might catch other combustible materials and could turn into something wild and out of control.</p>				















Divine Powers

Create Jungle Minions		Spirit Cost: 7		
Time Required:	1 action	Range:	20 feet	Duration: Permanent
<p>This spell permanently changes common crocodiles or alligators (one for every three complete points of Faith of the caster) into lesser segophages. Additionally, this incantation can also transform humanish and atavistoids into such beasts; however, only a single target is permitted for such circumstance. Those to be affected need only be within sight and range of the caster. Willing creatures are transformed; unwilling creatures receive a Will save (DC:10) to avoid the effect. Those who change effectively lose their consciousness. Minions attack as commanded by the priest. The spell is permanent, unless reversed by a successful <i>disrupt magic</i> or similar means. Lesser segophages are compelled to devour the flesh of enemies who fall in combat, a process taking 3 rounds of actions. Multiple devourers can shorten the time, but it will always require at least one round. During this time, a segophage cannot attack or follow the caster's commands. If the segophages do not kill and devour at least one victim slain in an encounter he or she commands, then the caster must make a Muse save (DC:10) or have the surviving segophages turn on him or her. The total number of segophages that can be under the caster's command, even if one is not involved in the current encounter, is one per point of Faith of the caster.</p>				
Crown of the Grave		Spirit Cost: 4		   
Time Required:	1 action	Range:	300 feet	Duration: Up to 1 month
<p>The priest animates up to three skeletons or zombies. The type emerging is randomly selected, unless the environment is specifically, known or prepared, like an ancient graveyard or morgue. If there are no potential corpses within 300 feet of the priest at the time of casting, the spell and priest points are lost. The reanimated undead will act as charmed creatures under the priest's influence for one month. If they are not destroyed in that time, then any remaining will fall apart as a ragged corpse at the end of the duration. The total number of undead which can be commanded simultaneously is twice that of the priest's Faith score.</p> <p><i>Note: Skills to enhance the power of this incantation are animate monster, feratu command, raise ghoul and unlife likeness.</i></p>				
Crystalbrittle		Spirit Cost: 12		 
Time Required:	1 action or reaction	Range:	Touch	Duration: Instantaneous
<p>The priest touches any metal object up to 30 cubic feet in volume and turn it into a fragile crystalline substance that shatters easily upon impact. You can transform any metal object or even a creature made of metal such as an iron golem. If you target an item worn or carried by another creature, or if you target a creature made of metal, then a <u>touch attack</u> must first be made, then use a reaction to release the power of this incantation. Even then, the victim is permitted a difficult but possible Agility save against DC (2d4+20) plus the clergy's Faith modifier (DC range:27-33). If the target is magical object or a construct entity, then the save is made with advantage. Once transformed, the object or creature becomes AC 10 and has 1 Body point.</p>				
Curse of Choking Sands		Spirit Cost: 5		
Time Required:	1 action	Range:	30 feet	Duration: 12 hours per Faith
<p>This transforms good water into lifeless sand. When cast on a creature that fails a Resistance against DC d6+10 plus the priest's Faith, the creature is unable to drink liquids for the next 12 hours for each point of Faith the caster possesses. Liquids turn to sand as they touch the victim's lips. Every 6 hours under the curse, the victim must make a successful Resistance feat check (DC:10) or suffer one degree of exhaustion. Death occurs under the rules of dehydration. A victim who has not died from dehydration when the spell ends can begin to drink normally. Liquids turned to sand by the curse remain sand. A <i>free curse</i> spell ends the <i>curse of the choking sands</i> immediately. It is also possible to break the spell by completely immersing the cursed creature in water for 60 seconds, which might cause asphyxiation.</p>				
Curse of Woe		Spirit Cost: 3		   
Time Required:	1 reaction	Range:	Melee	Duration: Special
<p>This incantation can be used as a reaction whenever a successful melee strike is made against an opponent. At that point, the victim is under a curse if failing a Faith preservation save against DC (d6+8) including the cursing priest's Faith bonus. The curse forces the victim to be at disadvantage on its next save or feat. This spell's magic is permanent until its effect is triggered, but can be removed by a <i>free curse</i> or special ritual.</p>				







Divine Powers

Damage Ward 		Spirit Cost: 3			
Time Required:	1 action	Range:	30 feet	Duration:	6 turns
The priest selects an ally within 30 feet or self to imbue an enhanced ward against one type of damage. If an ally is selected, the target must be in line of sight. This grants a +2 bonus to AC against either blunt, edged or piercing damage, selected by the priest, until the end of the caster's 6th following turn.					
Darkness 		Spirit Cost: 3			
Time Required:	1 action	Range:	60 feet	Duration:	6 turns
The priest can produce a <i>darkness</i> in a 10-foot radius (seven-hex circular area) which lasts until the end of the caster's sixth subsequent turn. The <i>darkness</i> can be overcome by any light source, but only brings the area back to what it would be normally without the light. Magical <i>darkness</i> hinders all sorts of vision except devilsight. More details can be found in the Senses section.  <i>Divine Preservation could be used as a reaction to block suddenly-appearing light that is creating a threat.</i>					
Darkvision 		Spirit Cost: 3			
Time Required:	1 action	Range:	Self	Duration:	4 hours
The priest is granted darkvision up to 30 feet for 4 hours.					
Deafen		Spirit Cost: 4			
Time Required:	1 action	Range:	60 feet	Duration:	6 turns
The priest deafens a foe. The victim must make a Resilience preservation save against DC (d6+10) plus the priest's Faith modifier (DC range:12-21). If failing the save, the target becomes deaf and under the restriction of the same name for end of the victim's sixth subsequent turn.					
Death Armor 		Spirit Cost: 3			
Time Required:	1 action	Range:	Self	Duration:	3 turns
After casting this spell, a shroud of dark flames wreathes the body of the priest. Until the start of the priest's third subsequent turn, any creature within 5 feet that touches or hits the priest with a melee attack takes an amount of necrotic damage equal to 1d4. Those striking with <i>reach</i> from further than one hex (5 feet) will not receive this reflective damage.  <i>Divine Preservation could be used as a reaction as revenge against someone who just struck the priest.</i>					
Death Perception [Concentration]		Spirit Cost: 2			
Time Required:	1 action	Range:	300 feet	Duration:	Up to 10 minutes
Using a fresh corpse that has been dead for less than an hour and that is within range, the cleric can select to use either its sight, hearing or sense of smell, assuming the dead creature was capable of those senses when it was alive. For example, using a recently slain monster, the priest could see through its eyes. The effect is stationary unless the corpse is moved (or its head is moved). No special senses the corpse possessed in life are transferred to the priest. Further, while using the senses of the corpse, the priest's equivalent sensory organ is occupied. The incantation can end at will at any time, but while in use requires concentration; thus, preventing reactions or the use of new spells.					
Death Prayer 		Spirit Cost: 2			
Time Required:	5 minutes	Range:	Touch	Duration:	Permanent
The priest can, by use of this invocation, reduce the chance that a corpse will rise later as an undead creature. It prevents both the magical animation of a corpse and the seizure of the body by an intruding spirit. Once the protection is placed, the magic fades, and the fact that the <i>death prayer</i> was cast can be detected only by a powerful divinations. If a corpse would rise as an undead creature, this protection allows a special save using the Will score the creature had in its previous life (DC:12). Failure means the corpse will rise as the appropriate type of undead. Success means that the corpse remains truly dead. This prevents the corpse from returning, for example, as a ghoul, shadow, skeleton, wight, or zombie. While the corpse is sealed, a <i>necrosayance</i> or its equivalent cannot contact the spirit unless the caster has a higher Faith score than the caster of the <i>death prayer</i> . Also, while the corpse is protected, any methods to restore its life suffer a -5 (or 25%) penalty on rolls. penalized by 25%. The <i>death prayer</i> cannot be removed with <i>disrupt magic</i> , but the GM may rule that more powerful magic could. To perform this, the priest requires a vial of holy water, which is sprinkled over the body.					









Divine Powers

Death Throes 		Spirit Cost: 6			
Time Required:	1 action	Range:	Self	Duration:	Up to 8 hours
<p>If a deity grants this ability, then death is a serious and almost certainly final event should this be used; however, if enchanted on oneself, then at the moment of a killing blow, the priest's body will inflame and explode, spraying attacks of smite to all a 10-foot outward from the space of the priest (19 hexes, centered on the priest). The explosion will attack as 2d4 points of smite damage attacks to any caught in the blast. Victims are permitted an Agility preservation save against DC (d6+12) plus the priest's Faith modifier to receive only half of the damage. Moreover, this leaves virtually no body to revive or interrogate through spiritual means. Players should understand the significance of this kind of death if a player character has this ability. If can only be performed if prepared with this enchantment, which has a duration of 8 hours.</p> <p> <i>Divine Preservation could be used as a reaction to call this vengeful spell into existence at the moment of death. Of course the player would have to know the character died and choose to use this action in a relatively short moment after understanding this.</i></p>					
Deathsense		Spirit Cost: 4			
Time Required:	1 action	Range:	Special	Duration:	Instantaneous
<p>For the conscientious necromancer who doesn't want to have a bad social reputation for raiding the local cemetery, this power can search for corpses just below the ground that would make viable undead for the <i>crown of the grave</i> incantation in a radius of a half-mile per point of Faith. When uses this spell, the priest learns a vague number of corpses that could be raised and animated. Terms such as "less than ten," "a few dozen," and "hundreds" are expected phrases to be learned by this incantation.</p>					
Decompose 		Spirit Cost: 2			
Time Required:	1 action	Range:	10 feet	Duration:	Permanent
<p>This enchantment removes the flesh of up to 2 corpses, leaving behind perfectly cleaned skeletons.</p>					
Deeper Darkvision 		Spirit Cost: 5			
Time Required:	1 action	Range:	Touch	Duration:	8 hours
<p>The priest blesses oneself or another creature, which grants the recipient darkvision out to a range of 90 feet for the duration. If the target already has darkvision to a range of 90 feet or more, then its vision is extended another 30 feet.</p>					
Defense 		Spirit Cost: 6			
Time Required:	1 action	Range:	Touch	Duration:	12 turns
<p>The priest selects a target who becomes resistant to a damage type at the priest's choosing (alchemical, blunt, cold, edged, fire, lightning, necrotic, piercing, poison or smite) until the end of the target's twelfth subsequent turn.</p> <p> <i>Divine Preservation could be used as a reaction to lessen the amount of damage from a specific type of damage just suffered.</i></p>					
Déjà Vu		Spirit Cost: 8			
Time Required:	1 action	Range:	40 feet	Duration:	Instantaneous
<p>The priest chooses one creature within range and forces it to make a Will save against DC d8+14 plus the priest's Faith modifier (DC range:18-27). If the creature passes, the invocation has no effect; if the creature fails, it takes all the damage it has suffered since the priest's previous turn. This damage is smite damage. For example, a giant has taken 12 points of cold damage, 4 points of slashing damage, and 6 points of piercing damage since the last turn. If the giant fails its save, it would immediately take 22 points of smite damage.</p>					
Delay Disease 		Spirit Cost: 3			
Time Required:	1 action	Range:	Touch	Duration:	1 day
<p>This incantation allows the subject to keep from worsening from a natural disease for the day. <i>Delay disease</i> does not cure any damage that a disease might already have dealt, and it has no effect on magical or supernatural diseases. This prayer can be used to stave off an infection from becoming worse -- or it could be used in a torturous manner to maintain the disease without allowing it to pass naturally.</p>					

Divine Powers

Deluge 			Spirit Cost: 6
Time Required: 1 action	Range: 60 feet	Duration: Between 3 and 8 turns	
<p>The priest can produce heavy rain fall in a 30-foot radius circular area, which lasts for a variable length of time, dispersing at the end of the priest's turn equal to d6+2 turns. The temporary weather causes an obscurement, reducing visibility to 20 feet. Moreover, all ranged attacks suffer a -6 to hit penalty when firing from within or into the area; such ranged attacks are also at disadvantage. Further, if the target has 10-feet or more of rainfall between the attacker, then the friendly fire rule will be used. All movement inside the area is considered difficult terrain.</p> <p> <i>Divine Preservation could be used as a reaction to obscure the ranged attack of a bowman.</i></p>			
Desecrated Glow			Spirit Cost: 4 
Time Required: 1 action	Range: 15 feet	Duration: Permanent	
<p>The priest radiates negative energy which heals any undead creature within 15 feet, restoring d4 Body points to each. The healing occurs instantaneously in an eerie flash of light which lingers on the targets' bodies for a moment.</p> <p><i>Note: Skills to enhance the power of this incantation are energy drain, sap and vampiric gaze.</i></p>			
Detect Harmful Gas 			Spirit Cost: 2
Time Required: 1 action	Range: 60 feet	Duration: Instantaneous	
<p>Useful in mining and underground exploration, this incantation enables the caster to detect the presence of harmful gas in a sphere 60-foot diameter around the caster. The primary use of this spell is to detect underground hazardous natural gases such as explosive methane or poisonous sulphur dioxide, or fire-caused gases like carbon monoxide, but this spell can also detect any other harmful gases that occurs naturally or are produced by alchemy or magic. Although this spell always reveals the presence of such gas, there is only a 2% chance per total Spirit to identify the specific type of gas found (e.g., chlorine gas, methane, or carbon monoxide). Some rare, exotic gases may be beyond a priest's ability to identify exactly, although the identification roll may indicate the possible danger from or effect of the gas. The material component of this spell is the cleric's holy symbol.</p>			
Detect Magic 			Spirit Cost: 2
Time Required: 1 action	Range: Self / 30 feet	Duration: Up to 10 minutes	
<p>For the duration, the priest gains the ability to sense the presence of magic within 30 feet. The sense is not automatic but instead requires using an action to examine an object or creature to recognize a magical aura. If an object is on a living creature, then it is protected by its lifesong and therefore the person must be examined first to know something on his person is magical, then a second action, then third, and so on, could be used to delve deeper an examine specific items on the person's possession. While the incantation does not require concentration, those rounds where examining for magic do have the penalties of concentration. Because the study requires an action, the only impact during moments of detecting magic, only reactions are restricted.</p>			
Detect Metals and Minerals			Spirit Cost: 2 
Time Required: 1 action	Range: 90 feet	Duration: 10 minutes	
<p>The priest concentrates on finding a specific type of metal or mineral. If the substance is within 90 feet, and no higher or deeper than 10 feet, the exact location and approximate quantity of the metal or mineral is revealed. The caster may try to detect different substances throughout the duration of the spell, one different type of metal or mineral per round. Metals and minerals of all types may be found, and a determination may be made of whether they are in a pure, refined form or whether they occur as a raw ore. The caster can move at a walking rate and still concentrate on the spell, but cannot engage in strenuous activity, combat or cast other magic and still maintain the detection effect. The priest must have his or her holy symbol.</p>			
Detect Runes [Concentration]			Spirit Cost: 2 
Time Required: 1 action	Range: 90 feet	Duration: 5 minutes	
<p>This invocation allows the terrac priest to locate all magical glyphs, sigils and runes within 60 feet instantly, even if they would otherwise be unrecognized. Further, if using a one round of concentration, during which no reactions can be used, the caster can learn what it the rune or glyph does - such as sealing an object closed or is a <i>teleport sigil</i> - and also learn what, if any, damage energy types are used as part of its protection. This invocation offer no protection or prevention of disturbing a magical glyph. It is possible for some magic sigils to detonate based solely on this analysis if such a symbol were created for that purpose. The option to study a rune lasts for 5 minutes, during that time only moments of concentration will the denial of reactions by in play.</p>			


Divine Powers

Devout Combat		Spirit Cost: 2			
Time Required:	1 reaction	Range:	5 feet	Duration:	Instantaneous
<p>This is a reaction to a melee attack with a weapon of 5-foot reach or less. This is triggered based on the attempt; therefore, the Spirit cost is spent prior to the attack roll. When making the melee attack, the priest's Faith is used rather than Strength for the calculations to hit and damage.</p>					
Disarm Foe		Spirit Cost: 2			
Time Required:	1 action	Range:	20 feet	Duration:	Instantaneous
<p>The priest creates a burst of force to target the wielded weapon of a visible creature within range. The victim must make an Agility save against DC (d4+8) plus Faith modifier (DC range: 9-17); otherwise, the creature will drop the weapon. If the weapon is wielded by two hands, then the creature has advantage on its save. Should the weapon be dropped, it falls into a space of the priest's choice within 5 feet of the victim.</p>					
Discern Language 		Spirit Cost: 2			
Time Required:	1 action	Range:	Self	Duration:	1 hour
<p>The priest can understand all spoken and written languages. Responding, either in writing or verbally, is not endowed. The duration is 1 hour.</p>					
Discern Lies [Concentration]		Spirit Cost: 8			
Time Required:	1 action	Range:	30 feet	Duration:	Up to 5 minutes
<p>The priest concentrates on a target. No reactions or new spells can be used during the continuous concentration; also if attacking in combat for some reason, it is at disadvantage. If the subject deliberately and knowingly speaks a lie, the priest will know. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Skills such as <i>silver tongue</i> may protect from this discernment. The maximum duration for the concentration is 5 minutes.</p>					
Disrupt Magic		Spirit Cost: 4			
Time Required:	1 action	Range:	60 feet	Duration:	Special
<p>The priest selects a single creature, object or effect within 60 feet to attempt to bring the magical energy to an end. If a creature is selected, then this will disrupt the concentration in play. The opposing caster must make an appropriate save (Agility for cantrips, Logic for sorcery, and Faith for divine powers) against a DC 12 plus the priest's full Faith score (DC range:14-24); success indicates concentration is maintained. If an object is selected, should that object be projecting an effect, the disrupt arcana will stop it. An existing spell can also be taken down. In these last two cases, the effect makes a simulated save, rolling a d20 with bonuses based upon the power of the effect. If it is an axiom, the allow +2 for each point used for the spell. If a divine power, then bonuses are equal to the spirit points used. If that simulated save is successful, then the effect is not dispelled. If any of the interrupted effects were permanent in nature, then they would be restored after one minute (or at the end of the priest's sixth subsequent turn).</p>					
Disturb Sleep [Material]		Spirit Cost: 7			
Time Required:	1 reaction	Range:	Touch	Duration:	1 week
<p>Prior to casting, the priest must prepare a doll crafted from silver and gems, having a value of at least 1,000 bits. It requires 8 hours of activity for the priest to prepare such a doll, and only three can be prepared in advance. Crafting a fourth will be a work of art but unable to hold the necessary energy to cast this incantation. When casting, the priest selects a target, <u>touches</u> it and by doing so, it loses its ability to sleep restfully for the duration of the spell. The subject's dreams are filled with a discordant orchestra and frightening images. Starting when the subject next attempt, whenever the victim finishes a long rest, it must roll a Muse preservation save. If it fails, it does not gain the benefits of that long rest. This spell can be ended by a <i>free curse</i>, in addition to being dispelled by the caster.</p>					
Divine Deterrence 		Spirit Cost: 2			
Time Required:	1 action	Range:	Self	Duration:	3 turns
<p>When cast initially, the priest immediately gains +1 bonus to Armor Class in the "other" category. Until the end of the duration, the priest can use an action to increase another +1 to the "other" part of his or her AC. Thus, in the original casting, the priest would gain +1. As the action of the priest's next turn, an action could increase the bonus to +2. And even one more time on the next action, +3 could be obtained. However, at the end of the next turn, the spell would expire, causing all the AC bonuses to be lost instantly.</p>					







Divine Powers

Divine Lock		Spirit Cost: 2		
Time Required:	1 action	Range:	Touch	Duration: 1 month
<p>The priest creates a semi-material locking mechanism to secure a specific item touched, which could be a chest, door, or window, basically anything a standard lock could protect, even if the object doesn't have a clasp. The caster gains the ability for the month duration to touch it to open or close as desired. Additionally, the priest can grant this opening ability to one other person. Further if examined by <i>detect magic</i> its magical property will be revealed; however, it will not identify as metal despite its appearance. Due to the magical nature of the <i>divine lock</i>, it will prevent the item from being used in an <i>animate objects</i> incantation. Finally, it exists for one month or until destroyed. If picked, this effect has a DC:15 and is destroyed if successful.</p>				
Divine Sacrifice		Spirit Cost: 2		
Time Required:	1 reaction	Range:	Melee Reach	Duration: Instantaneous
<p>The attempting a melee attack of the primary hand die pool, meaning the reaction is triggered before the attack rolls, this incantation can inflict additional damage based on self sacrifice. As a result, the priest will suffer half of the original damage from the primary hand die pool (rounded down). However, by doing so, the attack is granted an exploding crit die after the original damage is calculated. This extra die will count even if there already was a crit from the original attack. However, this d20 must be rolled against the target's AC, but will deliver 1-3 points of extra damage. Further, it is a true crit, meaning if it is a "natural 20" then it will produce yet another crit die.</p>				
Downpour 		Spirit Cost: 3		
Time Required:	1 action	Range:	60 feet	Duration: From 4 to 7 turns
<p>The priest can produce heavy rain fall in a 20-foot radius circular area (38 hexes), which lasts for a variable time, terminating at the end of one of the priest's subsequent turns. The total time of the effect is d4+3 rounds; thus, it ends from the fourth to seventh turn following the casting. The <i>downpour</i> causes an obscurement, making all range attacks into, out of or within the area penalized by -4 to hit.</p> <p> <i>Divine Preservation</i> could be used as a reaction to obscure the ranged attack of a bowman.</p>				
Dragonskin		Spirit Cost: 3		
Time Required:	1 action	Range:	Self	Duration: 6 turns
<p>When the priest casts this incantation, his or her skin hardens and becomes scaly. For the following 6 subsequent turns, if wearing armor weighing under 20 pounds, the caster gains a +2 bonus to AC in the armor base category. The priest also gains resistance to one of either fire, ice or lightning. Worshipers of the province of sun or fire will always have fire resistance. Those of water will have ice resistance. Sky and light deities select lightning resistance for their priests. All other provinces will occur at random or by selection by the GM.</p>				
Dream		Spirit Cost: 5		
Time Required:	1 minute	Range:	One Creature	Duration: Up to 4 hours
<p>This incantation, unique to elfin goddess Ithalle Kaimeleron, allows the caster to become a messenger and effect the dreams of another intelligent being on the same plane of existence. If the target is asleep or in a state of dreaming meditation, the messenger can effect the target's dream creating any thing and the target would remember the dream perfectly. If the target is awake the messenger know it and can wait for it to fall asleep or end the trance ahead of time. However, the message itself has a duration of only one minute and no save is required. However, should the messenger choose to look horrific, making the dream nightmarish, its message will be shortened to ten seconds and the target will attempt to resist the messenger with a Will preservation save against a DC (2d4+10) plus the priest's Faith modifier (DC range:13-23). If the priest is in possession of a graven image of personal nature, such as a possession, hair or blood, belonging to the target, then such a save is made at disadvantage. The target's save is successful, the messenger is forced out of the dream and the spell is broken. If the target fails, then the message is known, and the target awakens immediately.</p>				




Divine Powers

Earth Reaver		Spirit Cost: 7		
Time Required:	1 action	Range:	70 feet	Duration: Instantaneous
<p>With one stern, commanding word, the priest gestures to a point on the ground within range, and the indicated spot erupts in a shower of dirt and stone. Each creature in the 20-foot diameter sphere (37 hexes) centered on that point takes 2d4+3 blunt damage and are knocked prone. Victims are permitted an Agility save (DC:15) to remain standing and suffer only half the damage. After the eruption, the area of the spell becomes difficult terrain until it is cleared. Each hex of the area requires at least 1 minute to clear by hand. Earth-based elemental creatures do not take damage from this spell.</p>				
Echoes of Cowardice 		Spirit Cost: 3		      
Time Required:	1 action	Range:	30 feet	Duration: Instantaneous
<p>The priest amplifies the doubts and fears inside one creature within range. The target must make a Faith preservation save against DC (d6+8) plus the caster's Faith bonus (DC range: 9-19). If failing the save, the victim suffers 1d4 Spirit damage and falls prone. Creatures not affected by spiritual attacks, such as constructs, and undead creatures are immune to this effect.</p>				
Elemental Body [Concentration]		Spirit Cost: 9		  
Time Required:	1 action	Range:	Self	Duration: Up to 4 hours
<p>When the priest cast this invocation, it transforms his or her body and all the gear carried into a new form, composed of one of the elements based on the type of divine province. The caster retains the previous size and statistics, except as noted below, but until the spell ends, the priest's lifesong signature becomes "elemental," and he or she gains the following benefits:</p> <ul style="list-style-type: none"> •The body is attuned to the environments where this element completely surrounds you, breathing and existing in such places comfortably. •Immunity to poison damage and the poisoned restriction is gained, as well as immunity to being paralyzed, stunned, and unconscious. •The priest becomes resistance to bludgeoning, piercing, and slashing damage from non-magical weapons. <p>In addition, the priest gains the following special abilities depending on the province of the worshiped deity:</p> <p><u>Air</u>: Flight at your normal speed. Creatures have disadvantage on their attack rolls against the priest while they are flying or hovering.</p> <p><u>Earth</u>: The priest gains a +1 bonus on all die in attack die pools when used against foes that are touching the ground; further, the priest has advantage on any competition made for tripping or pushing. No matter what armor is or is not worn, the AC base will be at least 13. Appropriate sub-attribute modifiers will still apply.</p> <p><u>Fire</u>: The priest is immune to fire. Any creature that grapples the priest, or is within 5 feet of you when it hits you in melee, takes 1d2 fire damage. If using <i>savage form</i>, the priest will inflict an extra point of fire damage.</p> <p><u>Water</u>: The priest can swim at his or her normal speed and gains a +1 bonus to hit for all dice in any die pool when the priest and the opponent are both touching water. The priest can use an action to put any nonmagical fire within 5 feet by sheer desire.</p> <p>As a final note, this invocation requires the use of concentration, meaning no reactions or new spell-casting can occur. Combat attacks are at disadvantage as well; however, movement is not affected for this spell. Nonetheless, if concentration is broken in the midst of this spell, depending on the environment, the results could be devastating.</p>				
Elemental Breath		Spirit Cost: 7		   
Time Required:	1 action	Range:	Special	Duration: Instantaneous
<p>The priest unleashes a breath weapon, a 60° cone, extending 30 feet (26 hexes). The damage type depends on the province of the priest: earth inflicts acid; sun inflicts fire; nature inflicts poison; sea inflicts cold; and sky inflicts lightning. Any creatures in that area must perform an Agility preservation save against DC (d6+20) plus the Faith bonus (DC range: 25-31). Failure inflicts 3d4 points of Body damage. Those making a successful save suffer only half.</p>				
Elemental Infusion		Spirit Cost: 3		   
Time Required:	1 action	Range:	Touch	Duration: 3 turns
<p>This enchantment endows a single melee weapon with an infusion of special damage such that an d2 points damage are also inflicted upon a successful strike with the weapon. The special damage is dependent on the type of divine province: earth delivers corrosive damage, sun delivers fire; nature adds poison (but not restriction occurs); sea adds ice damage; and the sky province delivers lightning damage. While under the effects, the weapons strikes as if it were a silver weapon, unless its normal type is better. The effect lasts on the weapon for its wielder's next three turns.</p>				










Divine Powers

Enhance Senses		Spirit Cost: 4			
Time Required:	1 action	Range:	30 feet	Duration:	1 hour
<p>This incantation will enhance a single target's senses. The target gains night vision, and all of the target's imprecise senses have their distances doubled, such as being able to hear or smell things at twice the normal range. Should the target already has night vision, then it gains darkvision.</p>					
Enlighten Undead		Spirit Cost: 8			
Time Required:	10 minutes	Range:	5 feet	Duration:	Permanent
<p>This invocation weaves the energies into the lifesong of an undead creature, essentially creating a glimmer of intelligence into its otherwise dead mind. The priest selects an undead creature in close proximity that is not hostile. The target must have no Mind score to be a valid target. The undead gains a Mind score of 9 (2/2/2). The target also gains the ability to speak one language of the priest's choosing. Additionally, any languages it knew in its life can also be spoken. It also gains ability to learn up to one-thousand karma points worth of skills. Those skills are not instantly known and must be obtained over time. Further, most undead will deteriorate after around a month of re-animation; however, this power will extend the "life span" of the undead up to three years. The affinity of the enlightened undead creature is similar to having been charmed by the priest but is not under his or her control - unless being controlled by other means. It remains under the charmed condition for 30 days or until treated in a harmful way to break the charm. However, during the first 48 hours of its "new life" there is a condition like <i>rapport</i> between the priest and the undead, as well as a subtle telepathy where once every three to four hours, the priest can receive a summary of its experiences. This allows a newly enlightened undead to act as a potential spy before leaving its fledgling status adjusting to its newfound intellect.</p>					
Envenom Claws		Spirit Cost: 4			
Time Required:	1 action	Range:	Touch	Duration:	6 turns
<p>This invocation allows the priest to imbue a poisoning ability to an animal that has claws. This is typically used on allied, trained pets; however, it is possible to empower a wild animal, assuming the touch is possible. The requirements are the target must be of the Animal Kingdom and it must have an attack that uses either claws or talons. Upon empowering the animal, it will have the following weapon special added: <code>onHit;{"type":"save","quality":"resilience","DC":"12"};{"command":"poison"}</code> for its next 6 turns. The duration of the poison afflicted upon anyone will last beyond the duration of the spell but will fade after roughly five minutes after being stricken.</p>					
Epuration [Concentration]		Spirit Cost: 12			
Time Required:	1 action	Range:	60 feet	Duration:	Up to 10 minutes
<p>The priest selects a creature within range, conjuring seven small golden orbs to hover around the target, granting it a strong magical protection. Concentration to maintain the orbs is required, meaning the priest can take no reactions nor cast any new spells. However, when any magic forces the protected creature to make a save or suffer damage by a spell attack, one of the orbs nullify the incoming spell effect on it; thus, the protected creature no longer needs to make a save or the spell damage is absorbed. Afterwards, the orb that blocked the attack fades away. Should a magical attack require a save for half-damage, only one orb is used to completely block the effect. This is true even in an area-of-effect attack; however, this orb only protects the chosen creature with the orbs hovering around it. Other victims in the area will still suffer normally.</p>					
Escape Ward		Spirit Cost: 2			
Time Required:	1 action	Range:	Self	Duration:	1 minute
<p>This incantation grants the priest extra maneuverability when running through melee spaces that might otherwise offer a flee attack. This enchantment only works against foes who are larger by at least one size category above the priest. When running through adjacent spaces, by counting an adjacent hex as difficult terrain, then a larger opponent is unable to use a reaction for a flee attack. Also, the priest is at advantage for any competition to invade the larger creature's space.</p>					
Exhaustion		Spirit Cost: 2			
Time Required:	1 action	Range:	30 feet	Duration:	3 turns
<p>The priest selects a target within range which must roll a Resilience save against DC (d4+8) plus the priest's Faith modifier (DC range:9-17). If the victim fails the save, it suffers one degree of exhaustion, meaning it is at disadvantage for feats and checks until the end of its third turn after being affected. Preservation saves would still be rolled normally. A common use would be when grappling is involved. This invocation cannot be used against celestials, constructs, fiends, or undead.</p>					

Divine Powers

Exorcism		Spirit Cost: 7			
Time Required:	30 minutes	Range:	60 feet	Duration:	Special
<p><i>Exorcism</i> is a simple ceremony which will put a banshee to rest, cause a haunting to cease or remove a presence from a possessed being. This will also remove any charms or allures, such as a <i>charm</i> axiom, which might be upon a person. The process requires 30 minutes and is guaranteed to work, unless special circumstances exist for which the GM can justify.</p>					
Extend Breath [Concentration]		Spirit Cost: 3			
Time Required:	1 action	Range:	30 feet	Duration:	Up to 3 rounds
<p>If a being within range is currently holding its breath, then this incantation will add up to another three rounds to which it is capable of remaining in the held breath restriction. For example, a creature with a Resilience score of 2 is able to hold its breath for two rounds, but aided by this prayer, it would be able to avoid asphyxiation for a total of five rounds. This effect cannot be used cumulatively upon the same target until the recipient has respired breathable air for one full round, from end of turn to end of subsequent turn. Further, this incantation cannot be placed prior to the recipient being under the held breath <u>restriction</u>. Lastly, to grant this extra holding power, the priest must maintain concentration, meaning he or she cannot use reaction, cast other magic spells, as well as suffering disadvantage on combat attacks.</p>					
Extract Poison [Concentration]		Spirit Cost: 4			
Time Required:	Through next turn	Range:	60 feet	Duration:	Special
<p>This deadly effect requires a special casting time, which begins as the action of the cleric's first turn. During the casting, the priest draws poison and negative energy from nearby sources, like serpents, mushrooms or even undead. Most areas have natural poisons, but it is possible isolated or designed areas might not. It causes no harm to the object from which the venom is drawn. During this process until the priest's next action, concentration is required, meaning no reactions are permitted. Upon the priest's next turn, an action is used to complete the incantation causing the poisonous energy to be emitted upon a single opponent within 60 feet. The victim must make a Resilience preservation save against point using a DC of (d6+12) plus the priest's Faith. If the victim fails, the strike inflicts Body damage in points equal to d4 plus Faith bonus and acts under the poisoned restriction until the end of the victim's next two turns. Lastly, if the victim has been poisoned from this effect, then at the start of each turn while under the effect, the victim must make like Resilience saves equal to the original. Failure of these subsequent saves inflict an additional d2 points of poison damage.</p>					
Exultation [Concentration]		Spirit Cost: 4			
Time Required:	1 action	Range:	30 feet	Duration:	Up to 3 turns
<p>Through this incantation, this bolsters allies' divine incantation casting. Until the start of the caster's third subsequent turn and while maintaining concentration, meaning no reactions, other spells and combat is at disadvantage, when an ally within 30 feet of the priest's current location calls about a divine spell, then special bonuses are granted to that caster. This includes action and reaction spells alike. If the incantation incorporates an attack roll, the ally gains a +2 bonus to hit for the applicable die pools of that incantation's description. If an ally casts a divine power that requires any creatures to roll a save during the same turn as the spell is cast, the DC of those saves is increased by 2.</p>					
Faerie Fire		Spirit Cost: 3			
Time Required:	1 action	Range:	30 feet	Duration:	6 turns
<p>Up to three targets within range when the incantation is cast are outlined in light if they fail an Agility preservation save (DC:d6+10 plus Faith). Until the end of the priest's sixth subsequent turn, the affected creatures or objects shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object cannot become invisible.</p>					

Divine Powers

Fangclaw		Spirit Cost: 2		
Time Required:	1 action	Range:	Self	Duration: 3 turns
<p>This invocation creates a fanged, biting mouth in the palm of the caster's hand as well as small biting mouths at the tips of his or her fingers. The <i>fangclaw</i> will remain until the end of the priest's third subsequent turn. Its bite is under the control of the caster; it does not automatically snap at anything it touches. The caster can only deliver the hand's attack by slapping his or her palm against a subject, requiring a successful touch attack, using either AC or grappling to determine. The series of fangs will deliver one bite once per round. If placing the victim in a hold, it will automatically bite at the end of the caster's turn if the hold is still intact. It could be used as part of a <i>savage form</i> attack as an appendage acting like a fist. Therefore, it could be used as a "multi-attack" in certain scenarios. The damage from the <i>fangclaw</i> bite is a mere 1 point of piercing damage; however, it forces the subject to make two saves. The first is a Resistance save (DC:8) to prevent paralysis. The second is a Will save (DC:8) to ignore the blistering hot saliva. If Resistance save fails, the subject is paralyzed until the end of its next turn; if it succeeds, no paralysis occurs. If the Will save fails, the fiery saliva distracts the subject placing it at disadvantage on its next action. However, if the victim is resistant or immune to fire, then the Will save is automatic; moreover, if the subject is vulnerable to fire, the save automatically fails. These twin saves are made against every bite of the <i>fangclaw</i>; saving successfully against one attack does not mean that the subject is immune subsequent bites.</p>				
Favor 		Spirit Cost: 2		
Time Required:	1 action	Range:	60 feet	Duration: 6 turns
<p>The priest selects an ally or self in combat within 60 feet. That target gains d4 temporary Body points that lasts for the recipient's next six turns. The score can exceed the maximum normal amount, and only one <i>favor</i> effect can be on a person at one time. This will not alter bonuses granted from the Body score. If the points are not lost by physical combat during the incantation's span, then the extra fade from existence.</p> <p> <i>Divine Preservation</i> could be used as a reaction if the priest suffered physical damage or right before entering something expecting to inflict damage like jumping from a platform.</p>				
Favorable Wind 		Spirit Cost: 2		
Time Required:	1 action	Range:	30 feet	Duration: Until the next turn
<p>The priest selects herself or an ally within 30 feet. If the next action is a ranged attack, guiding winds will aid the attack, granting advantage. If the next action is not a range attack or the power is not used by the end of the following round, then the benefit is lost.</p>				
Fearsome Duplicate 		Spirit Cost: 3		
Time Required:	1 action	Range:	90 feet	Duration: 12 turns
<p>The priest creates a larger and far more menacing version of herself that can be sent forth, manipulated like a puppet, and used to interact with others. This glamour has visual and auditory components but no tactile or thermal factors. Further the illusion becomes a larger and far more menacing version of the caster, being up to a large size category. Further, the cleric can determine a theme as to how it alters from the original appearance. However, this duplicate always retains some vestiges of the actual appearance. The duplicate has no actual substance, cannot manipulate the surroundings, or attack or otherwise harm creatures it encounters. The caster can use the duplicate to speak and interact verbally. Additionally, the priest can see, hear and smell the duplicate's surroundings as if the priest were actually present using your Perception. The caster also remains aware of her own immediate surroundings when controlling the duplicate; however, this does take a toll on the senses. The priest suffers – 4 penalty on Perception rolls of things in the original location while controlling the image. Maintaining control of the duplicate requires a standard action; however, the duplicate can remain under control even if with no line of sight. The duplicate immediately winks out of existence if it is struck by an attack or in the area of a damaging effect, or if it moves beyond the maximum range of the spell. The illusion has an AC of 10 for attack calculations.</p>				

Divine Powers

Fellowship			Spirit Cost: 2		
Time Required:	1 action	Range:	Self	Duration:	1 hour
<p>When the fey priest cast this upon oneself, he or she becomes +2 for all saves originated from a fey being. Further, whenever meeting a fey creature in a social situation, the priest emits a minor and friendly charm which causes other fey to be impressed, unless that fey being already had a hostile intent. This impression allows the priest to engage in 1 minute of conversation before the affected creature will act in a defensively or choose to respond in hostile manner, unless the priest or allies cause harm during that time.</p>					
Find the Boss 			Spirit Cost: 2		   
Time Required:	1 action	Range:	60 feet	Duration:	Instantaneous
<p>As the caster surveys the opponents, he or she can perceive a shimmering aura over the most powerful foe. From all the creatures seen within range and perceived to be non-allies, the priest instantly knows which creature is the most challenging. There is a bit of subjectivity to this which must be determined by the GM if multiple opponents have very different skills. This spell does not reveal any details about the enemy.</p>					
Find the Gap [Concentration]			Spirit Cost: 3		
Time Required:	1 action	Range:	Melee Reach	Duration:	Up to 3 turns
<p>This incantation allows the priest to spot weak points in an opponent's armor until the end of the caster's third subsequent turn. However, this requires concentration to maintain this spell's effect, but while doing so any melee attack made by the priest against that target treats all armor as base 10 and ignores any shield bonus. If a creature has natural armor, it is not bypassed. Any attribute modifiers due to armor still apply to the enemy AC. Further, disadvantage for attacking while concentrating will only remove a d20, but the d3 damage penalty is removed by this incantation.</p>					
Flame Strike			Spirit Cost: 10		 
Time Required:	1 action	Range:	60 feet	Duration:	Instantaneous
<p>A vertical column of divine fire roars down from the heavens in a location chosen by the priest. Each creature in a 10-foot-radius (7 hexes), 40-foot-high cylinder centered on a point within range must make an Agility preservation save against a DC (d8+20) plus the priest's Faith score. Those caught in the area suffer 5d4 points of magical fire damage if failing the save, or half as much damage on a successful one.</p>					
Flesh Shiver			Spirit Cost: 8		
Time Required:	1 action	Range:	80 feet	Duration:	Instantaneous
<p>The priest makes a gesture of snapping a bone and a selected target's muscles and skin twitch while a terrible crunch comes from your victim. The target rolls a Resilience save against DC (d8+14) plus the death priest's Faith modifier (DC range: 18-27). If the opponent succeeds the spell has no effect; otherwise, upon failing, he or she are <i>stunned</i> until the beginning of the priest's next turn. At the beginning of the priest's next turn the victim suffers 4d4 points of bludgeoning damage and is under the <i>poisoned</i> restriction for a number of rounds equal to the priest's Faith score. Finally, if the inflicting damage renders the victim to zero or below (and the victim survives), then a random appendage becomes broken. Healing like <i>treat serious body wounds</i> or stronger invocations will mend the broken bone but suffer half its normal Body-point restoration. Salves and weaker spells will leave a hindrance even though the Body points are restored. If it is a leg, then movement suffers -25 feet of movement. If it is an arm, then attacks are at disadvantage. Such a hindrance remains in place until an appropriate healing occurs.</p>					
Flitter 			Spirit Cost: 3		 
Time Required:	1 reaction	Range:	15 feet	Duration:	Instantaneous
<p>This is a reaction incantation triggered by an adjacent combatant moving away from the priest and reaching 10 feet of movement. There are several possibilities for the intent of the opponent; therefore, it is important to breakdown the sequence of things. On the opponent's turn, it move away 15 feet. This might be a partial moving away, a full break-away or using an action to flee. If the intent is movement beyond 15 feet, then the priest would be allowed a flee attack reaction, making this reaction spell impossible. Otherwise, when reaching 15 feet, this invocation is triggered and the priest "flitters" instantly 10 feet in the same path, most likely placing himself adjacent again to the opponent who fled. Further, as part of that same reaction, the priest has extended his or her melee weapon as part of the short teleport to potentially strike the fleeing opponent; however, it is only a 1d20 die pool with the primary hand. Essentially, this permits a minor flee attack as a reaction and Spirit cost when one would not normally be possible. From that point the opponent is free to finish out its movement and action.</p>					








Divine Powers

Fog of War		Spirit Cost: 2		
Time Required:	1 action	Range:	60 feet	Duration: Up to 5 minutes
<p>The priest can produce a magical dense fog in a 20-foot radius circular area (38 hexes), which lasts for 5 minutes until it slowly. This creates an obscurement, making visual depth into or from inside the fog only 10 feet. The fog can be overcome by magical sources, but natural wind will not dissipate or move it. If a target inside the fog cannot be seen, then methods that require line of sight cannot be used. Further, ranged attacks can still be used, but suffer a -3 penalty on the attack rolls. Moreover, the friendly-fire rule will be in play.</p>				
Force Shapechange		Spirit Cost: 10		
Time Required:	1 action	Range:	60 feet	Duration: Instantaneous
<p>This invocation allows the Lacerta priest to force any shapechanger to reveal its true form -- or the form most commonly used if it has no true form. The shaman simply points at those known or believed to be shapechangers. These creatures, if they are shapechangers, must make a successful Faith save against a DC (d8+20) plus the priest's Faith modifier (DC range: 26-33) Each victim that fails immediately reverts to its true form. In addition, the change is accompanied by wracking pain, causing 3d4 points of Body damage to the shapechanger. The shapechange happens until the end of the victim's next turn, during which it can take no other action. If the save is successful, the shapechanger does not change form; however, the strain of resisting the spell causes pain equal to half the normal amount. The maximum number of creatures that the priest can select is equal to his or her Faith score.</p>				
Foundation of Stone		Spirit Cost: 2		
Time Required:	1 action	Range:	30 feet	Duration: 3 turns
<p>The priest infuses his or her allies with the strength of the earth. Up to four creatures within range and the priest raises the base AC up to 12 for those not wearing armor or armor weighing less than 15 pounds. Further, each are at advantage on Strength checks. These effects last until the end of the caster's third subsequent turn. However, if an affected creature moves from the space it was standing in when the spell was cast, or if it jumps, flies, or otherwise leaves solid ground, the invocation's effects end for that creature.</p>				
Free Curse		Spirit Cost: 6		
Time Required:	1 minute	Range:	30 feet	Duration: Permanent
<p>Like <i>exorcism</i> but targeting curses instead. This ability irrevocably removes all curses on an object or a creature.</p>				
Free Movement		Spirit Cost: 4		
Time Required:	1 action	Range:	Touch	Duration: 10 minutes
<p>After touching a willing recipient, that target becomes immune to <i>ghoul touch</i>, <i>hold</i>, <i>immobilize</i>, <i>windstorm</i> or other movement-speed restricting magic.</p>				
Free Will ⚡		Spirit Cost: 2		
Time Required:	1 action	Range:	Touch	Duration: Instantaneous
<p>Then the priest touches a recipient, it will end one of the following conditions: charmed, drowsy, or stunned. It could also change the frightened condition to shaken; paralyzed to prone; and unconscious (with positive Body points) to drowsy. Only one condition can be altered.</p>				
Frost Gaze [Concentration]		Spirit Cost: 7		
Time Required:	1 action	Range:	70 feet	Duration: Up to 4 turns
<p>On one's turn, the priest's eyes glow a brilliant, icy blue. Every creature within 10 feet must make a Will save against DC (d6+14) plus his or her Faith bonus (DC range: 15-25). Those who fail are frightened until the end of the priest's next turn. If choosing to use concentration, the on the subsequent three turns the caster can use an action to emit a freezing cold ray from its eyes at a single creature in range. The target must make an Agility preservation save against the same DC formula as above. The damage is 2d4 of cold damage but only half as much on a successful save.</p>				

Divine Powers

Gateway [Concentration]		Spirit Cost: 10		
Time Required:	1 action	Range:	30 feet	Duration: Up to 6 turns
<p>When casting this invocation, a circular portal, 10 feet in diameter, opens over a point chosen within range. The priest also chooses a second point, which can be at any location previously visited on the priest's home plane of existence. A second, identical portal appears at that point. Both portals are two-dimensional glowing rings filled with mist, hovering inches from the ground and perpendicular to it at the points you choose. A ring is visible only from one side (the priest's choice), which is the side that functions as a portal. Any creature or object entering the visible opening portal will exits from the other portal as if the two were adjacent to each other; passing through a portal from the nonportal side has no effect. This invocation requires concentration to maintain, meaning during the holding open of the portals, no reactions can be made. The maximum duration of the incantation is until the end of the priest's sixth subsequent turn.</p>				
Gentle Repose 		Spirit Cost: 3		      
Time Required:	1 action	Range:	Touch	Duration: 1 Month
<p>This preserves a corpse for one month.</p>				
Geyser		Spirit Cost: 7		
Time Required:	1 action	Range:	60 feet	Duration: Instantaneous
<p>This spell causes a geyser to erupt from the ground, shooting scalding steam and water high into the air. The geyser shoots up to a height of 20 to 50 feet instantaneously (d4+1), and continues to spout until the end of the priest's next turn. The area of effect is a function of the geyser's height; the scalding water falls in a circular pattern around the point of eruption, with a diameter equal to one-half the geyser's height. A creature hit directly by the geyser's spray itself takes 3d4 points of damage from the scalding water. Creatures within the area of spray suffer 1d6 points of damage and are allowed an Agility save (DC:18) for half damage. The geyser itself occupies one hex when it erupts. Damage is considered to be fire damage for the purposes of resistances. Lastly, Egasski never grants this incantation.</p>				
Ghoul Touch		Spirit Cost: 4		    
Time Required:	1 action	Range:	Touch	Duration: Up to 12 turns
<p>With this ability, the priest touches a victim, which requires a normal to hit about the opponent's armor class or a successful grappling maneuver. Once delivered, the victim is permitted a Will preservation save against a DC (d6+12) and the priest's Faith score. If failing the save the touch inflicts a movement penalty of -20 feet to the creature's base movement. If base movement reaches zero, then the recipient falls under the paralyzed restriction. The effects of hindered movement last until the end of the victim's twelfth subsequent turn; however, on its turn, the victim can use an action to make another Will save against the original DC to restore 10 feet of movement.</p>				
Gibberish [Concentration]		Spirit Cost: 2		      
Time Required:	1 action	Range:	20 feet	Duration: Up to 3 turns
<p>This short curse causes its victim to have difficulty to annunciate speak properly. By selecting a creature within range, this forces the victim to make a save on each incident of attempting to cast a spell with verbal aspects, to speak a command word to activate an item, or to read a scroll, while the priest maintains his or her concentration on the curse. Each time, this will be a Muse preservation save (DC:12). On a failed save, the creature utters gibberish instead of the proper phrasing, and its action is wasted without producing the desired effect. However, if the victim makes subsequent attempts, another save is permitted. If ever the save is successful, then the curse is lifted and the incantation ends. Assuming the priest maintains concentration, the curse will remain in effect until the end of the priest's third subsequent turn.</p>				
Glorify		Spirit Cost: 3		     
Time Required:	1 action	Range:	60 feet	Duration: 9 turns
<p>The priest selects an ally or self in combat within 60 feet. That target gains +2 on all to hit attack rolls for its subsequent 9 turns.</p>				
Grace 		Spirit Cost: 2		       
Time Required:	1 action	Range:	60 feet	Duration: 9 turns
<p>The priest selects one ally in combat or self within 60 feet. That target gains +1 to hit on all attack rolls for the next 9 rounds. The effect ends after the end of the target's ninth subsequent round's action.</p>				






Divine Powers

Grave Robbery		Spirit Cost: 6		 
Time Required:	1 action	Range:	30 feet	Duration: Up to 1 month
<p>When the priest encounters controllable undead beings that are under the command of another priest, necromancer or master undead, there is the possibility of stealing their servitude. This is also possible when encountering such feratu that are naturally wandering and under no one's control. In either case, the priest selects up to three undead he or she has the skills and capacity to control and enters a Faith competition for each one. If that competition is against another priest or being then it is a straight comparison of d12 rolls with applicable bonuses. If the undead are uncontrolled, then the ungoverned undead have a static competition result value equal to their Resilience score. Skeletons are 2; zombies are 4, for examples. If control is gained, the reanimated undead will act as charmed creatures under the priest's influence for one month. If they are not destroyed in that time, then any remaining will fall apart as a ragged corpse at the end of the duration. The total number of undead which can be commanded simultaneously is twice that of the priest's Faith score. Finally, the robbing priest must have skills from <i>animate monster</i>, <i>raise ghoul</i> or <i>unlife likeness</i> to affect an undead of the corresponding types.</p>				
Gravel Footsteps		Spirit Cost: 5		
Time Required:	1 reaction	Range:	Touch	Duration: Permanent
<p>This dwarven must touch a creature using the rules of a touch-based attack. If successful, a reaction is used to curse and hamper the victim, who must roll a Faith preservation save against DC (d4+16) plus the priest's Faith value. If successful, the curse fails. Otherwise, every time the effected creature takes a step it is constantly conjuring gravel beneath their foot. The gravel makes a noise when stepped on, removing a d6 from any <i>stealth</i> DC rolls and also allows the target to be followed with a +4 to all tracking feat rolls. The gravel has no effect on combat. The effect is permanent until dispelled by a <i>free curse</i> or similar method.</p>				
Great Worm of the Sea		Spirit Cost: 12		
Time Required:	1 action	Range:	120 feet	Duration: Instantaneous
<p>A gigantic worm of liquid substance appears from out of a pond, lake, ocean or any body of water with a depth of at least ten feet. The priest selects a point within range, and every creature within 20 feet of that point (62 hexes) must make Strength save against DC (2d4+20) including the priest's Faith modifier (DC range: 27-33). This will deliver a base damage of 5d4 of blunt damage; half on a successful save. However, creatures that fail the save are dragged into the water to a depth of 60 feet or the maximum depth of the body of water, whichever is less. Creatures pulled underwater (and still living) will immediately enter the rules of asphyxiation without the opportunity to hold their breath, but further are disoriented and remained trapped underwater until making a successful Judgment save against half the value of the original DC. These extra Judgment saves are permitted at the start of each of a trapped creature's turn. Even then, returning to the surface, requires swimming or the ability to navigate the water, and rules of armor and encumbrance will play into the ease of that task. Finally, those who made successful saves, while not dragged into the sea, will be knocked prone.</p>				
Greater Acupressure		Spirit Cost: 3		
Time Required:	1 minute	Range:	Touch	Duration: Special
<p>Limited to only life priests, this invocation allows greater healing if time to prepare is permitted as well as reviving the recipient from unconscious as does <i>lesser acupressure</i>. Further, when expending the time and Spirit points for this procedure, it helps to prepare the body to purge negative energies. The the priest's next action can be to use a divine healing spell; when doing so, the <i>greater acupressure</i> will grant an additional 2d4 points of healing. Because the process is designed to channel divine healing, potions and salves will not produce the same result. Alternatively, instead of being used as an augmentation for healing, this spell could be used on its own specifically to cut the duration of a poison condition by half. However, one one method or the other has to be chosen; both effects cannot occur. Once this has been used, it cannot grant further enhanced healing to that recipient until 24 hours pass. Obviously, this invocation will have no effect on constructs or undead.</p>				
Greater Sculpt [Concentration]		Spirit Cost: 7		  
Time Required:	1 action	Range:	30 feet	Duration: Special
<p>The ability can form an existing piece of stone into any shape that suits a purpose. Moving parts and fine detail is simply not possible. The amount of stone altered is 10 cubic feet per point of Faith, but no dimension can be greater than 10 feet. Therefore, with a score of 7, a 7x10 wall 1-foot deep could be created. For the completion of the transformation, spell concentration is required, meaning no reactions or new spells are permitted. The rate of shaping is 5 cubic feet per round.</p>				

Divine Powers

Growth of Plants			Spirit Cost: 7		
Time Required:	1 action or 8 hours	Range:	150 feet	Duration:	Instantaneous
<p>This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits. If cast using 1 action, the priest selects a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves, similar to <i>thicket</i> and related incantations; however, this solely effects movement with no chance of harming the one traversing the area. Further, the priest can exclude one or more areas of any size within the area from being affected.</p> <p>If cast over 8 hours, the priest enriches the land. All plants in a half-mile radius centered on a point within range become enriched for one year. The plants yield twice the normal amount of food when harvested.</p>					
Guard Spirit			Spirit Cost: 3		
Time Required:	1 action	Range:	30 feet	Duration:	18 turns
<p>The priest selects an ally, imbuing him or her with the effects of a <i>discipline</i> skill, granting a +1 to all saves involving Will, Faith or Muse. Should the recipient already possess the skill, then saves of such nature are made at advantage. The short duration of the <i>guard spirit</i> lasts through the recipient's following 18 turns.</p>					
Guiding Bolt			Spirit Cost: 2		
Time Required:	1 action	Range:	60 feet	Duration:	Next turn or 3 attacks
<p>A flash of light is hurled toward a creature of the priest's choice within range. To determine if the attack hits, standard "throwing an item" rules are used, granting an appropriate number of d20s for the attack. Further, the rules of advantage and disadvantage might apply based on the other events of combat. If any d20-attack is successful against the target's AC, then a shimmering light surrounds the victim; however, no damage is inflicted by this spell. As a result, until the end of the priest's turn the following round, up to the next three attack made against the marked creature are at advantage. Multistrike attacks from a single combatant count as one attack.</p>					
Halfling Vengeance			Spirit Cost: 2		
Time Required:	1 reaction	Range:	Touch	Duration:	3 turns
<p>When using an action to make a touch attack against a small or tiny creature, and that touching is successful, then the priest may select to use a reaction to casting this incantation. If the initial action is unsuccessful, the reaction is not used. This reaction will deliver d4 points of necrotic damage and inflict a special nerve pinch which means for the victim's next 3 actions it will not be able to use its attribute modifier as part of its AC calculation.</p>					
Hallow			Spirit Cost: 4		
Time Required:	1 action	Range:	60 feet	Duration:	12 turns
<p>The priest selects up to two allies, one which can oneself, in combat within 60 feet. Those targets gains +3 on all attack dice until the caster's twelfth subsequent turn.</p>					
Harden Armor			Spirit Cost: 4		
Time Required:	1 action	Range:	Touch	Duration:	Up to 6 turns
<p>By touching one suit of armor, it hardens with an extra layer of protection against attacks. The armor gains temporary Body points equal to 1 + the Faith modifier. While the armor still has these temporary points, its wearer also gains +2 AC (in the Other category). Damage is inflicted to the armor before the wearer suffers any damage; however, even if a single blow exceeds the protective points, then remaining amount is calculated as if the wearer is resistant to the incoming damage. The spell ends early if the temporary hit points are depleted, if the armor is removed, or if the incantation is cast again on the same suit of armor. The priest can also dismiss the spell as an action. In all other cases, the effect ends upon the end of the sixth subsequent turn of the wearer of the enhanced armor.</p>					

Divine Powers

Harmonic Shabti [Material]		Spirit Cost: 4		   	
Time Required:	1 action	Range:	Touch	Duration:	Permanent
<p>There can only every be on token in linked at one time; however, through this spell, the priest links his or her lifesong to an to a small statuette of at least 100 bits value. This item can be separate from the priest at this point; however, it will reflect the physical health of the priest so that others can be aware of the priest's safety (or lack thereof). Thus, when the priest suffers Body damage, the superficial or critical wounds appear on the statuette as well; however, the placement may not be exact and the shabti represents health and wounding in a more general sense. As the priest heals, the graven image reflects that as well. If the caster is killed or is in the condition of being incapacitated, paralyzed, petrified, stunned, or unconscious (not sleeping), then the talisman becomes rusted and dull. Once the condition is removed the shabti will regain its luster. Damaging the item does not harm the priest. These effects persist even if the priest and the item are not on the same plane. This incantation ends if creating another shabti.</p>					
Healing Waters		Spirit Cost: 5			
Time Required:	1 action	Range:	5 feet	Duration:	Permanent
<p>This is a common incantation of adventuring lizardfolk traveling through swamps. By the use of this spell, all adjacent beings, ally or otherwise, receive a healing from the priest. However, all the recipients must be occupying a space that shares common water, be it swamp water, a pond or even the ocean. If an adjacent being is standing on the beach, atop of a large tree root, or other terrain that prevents them from sharing the water, then the healing cannot affect that target. If the shaman is not standing in water, then no one receives the healing. The healing effect is a d4+1 Body points which is granted to each viable target. The shaman's Body is not restored, however.</p>					
Hearken Lifesong		Spirit Cost: 6			
Time Required:	Until next turn	Range:	Touch	Duration:	Instantaneous
<p>With this invocation, the priest is able to know detailed information about the true nature of a creature. It does require touching the creature at the start of the priest's turn through the start of his or her next turn. Through this contact the priest hears and sees the lifesong of the being to identify it by bestial-kingdom (animal, fiend, anthropoid, etc); know its species; recognize its gender (or lack thereof); known any innate immunities, resistances or vulnerabilities; whether the creature breathes, eats and needs sleep; and finally the priest will identify a unique and distinct pattern of its lifesong which can be used as an identification of the specific entity. This pattern does not reveal the creature's name or deeds, but it can be compared to know if it is the same creature the priest has previously identified. Unwilling creatures will likely have to be shackled or somehow restrained by means outside the priest to maintain a proper reading.</p>					
Heartseeker		Spirit Cost: 8		 	
Time Required:	1 action	Range:	Touch	Duration:	3 turns
<p>While casting this spell the priest touches a piercing weapon. For the wielder's next three turns, that weapon inflicts a critical hit on a natural roll of 17-20. Further, the exploding-crit die chains from the "natural 17 or higher" also follow that score for subsequent crits. The spell ends once the duration has expired or the weapon inflicts a number of critical hits equal to the priest's Faith score.</p>					
















Divine Powers

Heat Metal [Concentration]		Spirit Cost: 3		
Time Required:	1 action	Range:	30 feet	Duration: Up to 6 turns
<p>The priest selects a single manufactured metal object, such as a plow, a metal door, a metal weapon, or even a suit of armor; however, the object must be in direct line of sight. Concentrating on the object and chanting is permitted until the start of the priest's next 6 turns. While doing so, this causes that one item to heat up to a burning temperature. Any creature in physical contact with the object suffers d2 points of fire damage at the start of the invocation. The priest can continue to chant and concentrate, which will prevent reactions in the interim. However, upon the priest's following turn, the item remains hot and will again inflict fire damage to anyone in contact with it. This continuous of heating the object can be maintained for six actions of inflicting potential damage. If the affected weapon is in possession of an entity at the start of the prayer, then that being's lifesong may offer some protection from the magic. In such a case, the possessor would roll a Resilience preservation save against against DC (d6+8) plus the caster's Faith bonus (DC range: 9-19). If successful, all heat damage from the item would be half while not leaving the possessor's possession. However, if the creature in contact is suffering damage, he or she may optionally drop or remove the item, time permitting; however, if choosing to stay in contact and suffer the damage, the creature is at disadvantage on attack rolls or skill rolls while the item remains heated (unless the initial save was successful). However, if the priest loses concentration or sight of the object, the invocation is instantly broken. This means ways to dispel the effect could vary from running around a corner to becoming <i>veiled</i> to being immersed in a <i>showers</i> or <i>fog of war</i> spell.</p>				
Hellfire Burst		Spirit Cost: 6		
Time Required:	1 action	Range:	60 feet	Duration: Instantaneous
<p>The priest chooses a creature within range, who becomes engulfed in flames, requiring an Agility save against DC (d6+12) including the Faith modifier (DC range: 14-23). The victim takes 3d4 points of fire damage but only half as much on a successful save.</p>				
Hidden Lodge		Spirit Cost: 7		
Time Required:	5 minutes	Range:	120 feet	Duration: 24 hours
<p>The priest conjures a 25-foot square cottage made of stone that appears as a natural rock formation or similar natural terrain feature that blends in with its surroundings. A creature within 30 feet that explicitly investigates the area must make a successful Perception check (DC:16) to discover the hidden lodge; a passive Perception check would require a "natural 20" unless having <i>true sight</i>. The cottage contains a fireplace, bunks for up to eight people, and a wooden table and eight chairs. The doors are protected against intrusion by <i>divine lock</i> that will open by the priest's touch, and the chimney has a narrow shaft with sturdy bars at the top. In addition, an invisible spirit provides service to the lodge's occupants for the duration.</p>				
Hindsight [Material]		Spirit Cost: 11		
Time Required:	1 hour	Range:	Self	Duration: Instantaneous
<p>Ghostly images recreate the events of the past, centered on the spot where the priest calls the invocation. However, it requires a gem sacrifice of a diamond to appeal to the spirit to reveal the history. The amount of detail in the images depends on how much time desired to be seen and heard. When cast, the priest will choose one unit of time to view.</p> <ul style="list-style-type: none"> • <u>Days</u>: The last 20 days can be viewed. The priest gains detailed knowledge of the conversations, people, and events. • <u>Weeks</u>: The caster sees a summary of the events of the past 20 weeks without hearing or seeing everything that happens, but the priest will understand the gist of conversations and events. The more important people and events will be known in greater detail. • <u>Years</u>: The priest will see the noteworthy events of the past 20 years. Major participants and events, like executions, battles, and discoveries, will play out in greater detail. • <u>Centuries</u>: A general sense of the last 500 years in gained. Only see the most important events and most remarkable people are revealed. 				
Holy Storm		Spirit Cost: 4		
Time Required:	1 action	Range:	60 feet	Duration: Up to 3 turns
<p>The priest selects a point within range, and a loud and blinding rain pours down in a 25-foot diameter by 40-foot high cylinder (37 hexes) centered on that point. The area becomes lightly obscured, making all range attacks into or out of the area penalized by -4 to hit. The rain automatically extinguishes unprotected flames and has a 50% chance of extinguishing protected flames such as lanterns. In addition, the rain causes d6 smiting damage to any undead creature that moves into or starts its turn within the area. The rain remains until the end of the third subsequent turn of the priest.</p>				

Divine Powers

Horde of Healing		Spirit Cost: 9			
Time Required:	1 action	Range:	20 feet	Duration:	Permanent
<p>The priest radiates healing energy which heals any injured ally within 20 feet of the priest's location (62 hexes). Each ally within the area of effect rolls 2d6+2 for oneself; this is the number of Body points that are restored to each individual. The healing cannot exceed the maximum Body score, but it will affect those in negative values.</p>					
Howling Chain [Concentration]		Spirit Cost: 8		  	
Time Required:	1 action	Range:	80 feet	Duration:	Up to 3 turns
<p>A red chain of force wraps itself around a target within range selected by the priest. The target must make an Agility preservation save against DC (d8+14) plus priest's Faith modifier (DC range: 18-27) to avoid being grappled by the chain. On a failed save, the target is grappled, but the chain also twists and writhes around the victim to have disadvantage on attack rolls and ability checks as well. The chain continues to manifest so long as the priest maintains concentration. Further, over the next three subsequent turns, the priest can use an action to have the chain perform a melee spell attack against the grappled target, as 2d20 die pool with Faith modifying and the chain weight counts as 2 points. On a hit, the damage is blunt. Moreover, the victim can use its action to attempt to escape the grapple on a competition with the chain, which will consistently score an 8 on its competition roll. On a success, the target breaks free. If a target escapes before the spell ends, the chain can be maintained by continued concentration, allowing the priest to use an action to choose a new target within 30 feet from the previous one. Should the chains shift to a new target, the new victim would need to make the Agility save as did the original. No victim can be selected twice in a single casting.</p>					
Hypnotic Evulsion [Concentration]		Spirit Cost: 4		  	
Time Required:	1 action	Range:	Touch	Duration:	1 minute
<p>The priest softens the mind of a creature who is either drugged, drunken, unconscious, or sleeping. The priest will suggest a topic of discussion. The victim must make a Will save against DC (d6+10) plus Faith modifier. If the victim is asleep or unconscious, then the save is at disadvantage. On a failed save, the creature begins to talk randomly. For the next minute (or six rounds), there is a chance of gaining up to six useful details of information. At the start of the creature's turn each round, the GM will roll 1d4; on a roll of 1, the creature speaks a password, a word to activate an item, the name of a secret location, the direction toward a hideout, or other similar secret information pertinent to the conversation or topic the priest brought up. Use initiative and the rules of conversation for determining the order of speaking between the two, even if combat is not happening. After the victim speaks, the priest can change the topic in a related way. For example, if the topic was "tell me about the thieves' guild" and the response was "I am a member," then the priest could request "where is their hideout?" Considering the creature will not answer with specifics but rather in a general manner, such a response "gotta enter through the sewers" may be given up. However, if the initial save was successful, the creature is not affected by this spell, but the interaction still takes place with the GM fake-rolling but never revealing any pertinent information. If the creature is awakened, cured of its unconsciousness or intoxicated condition, the spell ends. Since this incantation requires concentration, any subsequent turns for the priest cannot involve additional casting. Further no reactions are permitted while concentrating.</p>					
Hypothermia		Spirit Cost: 5		 	
Time Required:	1 action	Range:	50 feet	Duration:	Instantaneous
<p>The priest selects a visible creature within range and evokes swirling cold mists around it; the creature must make a Resilience save against DC (2d4+10) plus the Faith bonus (DC range: 13-23). On a failed save, it takes 2d4 cold damage and suffers one level of exhaustion. On a successful save, the creature takes half the cold damage, and doesn't suffer from exhaustion.</p>					
Icy Backlash 		Spirit Cost: 3		  	
Time Required:	1 reaction	Range:	5 feet	Duration:	Instantaneous
<p>As part of the reaction to being hit by a melee attack with a reach of 5 feet or less, an icy flash vents back against the attacker for d4 points of cold damage. Those striking with a weapon of <u>reach</u> from farther than one hex (5 feet), then no retaliative damage is inflicted.</p>					

Divine Powers

Imbue Undead		Spirit Cost: 8		
Time Required:	1 action	Range:	Touch	Duration: Special
<p>The priest grants an undead servant or undead ally the ability to cast an invocation from the priest's granted list. The spell imbued must cost no more than 3 Spirit points, which are also consumed at the moment of casting. The undead creature touched gains the ability to cast that spell once before the next time finishing a long rest. When casting the power, any calculations required will use the attributes of the undead creature, even if that means the Faith modifier is zero for an applicable DC. Unless the undead creature is under the control of the priest, it cannot be forced to use the spell.</p>				
Immobilize		Spirit Cost: 4		    
Time Required:	1 action	Range:	60 feet	Duration: Up to 6 turns
<p>This effect establishes itself in various ways depending on the deity granted it. It might be vines reaching up through the ground or mud softening beneath the victim. Regardless, the effect is the same, as the priest selects a single target within range, visibly seen and in contact with the ground, attempting to restrain that victim to the spot. The target is permitted a Strength preservation save against a DC of (d6+10) plus Faith score. If successful, the target breaks free of the magical gripping to the ground; otherwise, he, she or it is considered restrained. However, victim may choose to use an action to free himself with another Strength feat against the original DC. Otherwise, the duration lasts until the end of the sixth subsequent turn of the victim.</p>				
Immobilize Animal		Spirit Cost: 2		
Time Required:	1 action (Special)	Range:	60 feet	Duration: Up to 6 turns
<p>The priest selects a single animal within range, visibly seen and in contact with the ground. The target can be up to large sized. By this gaze, the caster attempts to restrain that victim to the spot through the intimidation of his or her divine power. This stare continues until the start of the priest's next turn. If the caster has maintained concentration and line of sight has not been lost, then the target rolls a Will preservation save against a DC (d4+8) plus Faith mod. If successful, the animal breaks free of the magical charm; otherwise, he, she or it is considered restrained. However, victim may choose to use an action to free himself with another Will feat against the original DC. Otherwise, the duration lasts until the end of the victim's sixth turn under the effect. To be clear, at the end of the gaze, the caster still is able to use his or her action for that initiative.</p>				
Indestructibility		Spirit Cost: 11		
Time Required:	1 action	Range:	Self	Duration: Next turn
<p>This powerful power grants the priest momentary of being imperishable. From the casting until the start of the priest's next turn, he or she cannot be affected by anything unless chosen to be. For the duration of the spell, the caster is immune to any effect or damage that might cause harm, excluding effects caused by artifacts, deific power, and similarly powerful sources. The cleric can still be affected by anything he or she is willing to accept.</p>				
Infusion of Chaos 		Spirit Cost: 3		     
Time Required:	1 action	Range:	Touch	Duration: 3 turns
<p>Like other incantations of chaos, at the GM's discretion, lawful gods may not grant this spell. For those who do grant this incantation, it endows a single melee weapon with a rainbow shimmering glow that will deliver an additional point of damage upon a successful hit for each die pool delivered by that weapon. The type of damage, however, is random for each die pool and strike landed. While under the effects, the weapons strikes as if it were a silver weapon, unless its normal type is better. The effect lasts on the weapon for its wielder's next three turns.</p> <p><u>d6 Damage Type</u></p> <ol style="list-style-type: none"> Poison Acid Fire Ice Lightning Necrotic 				

Divine Powers

Infusion of Fire		Spirit Cost: 2		
Time Required:	1 action	Range:	Touch	Duration: 3 turns
This enchantment endows a single melee weapon with an <i>infusion of fire</i> such that an additional point of fire damage is also inflicted upon a successful strike with the weapon. While under the effects, the weapons strikes as if it were a silver weapon, unless its normal type is better. The effect lasts on the weapon for its wielder's next three turns.				
Infusion of Ice		Spirit Cost: 2		
Time Required:	1 action	Range:	Touch	Duration: 3 turns
This enchantment endows a single melee weapon with an <i>infusion of ice</i> . If striking a creature, the victim suffers an additional point of cold damage. While under the effects, the weapons strikes as if it were a silver weapon, unless its normal type is better. The effect lasts on the weapon for its wielder's next three turns.				
Infusion of Lightning		Spirit Cost: 2		
Time Required:	1 action	Range:	Touch	Duration: 3 turns
This enchantment endows a single melee weapon with an <i>infusion of lightning</i> . When successfully striking a creature, an additional point of lightning-based damage is also inflicted. While under the effects, the weapons strikes as if it were a silver weapon, unless its normal type is better. The effect lasts on the weapon for its wielder's next three turns.				
Insect Plague		Spirit Cost: 9		
Time Required:	1 action	Range:	90 feet	Duration: Instantaneous
When the shaman utters the incantation, he or she calls forth a hundreds, if not thousands, of crawling and flying insects. This swarm fills an area 8 feet tall and occupies 9 hexes in whatever configuration the shaman chooses. It must begin as a mass (3 x 3), but the hexes can spread in different directions independently. Upon command from the caster, the swarm looms forward at 10 feet per round toward any prey the caster desires. The swarm inflicts 2d6 points of corrosive damage to anyone with whom they occupy the same space. After stinging, biting or by whatever method the insects deliver damage, some of the swarm dies. Each hex of the swarm supports up to 20 points of damage. If that hex delivers that or more, then all the insects of that hex have died away. If an occupants runs through the swarm, perhaps in an attempt to escape it, that victim will suffer 2d6 points of damage for each hex it encounters. The insects are non-magical creature but cannot be struck effectively by weaponry; however, a <i>fireblast</i> might be able to destroy the entire lot.				
Instant Refuge [Material]		Spirit Cost: 11		
Time Required:	10 minutes	Range:	Self or Ally	Duration: Up to one year
An elixir concocted of rare herbs, costing 1,000 bits is brewed and consumed by the recipient. As part of this ritual, the priest selects a location previously visited, which can be on any plane of existence. Additionally, the priest places up to six conditions that trigger the effect, such as falling unconscious, seeing a dragon, upon a command word, etc. Whenever one of the chosen conditions occurs, the recipient is instantly teleported to the location of choice. No creatures can be brought along, but everything carried on the creature's person that is not considered a living being will be teleported with the target. If the condition is something the priest says or does, it will require either an action or reaction to trigger the effect. For example, seeing a dragon would be automatic, but speaking a comment word would require the use of an action or reaction.				
Instill Vulnerability [Concentration]		Spirit Cost: 8		
Time Required:	1 action	Range:	40 feet	Duration: Up to 3 turns
The priest selects a foe who must make a Resilience save against DC (d8+14) plus the caster's Faith bonus. If the target succeeds, the spell ends. However, upon a failed save, the priest selects a damage type (cold, edged, fire, necrotic, etc) and lowers that creature's resistance against it until the end of the priest's third subsequent turn, assuming concentration is maintained. If the creature were already vulnerable, then this invocation has no effect. If the creature had been immune, it becomes only resistant; if resistant, it is affected normally; and if normal, the creature becomes vulnerable to such an attack. As a final possibility, if the creature is healed by that specific damage type, that health absorption is lost but the immunity remains.				


Divine Powers

Intellectual Redoubt [Concentration]			Spirit Cost: 4		
Time Required:	1 action	Range:	10 feet	Duration:	Up to 10 minutes
<p>This invocation requires continuous concentration to maintain the protection. For the duration, all beings within 10 feet from the caster (19 hexes), including the caster, gain a special protection for psychic damage. This does not prevent thought probing, telepathy or the like but it does offer the following benefits:</p> <ul style="list-style-type: none"> • Whenever an attack that inflicts Mind damage requires a save, that save is rolled at advantage. • Whenever an attack that delivers Mind damage without a save, then the recipients are considered resistant to the attack. 					
Intimidating Presence			Spirit Cost: 4		
Time Required:	1 action	Range:	Self	Duration:	10 minutes
<p>The speech of the terrac priest becomes more forceful as does his or her general bearing more menacing. The grants a +4 bonus on social interactions when intimidation, interrogation or influence is involved.</p>					
Intuition			Spirit Cost: 3		
Time Required:	1 action	Range:	Self	Duration:	8 hours
<p>This invocation allows for a sudden flash of future insight. Once during the duration, when the halfling priest must make feat for remembering lore, history, for investigating an area, making a Perception check or other feat the GM deems reasonable, if the die roll is disliked by the player, then this invocation allows that check to exist as if a "natural 20" had been rolled on the die. This should never apply to a "crit" circumstance. However, when doing so, the duration of the spell is over. Further this invocation ends early if cast again while active, or if the priest is rendered unconscious.</p>					
Iron Gut			Spirit Cost: 3		
Time Required:	1 action	Range:	Touch	Duration:	4 hours
<p>The recipient, which could be the priest, has advantage on all saves involving the ingestion of poison for four hours following the casting.</p>					
Know Magic [Concentration]			Spirit Cost: 9		
Time Required:	2 minutes	Range:	10 feet	Duration:	Up to 10 minutes
<p>Upon casting, the priest can identify the magic affecting all creatures and objects within range. For magic items or other magically-imbued objects, the priest learns the properties and how to use them, and how many charges they have (if any). The priest also learns whether any spells are affecting the item and what they are. If the item was created by a spell, the priest will know which spell created it. For creatures within range, the cleric becomes aware of what magic, if any, are currently affecting them. While analyzing things, it requires complete attention, during which no other actions, reactions or castings can occur. Additionally, it requires 2d4 rounds (20 to 80 seconds) per item or creature to gain the information.</p>					
Know Other			Spirit Cost: 2		
Time Required:	1 action	Range:	40 feet	Duration:	Instantaneous
<p>The priest chooses one creature that can be seen and is within range. It must make a Will save against DC (d4+8) plus Faith bonus. If the victim fails the save, the priest instantly learns one of the following determined by the GM:</p> <ul style="list-style-type: none"> • One damage type the creature has resistance to • One damage type the creature is vulnerable to • One special condition about the creature 					
Knurl			Spirit Cost: 6		
Time Required:	1 action	Range:	30 feet	Duration:	15 minutes
<p>This curse is cast upon one creature, who is permitted a Resilience save against DC (d6+12) plus Faith modifier (DC range: 15 to 25) to avoid. If the victim fails the save, the invocation transforms a creature's arm into a tree branch of the same thickness, covered with bark and twigs. The new limb possesses neither elbow nor wrist joints -- not even a hand. The "arm" remains attached to the shoulder. The victim can use it as a club for fighting or as a <i>savage form</i> attack; however, it cannot manipulate tools, weapons, or spell components. The caster chooses which of the recipient's arms to affect. A character could use multiple <i>knurl</i> spells to transform both arms of a humanoid. The arm is treated for all purposes as a tree branch, becoming subject to fire, wood-altering spells, and tree diseases. A successful <i>disrupt magic</i> will end the <i>knurl</i> effect.</p>					





Divine Powers

Lacuna		Spirit Cost: 2			
Time Required:	1 action	Range:	20 feet	Duration:	Instantaneous
The priest causes a burst of spiritual energy to strike one target within range who is concentrating on a spell or item-use. The victim must make a Muse preservation save (DC:14) or have its concentration broken.					
Land Lair [Concentration]		Spirit Cost: 5			
Time Required:	1 action	Range:	10 feet	Duration:	Up to 10 minutes
The priest and all allies within range (19 hexes) are magically dragged into the earth and deposited in a chamber just big enough to hold everyone. Everyone can breathe and the ceiling of the chamber is translucent to tell if there is movement above, but the numbers or types of beings are indistinguishable. The area will not detect as magical, making it difficult to detect the chamber. Movement inside the chamber is very limited and spell-casting is limited to those without material or gestured requirements. When the invocation ends or the priest's concentration is broken, all the occupants return to the the surface.					
Larvated Tone		Spirit Cost: 4			
Time Required:	1 action	Range:	Touch	Duration:	1 hour
The priest and up to four beings capable of speech who are touching each other when the invocation is cast instantly develop a secret language only they can speak and understand, which is unintelligible to all others. Neither <i>discern languages</i> nor <i>tongues</i> can decipher the language.					
Lasting Breath [Concentration]		Spirit Cost: 11			
Time Required:	1 action	Range:	Special	Duration:	Up to 3 turns
The priest unleashes a breath weapon, a 60° cone, extending 30 feet (26 hexes), which then hangs in place. The damage type depends on the province of the priest: earth inflicts acid; sun inflicts fire; nature inflicts poison; sea inflicts cold; and sky inflicts lightning. Any creatures in that area must perform an Agility preservation save against DC (d6+20) plus the Faith bonus (DC range: 25-31). Failure inflicts 4d4 points of Body damage. Those making a successful save suffer only half. The priest may choose to concentrate through the end of his or her third subsequent turn. If doing so, the cone lingers but is secretly hidden from view. Anyone attempting to pass through the area is permitted a Perception check (DC:14) to be aware of its presence to avoid it. However, if entering the area or ending one's movement there, that creature must make an identical save and suffer the save potential damage.					
Leaf Into Dagger		Spirit Cost: 2			
Time Required:	1 action	Range:	Touch	Duration:	3 turns
This invocation turns one leaf into a dagger which can only be used by the priest. The dagger counts as a magic weapon for overcoming damage resistance but offers no additional bonuses to hit or damage. In all other ways, it acts as a normal dagger. It requires concentration to maintain the dagger's form; therefore, no reactions can be made nor can any new spell-casting be performed. Due to the divine power of this prayer, attacks with that specific dagger will not suffer being at disadvantage because of concentration. Further, this is a great method to smuggle a weapon into restricted areas.					
Lesser Acupressure		Spirit Cost: 2			
Time Required:	1 minute	Range:	Touch	Duration:	Instantaneous
When expending the time and Spirit points for this procedure, it helps to prepare the body to purge negative energies. This will revive a creature who is unconscious, either by restriction or Body score. This does not affect health but merely causes the recipient to awaken. If the unconscious state was due to Body score, then the injured character suffers the combined restrictions of being both restrained and stunned. However, pointing, gesturing, one-to-two-word responses for communication becomes possible. See Death Saves for further details. Once this has been used, it cannot grant further enhanced healing to that recipient until 24 hours pass. Obviously, this invocation will have no effect on constructs or undead.					
Life Bolt		Spirit Cost: 5			
Time Required:	1 action	Range:	50 feet	Duration:	Instantaneous
The priest uses his or her own life energy to release energy that sears the walking dead. The priest sacrifices up to 1 Body per 3 complete points of Faith . The total number of Body points forfeited equal the number of d8 of smiting damage inflicted upon the single selected undead creature within 50 feet. This sacrificial damage cannot be reduced or avoided in any way, and works as if the undead is being turned, meaning the victim might receive a <i>frightened</i> restriction.					

Divine Powers

Life's Grace 		Spirit Cost: 6 																	
Time Required:	1 action	Range:	Touch	Duration:	3 turns														
<p>The priest touches a willing recipient. Until the end of the target's third following turn, the creature has a ward it against death magic for a time, gaining resistance to necrotic damage and advantage on saving throws against effects that would reduce its Body-point maximum (such as <i>life-drain</i> from a vampire) or anything that would cause instant-death without dealing damage. In addition, when the subject would fail a save any undead creature forces it to make, it can choose to succeed instead; however, executing this option ends the ward.</p> <p> <i>Divine Preservation could be used as a reaction to being inflicted by necrotic damage.</i></p>																			
Lifesilt		Spirit Cost: 4      																	
Time Required:	5 minutes	Range:	Up to 10ft x 10ft x 10ft	Duration:	Permanent														
<p>This power is more on the investigative nature. It finds and records lifesilt, which is the residue from a lifesong. Lifesilt can be found in body fluid or hair, when a creature handled an object, and even in trace energy patterns from spell-casting. When examining an area or object, the priest will record the series of symbols on a scroll or papyrus. These symbols could be compared at a later date against a priest using <i>hearken lifesong</i>. The chance of success depends on what is being inspected. The priest will choose to inspect, he or she will roll a Faith check (d20 plus modifier) against the DC of the circumstance based on the area or object.</p> <table border="1"> <thead> <tr> <th>Object or Area</th> <th>DC</th> </tr> </thead> <tbody> <tr> <td>Blood</td> <td>10</td> </tr> <tr> <td>Hair</td> <td>12</td> </tr> <tr> <td>Primary Weapon</td> <td>13</td> </tr> <tr> <td>Object Touched</td> <td>15</td> </tr> <tr> <td>Area Where Magic Cast</td> <td>16</td> </tr> <tr> <td>Area Where Subject Stood</td> <td>20</td> </tr> </tbody> </table> <p>If the check to read and document the lifesilt fails initially, additional attempts on the same object will automatically fail. However, if there are more than one creature's lifesilt in the area, then it would require the check to exceed the DC by 2 points to know. Then additional castings would be needed to identify and document those separately.</p>						Object or Area	DC	Blood	10	Hair	12	Primary Weapon	13	Object Touched	15	Area Where Magic Cast	16	Area Where Subject Stood	20
Object or Area	DC																		
Blood	10																		
Hair	12																		
Primary Weapon	13																		
Object Touched	15																		
Area Where Magic Cast	16																		
Area Where Subject Stood	20																		
Lift  		Spirit Cost: 2   																	
Time Required:	1 action	Range:	Self	Duration:	1 hour														
<p>With this ability, the priest can jump over or onto any obstacle 10 feet tall with the certainty of landing sure-footed. The spell duration is 1 hour.</p> <p> <i>Divine Preservation could be used as a reaction if the ground gave way under the priest or if struck by a tremor incantation with another surface available.</i></p>																			
Lightning Command		Spirit Cost: 5  																	
Time Required:	1 action	Range:	60 feet	Duration:	Instantaneous														
<p>The priest calls down lightning from the sky, striking three separate 5-foot (1 hex) locations of choice within 60 feet and in direct sight. Any creatures in those areas suffer d4+1 Body points of lightning damage. However, the effected are permitted a preservation save using Agility against DC d6+10 plus the priest's Faith in order to avoid the damage. Rules of cover also apply for victims, but the direction of attack is from above the victim. This may only be used outdoors and an open sky. Lastly, this is considered normal lightning rather than magical, meaning creatures who have a magic resistance advantage would not receive it against this invocation.</p>																			
Lizard Wrath		Spirit Cost: 2 																	
Time Required:	1 action	Range:	Touch	Duration:	1 turn per Faith														
<p>This invocation empowers an ally with unnatural aggressiveness. However, upon the initial touch, it drains the ally by 1 Body point to transfer into an influence of +2 to-hit bonus for all dice in an attack and the effect that all light-weight weapons act as medium-weight ones. The spell ends based on the end of the priest's turn, not the ally's sequence. Thus, the number of attacking rounds under the influence may not equal the priest's Faith score.</p>																			

Divine Powers

Locate 		Spirit Cost: 4			
Time Required:	1 minute	Range:	Special	Duration:	30 minutes
<p>Using the priest's holy symbol, the direction of a specifically known object can be known, so long as that object is within 1000 feet per point of the priest's Faith score. This can also be used to find the closest source of a generic (non-magical) object, such as water or gold, assuming any is within the distance of the priest's ability. Looking for a generic source will not find a specific item.</p>					
Locus		Spirit Cost: 4			
Time Required:	1 action	Range:	Special	Duration:	Instantaneous
<p>By use of this power, the priest names a being personally known. At that moment, the priest is aware of the direction that creature, although distance is unknown from the divination of this incantation. Further, the caster gets a sense of the target's physical and emotional wellbeing (whether it is injured, sleepy, hungry, etc.). If the target is on a different plane, the spell fails. If the target is unwilling to be located, it can make a secret Will preservation save (DC:16) to avoid detection; however, being unwilling is more a subconscious concept. The target is not aware of the scrying method.</p>					
Maggots		Spirit Cost: 5			
Time Required:	1 reaction	Range:	Touch	Duration:	Special
<p>By using a touch-based attack, if the required contact is successful, then a reaction is used to form maggots that writhe over the enemy's skin and deliver 1d4 points of necrotic damage. In addition, the victim must roll a Will save against (2d4+10) plus Faith bonus. If the save fails, then the target is under the <i>frightened</i> restriction until the end of its third subsequent turn. However, at the end of each of those interim turns, the victim may use an action to fight the fear, rolling another Will save against the original DC to release itself.</p>					
Magic Creeper [Concentration]		Spirit Cost: 2			
Time Required:	1 action	Range:	Touch	Duration:	Up to 6 turns
<p>This spell allows the shaman to temporarily animate up to 20 feet of a single natural vegetable vine or creeper. The caster can then command the affected vine to knot or unknot itself, move along most normal surfaces (including up walls and along ceilings) at a movement rate of 10 feet. It could also be commanded to attack enemies. The vine can be left attached to its parent growth, or a suitable length can be cut before the spell is cast. To make the vine perform any of these actions, the shaman must use concentration, meaning no other spells can be cast nor can reactions be used. Any knots or mappings remain in place after the spell ends. The vine attacks with the shaman's attributes to perform a grappling attack; it has an Armor Class of 14. At the start of each of the shaman's subsequent turns, if the vine has wrapped around a subject, it will inflict d2 points of edged damage, cutting into the victim. After suffering damage, the victim can make an Agility save against DC (d4+8) plus Faith modifier (DC range: 9-17) to free oneself without action. The first missed save restricts the subjects movement to 20 feet. The second missed save places the victim under the restrained restriction. A single blow from an edged or cleaving weapon that inflicts 3 or more points of damage severs it. Otherwise, it can withstand of 6 total points of damage from edged weapons or damage-producing magic in smaller intervals. The spell ends when the duration expires, when the vine is severed or when it suffers 6 or more points.</p>					
Mask Spirit 		Spirit Cost: 2			
Time Required:	1 action	Range:	20 feet	Duration:	1 hour
<p>The priest can hide the aura or lifesong of two beings. This makes them effectively invisible to undead or any relying on spirit sight. Further, lesser undead will not have the capacity to understand the difference between invisible and missing; thus, likely will break off attacks. If the recipients are attacked by those unable to detect them, they are treated as invisible as a restriction, and the attackers would suffer from blind shot if using anything of range. The duration of the incantation is one hour.</p> <p> <i>Divine Preservation could be used as a reaction if an undead stalker suddenly appeared.</i></p>					

Divine Powers

Meld With Rock 		Spirit Cost: 6		
Time Required:	1 action	Range:	Touch	Duration: 12 hours
<p>The priest steps into a stone object or surface large enough to fully contain one's body, melding oneself and all the equipment carried into the rock for the duration. Using movement, the caster steps into the rock at a point it can be touched. Nothing of the priest's presence remains visible or otherwise detectable by nonmagical senses. While merged with the stone, the caster cannot see what occurs outside it, but Perception checks can be made to hear sounds outside it, yet are made with disadvantage. The priest remains aware of the passage of time and can cast self-based incantations while merged in the stone. Movement can be used to leave the rock where it was entered, which ends the spell. Otherwise the caster is unable to move. Minor physical damage to the stone will not harm the encased being, but its partial destruction or a change in its shape (to the extent that one no longer fits within it) expels the occupant and deals 2 bludgeoning damage to the priest. The stone's complete destruction (or transmutation into a different substance) expels the occupant and deals 5 bludgeoning damage. If expelled, the priest falls prone in an unoccupied space closest to where he or she first entered.</p> <p> <i>Divine Preservation could be used as a reaction to hide from being spotted, assuming the priest is aware of being seen.</i></p>				
Misstep		Spirit Cost: 3		    
Time Required:	1 reaction	Range:	30 feet	Duration: Up to 6 turns
<p>This invocation can be cast as a reaction whenever the target is moving, has covered 20 feet and is within range of the spell. At the 20-foot mark of movement by the intended victim, the priest points at the target and forces a Will preservation save against DC (d6+8) plus Faith modifier. If failing the save, the victim's total movement becomes half of its base for the round. If becoming negative, then movement for its turn expires. Additionally, the half movement value may stay in effect on its next turn, if the target fails a second Will save against the original DC. These additional saves to break the curse continue until the end of the victim's sixth subsequent turn, at which point the effect dissipates. The movement is not limited to walking, as this brief curse can slow flight, swimming, climbing, brachiation or virtually any movement.</p>				
Mold Touch		Spirit Cost: 6		
Time Required:	1 action	Range:	Touch	Duration: Special
<p>This spell empowers the casting priest to transmute a leaf into brown mold spores without suffering personal harm. The first creature touched by the caster within six rounds of the casting is infected by brown mold. This may be causal contact in certain social contexts or in combat. Either way a successful attack roll is used to touch an opponent and ensure the transfer. If causal touch or used against one who is unaware or immobilized, the roll is still required but it would not be perceived as an act of aggression. If the caster cannot touch any creature, the mold spores vanish at the end of six rounds. The mold spores created by this invocation cannot live on plant or inorganic material. The caster can infect only one creature. In the event of an accident, this could still transfer to a friend or ally. A <i>mold touch</i> spell inflicts delayed necrotic damage upon the target creature after roughly 10 seconds. This translates to 4d4 points of damage suffered at the end of the target's next turn in combat. The victim is permitted a Resilience save (DC:13) to suffer only half damage. Brown mold spreads from the contact point rapidly, growing by absorbing body heat. In the process, it chills the subject. More frightening is this acts as a life-draining attack, causing the target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. At the end of the next turn of the victim, the mold inflicts d4 more points of necrotic damage with the option to save for half on each damage suffering. If the save is successful, the victim has shed all the remaining spores and no longer incurs damage. However, if failing, then the process continues at the end of each subsequent turn until a successful save is made. Brown mold created by this spell is of limited duration, and a subject cannot infect other creatures even if intending to do so. Magical cold harms mold created by this spell in the usual manner, but also affects the creature on which the mold is growing.</p>				
Momentary Mind Bastion		Spirit Cost: 3		      
Time Required:	1 reaction	Range:	10 feet	Duration: 1 full turn
<p>In response to a psychic probe or attack, the priest creates a momentary barrier to protect the minds in the immediate area. The priest can select a number of creatures within range of this spell up to his or her Faith score; the priest counts as one of those numbers. Until the start of the cleric's next turn, those selected have advantage on any Mind saves, including against the triggering effect. The decision to use the reaction may happen even after learning the results of the effect.</p>				

Divine Powers

Music of the Spheres		Spirit Cost: 3			
Time Required:	1 action	Range:	30 feet	Duration:	15 turns
<p>With this invocation, the priest creates tones and harmonies of such unearthly beauty and complexity that they entrance the listener, making it difficult for the listener to attack or otherwise harm the priest. To avoid the effect, the listener receives a Will preservation save against DC (d6+8) including the priest's Faith bonus (range: 9-19). Failure means that the listener is entranced and is unable to attack the priest for the duration of the spell. In addition, the music makes the subject gullible and more susceptible to charm magics such as charm, advice and similar spells. While the music spell is in effect, the subject saves against charm spells with a -3 penalty. This spell does not protect other characters in company with the priest; listeners who have fallen prey to the music are free to attack anyone else. The spell effect ends instantly if the priest takes any hostile action against a creature under the influence of the spell.</p> <p><i>Music of the spheres</i> can affect a varying number of creatures based on the Faith score of the priest.</p> <p>Faith Affected</p> <ul style="list-style-type: none"> 2-3 1 creature 4-6 2 creatures 7-9 3 creatures 10+ 4 creatures <p>Subjects must be within a 10-foot-radius at each other. Potential subjects must have a Muse score of at least 1 and must be able to hear the music (that is, they cannot be deaf and there can be nothing obstructing their ears). This also means that the level of background noise must be low enough for the music to be audible. The music is the same volume as an average human's normal speaking voice. If the potential subject could not hear speech at the appropriate range under prevailing conditions, the spell cannot affect that subject. The spell would be virtually useless in the midst of a full-scale battle or during a hurricane. The material component comprises a set of three small bows made from fine silver, costing 50, 200 and 450 bits consecutively. The lengths of the bows are 3 inches, 12 inches and 27 inches, a 1:4:9 ratio. The priest strokes these bows together in an intricate sequence while casting the spell. The bows are not consumed in the casting and thus re-usable</p>					
Mute		Spirit Cost: 3			
Time Required:	1 reaction	Range:	30 feet	Duration:	Up to 12 turns
<p>The priest must see the target creature within range and will curse the creature to be unable to speak. The victim must make a Will save against DC (d6+8) plus the priest's Faith bonus (DC range: 9-19). If failing, the victim cannot speak for its next 12 turns; thus, it cannot cast spells with verbal components. An affected creature can use an action to attempt a new preservation save to force the curse away and be able to speak again. Creatures that cannot be charmed are immune to this spell.</p>					
Native Port		Spirit Cost: 3			
Time Required:	1 action	Range:	Special	Duration:	1 month
<p>When the priest casts this spell he or she chooses the location of home. If not having a home, the priest selects a location with emotional weight that would be considered the closest thing. For the next 28 days, the caster knows the approximate distance and direction to that location. However, this location must be on the same plane of existence or the spell ceases to function.</p>					
Necrosayance		Spirit Cost: 4			
Time Required:	1 action	Range:	10 feet	Duration:	Up to 10 minutes
<p>This spell allows the priest to communicate with a corpse. The corpse must still have a mouth and cannot be undead. The spell fails if the corpse was the target of any other <i>necrosayance</i> within the last 10 days. The corpse must answer three questions. The answers are limited to the memories and knowledge of its previous life, including languages known and understood. The dead cannot comprehend anything that has happened since it died, and is unable to speculate about future events. Answers are usually brief, cryptic, or repetitive; however, they will be mostly truthful from the perspective of the corpse. The process of answering varies but requires approximately one to two minutes per answer, making this an unlikely invocation to be used during combat.</p>					

Divine Powers

Necrozone 		Spirit Cost: 3	
Time Required: 1 action	Range: 60 feet	Duration: 3 turns / Special	
<p>The priest summons an ashen glow that hovers over an enemy. That enemy must make a Will preservation save. If the target fails, then any wounds taken while within the glow are enhanced to suffer an additional point of necrotic damage per die pool that hits. This extra necrotic damage cannot be healed naturally or by a <i>treat body damage</i> invocation of the <i>mild</i> or <i>moderate</i> versions until the enemy has completed a long rest, after which they can heal normally. The glow-effect remains over the enemy until the end of the priest's 20th subsequent turn.</p>			
Negative Treatment 		Spirit Cost: 2	
Time Required: 1 action	Range: 30 feet	Duration: Permanent	
<p>The priest can heal a single undead creature. Upon casting, the target regains d3 points to its Body score. Healing cannot exceed the maximum health. The healed undead must be within 30 feet of the priest to receive the restoration.</p>			
Noxious Fumes 		Spirit Cost: 6	
Time Required: 1 action	Range: 30 feet	Duration: 18 turns	
<p>The priest can produce a magical dense poisonous cloud in a 10-foot diameter circular area (7 hexes), which lasts until the end of the priest's 18th turn after casting, then it slowly dissipates. This invocation can be placed atop of other's position. The cloud can be overcome by magical sources, but natural wind will not dissipate or move it. Any creature caught within the fumes will immediately act under the poisoned restriction. Anyone choosing or unable to leave the cloud on its next movement opportunity will suffer d4 point of alchemical damage. Further, whether remaining or exiting, a creature must make a Resilience preservation save against DC (d6+12) plus Faith modifier (DC range: 15 to 25) to be able to take any action other than movement, as the creature overcomes the poisonous attack. The effect is one of alchemical corrosion which harms creatures whether they breathe or not. Finally, for those inside the fumes, there is a total obscurement, meaning even those in an adjacent hex cannot be seen clearly. This creates a -2 penalty on melee attack dice and a -5 for ranged attacks for those firing into or from within the effect; friendly fire will be used for all ranged attacks as well.</p>			
Obsessions 		Spirit Cost: 5	
Time Required: 1 action	Range: 20 feet	Duration: Special	
<p>This curse is placed about a target that can be seen and is within range. The potential victim must make a Will save against DC (2d4+10) plus the caster's Faith bonus (DC range 13-23). If succeeding, the attempt results with no effect; however, if the target fails the save, then it gains a minor obsessive compulsive disorder. This would manifest in something like demanding that clothes are clean and wrinkle free at all times, even if changing several times per day is required. If the clothes became soiled, they would need to be burned. Any other similar obsession could be selected by the GM. However, from gameplay, the effect is that the inflicted person would lose an hour of effective activity time each day to manage the uncontrollable compulsive behaviors. This quirk would continue until the victim made a successful save against the original DC when waking for each subsequent day. While unlikely, should the victim fail the daily save for a month, the GM might rule that it becomes permanent.</p>			
Opportunity 		Spirit Cost: 2	
Time Required: 1 action	Range: Touch	Duration: Until next turn	
<p>This invocation grants advantage to the recipient's next turn. If no action is taken at that moment, then the blessing is lost.</p>			
Pair to Other 		Spirit Cost: 7	
Time Required: 1 reaction	Range: Touch	Duration: Special	
<p>When the priest uses his or her action to cast an invocation that has a range of "self," then the caster can immediately use a reaction to cast this spell and touch one creature. That creature is affected by that spell instead of the priest, as if it were the source of the spell. The cleric is still the caster of the spell, and if it requires concentration or other special conditions, those must be met and maintained by the priest. If the creature does not want to receive the bestowing, it can make a Will preservation save against DC (d6+14) plus the caster's Faith modifier (DC range: 15-25).</p>			

Divine Powers

Perceive Insanity			Spirit Cost: 2		
Time Required:	1 action	Range:	30 feet	Duration:	Up to 2 hours
<p>The priest can sense the presence of mental disturbance in creatures within 30 feet. While the duration of the spell is 2 hours, the awareness is not automatic. It requires focus (as an action) to sense the state of one creature. The history of the problem or what it is will not be revealed, merely that the being is suffering from some sort of madness or addiction. Charmed or possessed creatures will also register under this discernment, but they will be indistinguishable from insanity.</p>					
Poison Ward 			Spirit Cost: 4		
Time Required:	1 action	Range:	30 feet	Duration:	12 turns
<p>The priest selects an ally or self within 30 feet. That target gains advantage specifically from poisons that might harm him or her over its next 12 turns. Against any effect classified as poison requiring a preservation save, the recipient will make such rolls with advantage. Should any effects still bring damage to the recipient, then he or she should be considered resistant to poison for any such calculations.</p> <p> <i>Divine Preservation could be used as a reaction after being struck by poison. While not exactly intuitive, it would allow a re-rolling of the save and calculating the damage/duration if still failing.</i></p>					
Polymorph Plant			Spirit Cost: 5		
Time Required:	1 action	Range:	Touch	Duration:	Permanent
<p>This invocation enables the shaman to transform any single plant, including fungus and mold, into any other type of plant of choice. The change is permanent. The changed plant has the physical appearance of the new form, but may not have all its associated properties. If edible, the new form tastes bland, like cotton. If it is used as a magical component, there is only 50% chance of success on the spell. If used for alchemy or some sort of medicinal means, there is only a 50% chance of having the beneficial properties. Only living plants can be <i>polymorphed</i>. This power will not work on a fallen leaf, nut or picked fruit. The size of the plant is not a factor, as a blade of grass can be transformed into a towering oak tree and vice versa. Further, the new form does not have to be indigenous to the region, although the weather might impact its survival. Neither the original or transformed versions can be an intelligent or plantlike creature. Magical and abnormal plants are not allowed; thus, a mushroom can be turned to a cornstalk, but not a 50-ft tall cornstalk or a cornstalk that produces apples rather than corn.</p>					
Prestidigitation [Concentration]			Spirit Cost: 1		
Time Required:	1 action	Range:	Up to 10 feet	Duration:	Up to 1 minute
<p>This special incantation, available only to jzaka priests of Feluperi, is similar to the cantrip of the same name. It has a lower-than-normal cost, but allows the performance of a simple trick, which can manifest in one of several different ways:</p> <ul style="list-style-type: none"> • Create an instantaneous and harmless sensory effect, such as a puff of wind, shower of sparks, music or odd odor. • Light or snuff a flame up to the size of a torch, instantaneously • Clean or soil an object smaller than one-cubic foot • Chill, warm or flavor a nonliving material smaller than one-cubit foot lasting up to one hour. • Create a mark or symbol of a desired color on a nonliving object or surface lasting up to one hour. 					
Produce Disease			Spirit Cost: 4		
Time Required:	1 action	Range:	Touch	Duration:	Instantaneous
<p>This is more of a slow curse than something to assault with in combat. The priest can select either Abyssal Fever, Hangman's Distemper, or Rat Fever to infect the target. The victim must make a save appropriate to the type of disease. If failing, symptoms will begin to occur at the end of the incubation period. Similarly, the priest can infect an inanimate object that will likewise deliver the disease if touched by another within the incubation period.</p>					
Protection from Cold 			Spirit Cost: 2		
Time Required:	1 action	Range:	30 feet	Duration:	6 turns
<p>The priest selects an ally or self in combat within 30 feet. That target gains +2 AC bonus and +2 for saves against cold-based damage until the end of the recipient's sixth subsequent turn.</p> <p> <i>Divine Preservation could be used as a reaction if being struck by an ice-dart as a preventative to avoid the strike.</i></p>					













Divine Powers

Protection from Fire 			Spirit Cost: 2		
Time Required:	1 action	Range:	30 feet	Duration:	6 turns
<p>The priest selects an ally or self in combat within 30 feet. That target gains +2 AC bonus and +2 for saves against fire until the end of the recipient's sixth subsequent turn.</p> <p> <i>Divine Preservation could be used as a reaction if being struck by an fire-dart as a preventative to avoid the strike.</i></p>					
Protection from Insects [Concentration]			Spirit Cost: 4		
Time Required:	1 action	Range:	5-ft radius	Duration:	Up to 1 minute per Faith
<p>This spell prevents bodily contact between the shaman, and normal insects. This protection extends to adjacent hexes. It completely hedges out swarming attacks of common insects, such as <i>insect plague</i>. Attacks by giant-sized insects attack at disadvantage. Also, the shaman saves at +3 against effects from giant-sized attacks. The spell does not affect monsters and insects of a magic nature.</p>					
Protection from Lightning 			Spirit Cost: 2		
Time Required:	1 action	Range:	30 feet	Duration:	6 turns
<p>The priest selects an ally or self in combat within 30 feet. That target gains +2 AC bonus and +2 for saves against lightning until the end of the recipient's sixth subsequent turn.</p> <p> <i>Divine Preservation could be used as a reaction to help against being struck by a lightning bolt.</i></p>					
Protection from Serpents			Spirit Cost: 2		
Time Required:	10 minutes	Range:	Touch	Duration:	Up to 24 hours
<p>This incantation protects the recipient from normal serpents. Nonmagical and unintelligent snakes simply ignore the creature's presence. Giant, magical, or intelligent snakes, and snakelike beings such as nagas, can still attack, but at disadvantage. The protected creature has a +1 save bonus against injected poisons for the spell's duration, even if it is not from a viper or snake-like creature. The material component is ash from a fire in which a snake has been cremated. Relatively large amounts of the ash are required, because, as the spell is cast, the shaman smears the ash over the recipient's body. The spell ends if the ash is washed off, or after 24 hours in any case. If the ash is removed from a part of the subject, the exposed portion is again vulnerable to snake bites; however, the change of striking that specific spot will be determined by the GM.</p>					
Prying Eye [Concentration]			Spirit Cost: 6		
Time Required:	1 action	Range:	Special	Duration:	Up to 4 hours
<p>This incantation requires concentration, which prevents reactions or new spells during its use; however, during its use, a large amount of information can be garnered. Thus, it would be unlikely to be used when other spells might be needed. At the spell's birth, it creates an invisible, floating eye, 1 inch in diameter, at a location the caster can see within 120 feet. This sensor sees in all directions with same visual as the priest, continuously transmitting what it sees back to the caster. Each round (10 seconds), the priest can either move the eye quickly up to 30 feet away, seeing only things in front of the eye. A second option is to move more slowly, up to a maximum of 10 feet, seeing everything in all directions around it. It does not transmit sound, smell or touch; nor can it pass through solid objects. However, there is no limit to how far from the priest that the eye can move, but the spell ends immediately if this link ceases to be on the same plane of existence. Thus, if sending the sensor through a gateway to another dimension, even a magic pocket dimension, such as a <i>hidden lodge</i> or <i>hideaway</i>. The caster can attempt to notice anything subtly or easily overlooked by using an action through the eye as a Perception check. Although invisible, the eye is detectable. Any damage dealt to it destroys it and ends the spell. If sending the sensor in a straight line at top speed for the full duration, this spell could reach a little over eight miles.</p>					
Quell Fire 			Spirit Cost: 5		
Time Required:	1 action	Range:	100 feet	Duration:	3 turns
<p>The priest selects a point within range. No fire can burn within 40 feet of that point. Any fire currently in that area is immediately extinguished. Not even dragon's breath nor magical fire can burn within 40 feet of that point. Any fire elemental-based creatures in that area will suffer d4 points of cold damage and be pushed to the nearest unoccupied space outside the radius. The magical suppression lasts until the end of the caster's third subsequent turn.</p> <p> <i>Divine Preservation could be used as a reaction to suppress a fire that suddenly started.</i></p>					

Divine Powers

Radiance 			Spirit Cost: 4 		
Time Required:	1 action	Range:	Self	Duration:	5 turns
With this invocation, the priest is able to create a ward against death magic for himself or herself with a slight glow that produces dim light out to 15 feet. Until the end of the fifth subsequent turn, the priest is resistant to necrotic damage.					
Radiant Halo			Spirit Cost: 5 		
Time Required:	1 action	Range:	Self (10 feet)	Duration:	Until next turn
The priest draws forth a small spark of the primal flame that smolders beneath the earth, allowing energy to shine in a purifying halo. The priest and each ally in a 10-foot radius (19 hexes) gain resistance to fire damage until the end of the priest's next turn. The first time each subject of this spell is inflicted by melee damage within a 5-ft reach before the end of the priest's next turn, then the attacking creature suffers 1d4 points of fire damage.					
Rage			Spirit Cost: 7 		
Time Required:	1 action	Range:	Touch	Duration:	1 minute per Faith
Casting this spell invokes a battle fervor that temporarily raises Strength , combat abilities, and Body points to a single creature. The affected individual's Strength score is raised 2 points up to a score of 8 maximum. This will raise the Body score accordingly as well as an additional 4 temporary points on top, which disappear when the spell expires if they were not damaged. Further, the affected creature makes all melee attacks at advantage. Moreover, initiative is increased by +1 and a +2 bonus is granted to saves while the spell is in effect. However, enraged creatures are so intent on combat that they cannot cast spells. After the spell elapses, the formerly enraged creature is exhausted, requiring a short rest, which will not restore any points before engaging in combat or other stressful activities again.					
Rapid Warmth 			Spirit Cost: 2   		
Time Required:	1 action	Range:	Touch	Duration:	Special
This restores a being to its normal healthy body temperature and removing any lingering chills from exposure to cold. This will also instantly thaw a frozen creature, as being a victim of <i>cold of cone</i> .  <i>Divine Preservation could be used as a reaction if the priest were the victim of a cone of cold.</i>					
Rapport 			Spirit Cost: 3     		
Time Required:	1 action	Range:	Touch	Duration:	1 hour
The priest chooses a willing target within range. For the duration, the priest and the target each know the exact direction and distance from each other. The invocation will continue to function if the priest or the target dies. If either travels to a different plane or enters an area where magic does not function (such as an antimagic field), the spell is temporarily interrupted.					
Reanimation			Spirit Cost: 7 		
Time Required:	1 minute	Range:	Touch	Duration:	Special
A deceased creature is restored to a semblance of life it once was, assuming the creature has been dead less than one day per point of Faith . However, this is a method of un-life, granting the new creature all the abilities of an undead being with part of its original abilities in tact, but the new being is not the same nor does it have a soul. It also has little free will and basically follows the instructions of the caster. Any skills costing 300 karma or less are restored to the new being's existence; however, no divine powers are recovered. Its sub-attribute scores will each be one point lower than when alive. Movement base is also ten feet slower than normal. The body does not decay while it is reanimated. Such a reanimated creature is not actually undead; thus it cannot be turned, harmed by positive energy, affected by holy water, or healed by negative energy. If killed again, it can be reanimated again so long as the time limit is within the original death.					
Recruit Medic			Spirit Cost: 2 		
Time Required:	1 action	Range:	Touch	Duration:	3 turns
With this invocation, the priest recruits a healing assistant and enables the recipient, who must be capable of speech, to be empowered with a special version of <i>laying on hands</i> . After completing the spell, the recipient can use its next three turns can perform a the divine skill, having other targets make two special Resilience saves to be healed. See the details in the Divine Skills section. However, there is no short-rest requirement until after this special endowment ends. However, once the invocation is complete, the empowered recipient cannot perform <i>laying on hands</i> again from either its own skills or this spell until after a short rest.					

Divine Powers

Reeking		Spirit Cost: 3		
Time Required:	1 action	Range:	Touch	Duration: 1 hour
<p>Another dwarven curse that forces the victim to roll a Faith preservation save (DC:12) to avoid. If failing, the target touched smells horrible, modeled from the stench of a dwarf after a days long day of hard work; a lot of sweat mixed with dirt, metal, blood and countless other smells. The aura of smells noticeable for up to 30 feet depending on conditions. The smell is disgusting, and gives a -2 to all social encounters. The smell can not be washed away, and even strong perfumes can not mask it. The <i>reeking</i> will draw any insects or creatures usually attracted by strong smells, and will be left behind for those that track by smell. Although normal means will not dissipate the odor before the spell elapses, a <i>free curse</i> will. The priest may also end the effect at any time. Once the <i>reeking</i> has ended, the lingering effects will remain in clothing and equipment until they are cleaned.</p>				
Refresh		Spirit Cost: 2		     
Time Required:	1 action	Range:	Touch	Duration: Special
<p>Upon touching another being, their personal energy will be restored as if just having slept for eight hours. The recipient can continue normal movement, labor and actions without the need for additional rest or fear of contracting exhaustion. However, this does not replace the effects of either a short or long rest; attribute points are not recovered in any way. Further, this cannot remove any degree of existing exhaustion imposed from penalties. The recipient cannot receive a second enchantment of this type without first using an actual long rest.</p>				
Regenerate 		Spirit Cost: 8		  
Time Required:	1 action	Range:	Touch	Duration: 5 minutes
<p>Up to two recipients touched by the priest gain the ability to heal quickly. Each gain back 1 point of Body at the start of its turn after being touched. The regenerative powers cannot restore a creature above its maximum score; however, if a limb is lost while under this power, it would grow back, assuming the maximum amount of points were restored by the end of the incantation. The effect lasts for 5 minutes (or 30 rounds).</p> <p> <i>Divine Preservation could be used as a reaction should a limb be severed.</i></p>				

Divine Powers

Reincarnation

Spirit Cost: 11



Time Required:	30 minutes	Range:	Touch	Duration:	Instantaneous
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This invocation enhances the normal afterlife process of the Lacerta religion with more immediate results, allowing the priest can bring back a dead person in another body if death occurred no more than one week before the casting. *Reincarnation* does not require any special rolls for success. The corpse is touched, and a new incarnation of the person appears in the area in d6 turns. The person reincarnated recalls the majority of his former life and form, but the skill of the new incarnation might be very different indeed. The new incarnation is determined on the following table or by GM choice. If a player character race is indicated, a new character must be created. At the GMs option, certain special (expensive) incenses can be used that may increase the chance for a character to return as a specific race or species. If an unusual creature form is indicated, the GM might use the guidelines for new player character races to allow the character to earn skills, although this may not be the same ones as before. If the reincarnated character returns as a character capable of having skills, the reincarnated character will have half the previous karma value for gathering skills and attributes. A character returning as a an animal or other creature will have the ability to speak, but only the abilities of the incarnated creature.

Roll	Incarnation	Has Skills	Roll	Incarnation	Has Skills
01-04	Alseid	Yes	55	Jaguarundi	No
05-08	Batfolk	Yes	56-59	Jzaka	Yes
09	Bear	No	60-72	Lizardfolk	Yes
10-13	Bearfolk	Yes	73	Llama	No
14	Boar	No	74-75	Manti	No
15-16	Bugbear	Yes	76-77	Monkey	No
17-19	Centaur	Yes	78-79	Octokin	Yes
20-21	Dryad	No	80-82	Ogre	No
22-25	Dwarf	Yes	83-85	Orc	Yes
26	Eagle	No	86	Oroq	Yes
27-30	Elf	Yes	87	Osprider	No
31	Giant Spider	No	88	Owl	No
32-35	Gnome	Yes	89	Pixie	No
36-37	Goblin Dog	No	90	Python	No
38-41	Gryf	Yes	91-93	Satyr	Yes
43-44	Haun	No	94-95	Terrac Riding Goat	No
45-48	Halfling	Yes	96-97	Timber Elk	No
49	Hawk	No	98-99	Wolf	No
50	Horse	No	00	GM Choice	Maybe
51-54	Human	Yes			

Rejuvenating Waters

Spirit Cost: 7



Time Required:	1 action	Range:	Touch	Duration:	Permanent
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This incantation requires the priest to have access to enough water to fully immerse the recipient, but by doing so, this will heal 2d6+2 to a single target. However, there is a further chance of expelling negative effects of poison or charm as well. If the recipient is affected by poison, then another save against the type of poison originally inflicted is permitted. If successful, this acts as an anti-venom procedure against the specific poison. If the recipient is under the effects of a charm or even possession, a second save like the original is permitted to remove the effect.

Remote Listening [Concentration]













Spirit Cost: 2



Time Required:	1 action	Range:	90 feet	Duration:	3 turns
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For a short moment, the priest can center an invisible sensor anywhere in range that can be seen. Until the end of the third subsequent turn, the priest can hear as if he or she were at that point instead of where he or she actually stands. This requires concentration.

Divine Powers

Remove Disease 		Spirit Cost: 4		     	
Time Required:	1 action	Range:	10 feet	Duration:	Permanent
Remove disease cures all diseases from one to three subjects. The power also inflicts 2d6 points of Body damage to any parasite, mold or slime creatures. Certain special, magical or even alchemical diseases may not be countered by this ability at the GM's discretion.					
Renew Breath 		Spirit Cost: 5		  	
Time Required:	1 action	Range:	30 feet	Duration:	Instantaneous
If a being within range is suffering from asphyxiation, then this invocation will increase a creatures total number of rounds to suffer asphyxiation by two. For example, a creature with a current Body score of 16 can survive four rounds of gulping and gasping unbreathable atmosphere. However, by assistance of this divine power, the total rounds is extended to six rounds. This effect cannot be used cumulatively upon the same target until the recipient has respired breathable air for one full round, from end of turn to end of subsequent turn. Further, this incantation cannot be be place prior to the recipient being under the asphyxiating restriction . From a roleplaying aspect, this power unfortunately does not alleviate any of the pain or offer any healing associated with the choking effect.					
Renew Deposit		Spirit Cost: 12			
Time Required:	1 day	Range:	Touch	Duration:	Special
<p>This spell permits a dwarven high priest to renew the normally nonrenewable mineral resources upon which dwarven society depends. With this spell, a depleted mineral or metal ore deposit can slowly grow and renew itself. First, a mineral seed must be prepared. The type of seed must be the same as that of the deposit to be renewed (e.g., a gold seed is used to renew a gold vein, a diamond seed is used to restore a diamond mine). The value of the seed ranges from 5,000 bits for a base metal (such as iron) up to 150,000 gp or more for a very rare substance (such as mithril).</p> <p>Next, the high priest casts prayer upon the seed, then casts the <i>renew deposit</i> spell. The seed is planted in the depleted vein at the midway point of the spell-casting. The cleric will require bed rest for 72 hours after the spell is completed, because the spell is so physically and spiritually draining.</p> <p>Once the spell is cast, the depleted deposit slowly grows new ore until the vein is completely renewed. The vein renews itself at a rate that depends on the substance growing in the vein, as follows:</p> <ul style="list-style-type: none"> • Base metal (iron or copper): 5-30 years. • Precious metal (silver or gold): 20-80 years. • Very rare metal (mithral): 70-100 years. • Semiprecious stones: 5-20 years. • Fancy stones: 10-60 years. • Gems tones: 20-80 years. <p>The substance grows until the deposit is fully renewed, up to the total volume of the original deposit. If the vein is again depleted, the spell may be cast again. If the vein is hastily mined before the deposit is fully renewed, the spell is broken and no additional growth occurs. Furthermore, no additional growth can ever occur, even if the spell is cast again, because the vein has been spiritually polluted by the greed and haste of the foolish miners. Only a special act of forgiveness by a dwarven deity can overcome the spiritual pollution of the area.</p>					

Divine Powers

Repeat Action		Spirit Cost: 8		
Time Required:	1 action	Range:	60 feet	Duration: Special
<p>This invocation compels its target to repeat the previous action. When witnessing an ally or enemy take an action, the priest can create a partial time-loop so that the result of the repetition is always identical to the original result within a few restrictions. For example, if an individual fired an arrow and inflicted 4 points of damage, a <i>repeat action</i> casting would cause the target to fire a second arrow on its next action that also inflicts 4 points of damage. This requires the same target of the original arrow-shot to be fired upon again, assuming it is still within range. If the target of the second arrow-shot moves out of range, is under any cover better than the first shot, or is out of sight, the target of the <i>repeat action</i> would fire an unsuccessful arrow in that general direction. If <i>repeat action</i> is used on an enemy to repeat a failed action (an unwilling subject) or if the ally does not want to take the same action, then that target is allowed a Will preservation save against a DC (d8+14) plus Faith modifier (range: 18-27). The subject of a <i>repeat action</i> must be capable of performing the indicated action a second time or the prayer fails. An archer who has no arrows can't fire a second shot. A sorcerer allowed to repeat an axiom, would attempt this if having remaining Mind points with any material components still available; however, the sorcerer would not desire to recast the axiom despite having enough points would be considered an unwilling subject.</p>				
Re-preserve 		Spirit Cost: 2		
Time Required:	1 action	Range:	10 feet	Duration: Permanent
<p>This effect is the opposite of <i>decompose</i>, as it regrows flesh upon a skeleton to restore the appearance of the deceased on the time of death. While this is often used for funerals or investigations, it is also possible to prepare the dead to become a zombie rather than a skeleton prior to animating it. This will affect up to 2 skeletons per casting.</p>				
Resistance to Fire 		Spirit Cost: 6		
Time Required:	1 action	Range:	50 feet	Duration: 18 turns
<p>The priest selects an ally or self in combat within 60 feet. That target becomes resistant against fire, gains +5 AC against fire and +5 to all saves involving fire. The effect lasts for 18 turns.</p> <p> <i>Divine Preservation could be used as a reaction in response to being struck by fire damage.</i></p>				
Resistance to Ice 		Spirit Cost: 6		
Time Required:	1 action	Range:	50 feet	Duration: 18 turns
<p>The priest selects an ally or self in combat within 60 feet. That target becomes resistant against cold, gains +5 AC against cold and +5 to all saves involving cold. The effect lasts for 18 turns.</p> <p> <i>Divine Preservation could be used as a reaction in response to being struck by cold damage.</i></p>				
Resistance to Lightning 		Spirit Cost: 6		
Time Required:	1 action	Range:	50 feet	Duration: 18 turns
<p>The priest selects an ally or self in combat within 60 feet. That target becomes resistant against lightning, gains +5 AC against lightning and +5 to all saves involving lightning. The effect lasts for 18 rounds.</p> <p> <i>Divine Preservation could be used as a reaction in response to being struck by a lightning bolt.</i></p>				
Restore 		Spirit Cost: 10		
Time Required:	1 action	Range:	Touch	Duration: Permanent
<p>This power restores each value of Body, Mind and Spirit to within d6 from their maximum scores, rolled separately. If the current value exceeds the calculation, then that score is restored to maximum. However, the power of this incantation is so great that it cannot be cast a second time without having a short rest first. Further, this incantation is subject to the divine law of <i>spiro-dynamics</i>, meaning the maximum number of Spirit points restored is limited to 10 points.</p> <p> <i>Divine Preservation could be used as a reaction to counteract the results of some sort of debilitating assault.</i></p>				
















Divine Powers

Return to Earth		Spirit Cost: 6		
Time Required:	1 action	Range:	30 feet	Duration: Next turn
<p>Granted only by Egasski, this incantation turns the physical bodies of undead creatures within 30 feet of the caster into sand. The affected undead must actually have physical forms; for example, wraiths and shadows are not subject to this spell. Undead with 15 or more maximum Body points are allowed a Resilience preservation save (DC:13), but zombies, skeletons and lesser animated undead are not. The magic will strike up to four creatures affecting the weakest, then the closest, that are within range. Once cast, bits of the undead creatures begin to crumble and fall to the ground, completely destroying them by the end of the priest's subsequent turn. As they deteriorate, affected undead creatures suffer all actions as if being at disadvantage.</p>				
Reveal		Spirit Cost: 3		
Time Required:	1 action	Range:	30 feet	Duration: Instantaneous
<p>This power dispels all invisible, concealed and magically hidden items and beings within a 30-foot radius. Each potentially revealed creature must make a Resilience preservation save against a DC (d6+8) plus Faith modifier (DC range: 9-19). If failing, the invisible creature is revealed or glowing for non-corporeal. The magical indication can be seen by all with normal vision and even penetrate darkness; however, without darkvision or other sight, only objects revealed can be seen through the darkness "everything else is still unknown."</p>				
Revive		Spirit Cost: 4		
Time Required:	1 action	Range:	Touch	Duration: Instantaneous
<p>Similar to <i>refresh</i>, this invocation grants energy as if just having slept eight hours, but further by the priest's touch, the recipient also has one degree of exhaustion removed. In addition, this will advance the next long rest, granting all the attribute-point recover associated with it. However, the long-rest enhancement cannot be gained if a long rest has recently occurred in the last four hours, and additionally, the recipient's next long rest will grant no restoration for attributes or exhaustion.</p>				
Ride the Lightning		Spirit Cost: 6		
Time Required:	1 action	Range:	300 feet	Duration: Instantaneous
<p>The priest transforms into a lightning bolt and instantaneously moves to a new location within 300 feet. The bolt cannot inflict damage. No movement points are used by this invocation.</p>				
River Eyes [Concentration] 		Spirit Cost: 3		
Time Required:	1 minute	Range:	3 miles	Duration: Up to 10 minutes
<p>This allows the priest to view happenings that are occurring along a natural watercourse in which the priest stands. The vision can only see downstream and not behind the flow of the water. Further, this incantation requires concentration, which prevents reactions or new spells during its use. The range of this awareness is one miles per point of Faith; however, concentrating on multiple areas of the waterway simultaneously is not possible.</p>				
Sail 		Spirit Cost: 2		
Time Required:	1 action	Range:	Self	Duration: Until next turn
<p>The priest gains the ability to walk on air for a brief moment. The priest gains a flying speed equal to the normal walking speed until the end of his or her next turn, at which point the spell ends. If the priest is still aloft, he or she will fall unless you can stop the fall by some other means.</p>				
Sanctify		Spirit Cost: 6		
Time Required:	1 action	Range:	20 feet	Duration: 6 turns
<p>The priest blesses all allies and self within 20 feet to a maximum of 8 recipients. Each one is under advantage for all combat rolls, melee and range, and gain +2 on all attack dice for the next 6 subsequent actions for each individual endowed.</p>				








Divine Powers

Sand Warriors		Spirit Cost: 6		
Time Required:	1 action	Range:	30 feet	Duration: 6 turns
<p>The priest can summon d3+1 warriors from beneath the sand to fight for him or her. The warriors are completely loyal and cannot be controlled or stolen, although they can be banished by a successful <i>disrupt magic</i> or similar means. They are constructs, having Armor Class of 15, with 16 Body points, and wield terrible swords that strike as 2d20 attacks. Unlike most constructs, sand warriors are fast, having a movement rate of 60 feet. They are resistant to fire and lightning. However, sand warriors take double damage from water-based or cold-based attacks. To use this spell, a cup of water is poured onto the sand where the warriors are to rise. Their existence lasts until the end of the priest's sixth subsequent turn after casting.</p>				
Sandstorm [Concentration]		Spirit Cost: 9		
Time Required:	Special	Range:	Special	Duration: Up to 12 turns
<p>This incantation requires an extending casting time, which starts with the first action and continues through the action of the second subsequent turn and the chanting prayer continues until the start of the priest's third turn. Upon that moment, the power conjures a very large dust devil: one that can engage and harm a number of targets simultaneously. The storm is a "natural condition" and a hazard that cannot be attacked any more so than fighting the wind. The sandstorm is a large whirlwind of dust and sand twelve feet tall that covers an area of 25 feet in diameter (37 hexes). At the start of the turn when the priest complete the casting and each of the priest's subsequent turns, the storm can move up to 30 feet. Any creature starting its turn or passing through it becomes subject to a 4d20 (+9) attack that inflicts 1 point per successful hit-die plus an additional d6 points of damage, all of which considered edged damage. Additionally, the creature must roll a Perception perseverance save (DC:15) or be blinded while in the storm and an additional d4 turns after emerging from it. Further, the winds of the storm put out normal fires. Also, exposed items must roll survival chances or be destroyed. The storm can hold a gas cloud or a creature in gaseous form at bay or push it away from the caster. The cloud obscures vision similar to <i>downpour</i>, making all range attacks into or out of the area penalized by -4 to hit. Spell-casting within the storm is not possible and any casting interrupted by the storm is ruined. However, the incantation requires concentration to maintain it, meaning the priest cannot cast other spell, is not permitted reactions and combat is at disadvantage. The maximum time the storm can exist is until the caster's twelfth subsequent of controlling the storm.</p>				
Sculpt [Concentration]		Spirit Cost: 4		
Time Required:	1 action	Range:	20 feet	Duration: Special
<p>The ability can form an existing piece of stone into any shape that suits a purpose. Moving parts and fine detail are simply not possible. The amount of stone altered is 5 cubic feet per point of Faith, but no dimension can be greater than 5 feet; thus, with a score of 3, a 3x5 wall 1-foot deep could be created. A standard door could be effectively blocked from passage with the change of 10 cubic feet from a stone floor. For the completion of the transformation, spell concentration is required, meaning no reactions or new spells are permitted, also combat attacks are at disadvantage. The rate of shaping is one cubic foot per round.</p>				
Seduction		Spirit Cost: 4		
Time Required:	1 action	Range:	15 feet	Duration: 30 minutes
<p>The caster causes an alluring charm to come over a single target, permitted the victim is animal or humanoid. The victim must make a Judgment preservation save against a DC of (d6+10) plus Faith modifier (DC range: 12-21). If failing the save, then the effect works, and the target considers the priest to be a close and dear friend and under the charmed restriction. Social interactions can be rolled with a +6 bonus. Once the duration has expired, the recipient will have little memory of what transpired.</p>				
Self-Reflection [Concentration]		Spirit Cost: 2		
Time Required:	1 minute	Range:	Self	Duration: Instantaneous
<p>This effect allows the priest to accelerate his or her own natural healing. The invocation requires a full minute of chanting and concentration, during which no reactions may be taken or new spells cast. At the end of the chanting, the priest will reap all the benefits as if having taken a short rest. This will not count against any other natural rests; thus, the priest can gain the benefits of two short rests in one day. However, this incantation cannot be cast again until after the of a long rest.</p>				

Divine Powers

Showers 		Spirit Cost: 2   			
Time Required:	1 action	Range:	60 feet	Duration:	From 2 to 4 turns
<p>The priest can produce heavy rain fall in a 15-foot radius circular area (19 hexes), which lasts for a variable time, terminating at the end of one of the priest's subsequent turns. The total time of the effect is d3+1 rounds; thus, it ends from the second to the fourth turn following the casting. During the effect, the <i>shower</i> acts as like an obscurement, inflicting a -2 penalty to all range to hit attacks from within or fired into the area, despite the the total distance of the shot.</p> <p> <i>Divine Preservation</i> could be used as a reaction to obscure the ranged attack of a bowman.</p>					
Shrine for the Undead 		Spirit Cost: 4  			
Time Required:	1 action	Range:	60 feet	Duration:	24 hours
<p>The priest creates a 20-foot diameter sphere filled with the dingy hue of negative energy. It detects as magic, but is also noticeable on a Perception check (DC:18). Any undead in this area have advantage on their saves. If the area includes an altar or is (un)holy ground to the granting deity, or the recent desecration of an enemy deity's icons, then any undead in the area also gain resistance to nonmagical bludgeoning, piercing, and slashing damage.</p> 					
Silent Step 		Spirit Cost: 4 			
Time Required:	1 action	Range:	Touch	Duration:	5 minutes
<p>For the duration of the incantation, the target can move with silent steps. This includes walking over difficult terrain with no penalty; however, it cannot overcome the effects of a <i>thicket</i> or similar spells nor will it prevent any sort of restraint. The net result is the target gains an additional d6+2 on any stealth DC calculations.</p>					
Singing Stone 		Spirit Cost: 6 			
Time Required:	Up to 20 seconds	Range:	Touch	Duration:	Permanent
<p>This results in a similar but more power version of <i>glamour mouth</i>. It traps a short tune, up to 20 seconds of sound or 40 words. Whenever the stone is either tapped or entirely immersed in water, it emits the tune or message, repeating it at 10-minute intervals if the immersion continues. Any solid stone no larger than the caster's fist will serve, and the music can consist only of sounds the caster can make himself (in other words, singing, playing an instrument, and thumping out a rhythm simultaneously as about as complex as the captured sound can be. The "tune" need not involve vocal sounds; it may be a message spoken or chanted rather than sung. In any case, pitch, timbre, tone and inflections of the voice and instruments are precisely duplicated, and listeners could mistake the sounds of a singing stone for a particular person's actual voice. This spell has been used to prepare traps, leave behind wills or dying messages, and to preserve the best work of the bards. The maker of the sound to be captured must be the caster. There is no known way to use this spell to capture the words or song of another being. The invocation does not pick up the words of others or background noise, even if such things were present as the spell was cast, but it does preserve throat-clearings, mistakes, and other noises -- such as the caster of something dropped by the caster, even sounds that the caster may not want preserved. The sound is preserved at the volume level reaching the stone. Loud shouting or music is recorded as loud. The spell range refers to the fact that the stone must be touched. The caster can, if desired, move way from the stone to achieve an echoing effect or a distant sound and can even choose to move continuously toward, away from, or around the stone while recording. The recorded sound will reflect this.</p>					
Sky Drop 		Spirit Cost: 8 			
Time Required:	1 action	Range:	Line of sight, roughly 3 miles	Duration:	Instantaneous
<p>With this incantation the priest flies upwards at supersonic speeds and lands at a new destination, effectively <i>teleporting</i>. The destination can be as far away as can be seen by an unobscured line of sight, which is approximately three miles on level ground. This transport is always on target, but can only be used if the open sky is directly overhead.</p>					












Divine Powers

Slow Wound		Spirit Cost: 5		
Time Required:	1 reaction	Range:	Self	Duration: Until next turn
<p>In response to suffering physical damage, this incantation can be triggered by using an available reaction. It can be chosen after knowing the amount of damage to suffer. It alters the speed of the inflicting damage to spread over time. This effectively buffers the intensity of the original wound. Visibly the wound develops slower than normal. If a laceration were inflicted, the skin breaking and blood spilling would appear as if in slow motion. From a game perspective, half of the damage is received instantly (round down); however, the initial slowing reaction lessens the damage by a d4. The remaining amount will occur at the end of the priest's next turn. Thus, if 10 points are inflicted, (5-d4) points are suffered instantly, then the remaining 5 later. If the d4 buffer reduces the damage to zero or below, then no damage is inflicted for in either round and the wound closes itself. If suffering damage but being healed in the interim of the two inflictions, the future damage can be reduced or even prevented from manifesting. Any skill-based or magical effects from the wounding will not take effect until the end of the priest's next turn after receiving the damage. For example, if <i>maimed</i>, the reduction in movement would be delayed. Likewise, an <i>infusion of fire</i> would not inflame for damage until the next turn. Moreover, if the weapon were poisoned or enchanted in a way that the victim must make a save upon being struck, that save would not take effect until the end of the next turn. However, if the damage is removed entirely and reduced to zero, prior to when the effect should begin, then the malevolence, poison, spell-effect is avoided completely.</p>				
Smear		Spirit Cost: 3		
Time Required:	1 action	Range:	30 feet	Duration: Permanent
<p>This ability targets carvings, totems, runes or writing as a single object, magical and non-magical alike. It dilapidates the item, reducing recognizable symbols to illegible smears, carved likenesses to marred blobs, and runes to a defaced result. This is an automatic effect on a writing which is not in not under the control of a living being. However, when an object resides inside a lifesong or biofield (including tattoos), then the target creature is permitted a Faith preservation save against the divine power. The DC is a (d6+8) plus the priest's Faith modifier (DC range: 9-19). Magical writings might have their own save as well, at the discretion of the GM.</p>				
Smog 		Spirit Cost: 9		
Time Required:	1 action	Range:	100 feet	Duration: 15 minutes
<p>The priest can produce a huge and extremely dense fog in a 40-foot radius circular area, which lasts for 15 minutes until it slowly dissipates. The smog creates a visible obscurement, limiting line of sight to 5-feet for those looking into or from within the effect. The <i>smog</i> can be overcome by magical sources, but natural wind will not dissipate or move it. Ranged attacks can still be used; however, firing upon targets inside the <i>smog</i> suffers a -5 attack penalty. Further, all ranged attacks are considered blindshots, meaning the friendly fire rule is used.</p> <p> <i>Divine Preservation could be used as a reaction to obscure the ranged attack of a Bowman.</i></p>				
Snow Shape [Concentration]		Spirit Cost: 2		
Time Required:	1 action	Range:	30 feet	Duration: Special
<p>The ability can form snow and ice into any shape that suits a purpose. Moving parts and fine detail is simply not possible. The amount of frozen material altered is 10 cubic feet per point of Faith; thus, with a score of 3, a 3x10 wall 1-foot deep could be created. For the completion of the transformation, mental concentration is required, meaning no reactions or new spells are permitted. The rate of shaping is 5 cubic feet per second.</p>				
Solar Flare		Spirit Cost: 5		
Time Required:	1 action	Range:	60 feet	Duration: Special
<p>The priest causes light to shine from within himself. As an action, the caster creates a burst of light which originates from oneself and has a radius of 60 feet. All creatures within 20 feet who are not friendly must roll a Perception save (DC:16) or be <i>blinded</i> until the end of its next 6 turns (1 minute). After the initial blast of light, if used in a dark space, 60-foot radius area will be lit by a bright glow until the end of then priest's next turn.</p>				
Sorcery Bane		Spirit Cost: 2		
Time Required:	1 action	Range:	30 feet	Duration: Until next turn
<p>Psychic energy surrounds the selected target within range. The creature's next melee attack that hits before the end of its next turn inflicts an additional d4 Mind damage. If a melee attack is not used or the attack misses, the invocation terminates.</p>				

Divine Powers

Sorcery Curse		Spirit Cost: 5		
Time Required:	1 action	Range:	30 feet	Duration: Up to 6 turns
<p>An invisible ray shoots from the hand of the priest toward a target within range, which makes a d20 attack against its armor class. If the priest has <i>ranged fighting</i>, then any Agility bonus can be added to the to-hit value. If the caster further has a <i>hurling</i> skill, then the total Agility score is added in lieu of the bonus. If successfully striking, no damage is inflicted; however, the target cannot cast axioms or even cantrips; however, incantations are possible. This suppression lasts until the end of the priest's sixth subsequent turn. Further, the victim cannot be the recipient of other axioms for this duration. Also, any sorcery effect on the target is suppressed for the duration, though it is not necessarily fully-dispelled, as it might resume when the curse expires should the original magic have lasted through that time span. On the victim's turns while under the effect, it can use an action to make a Logic preservation save (DC:18). If successful, then the curse is lifted early. Finally, if a magic item created through sorcery artificing is targeted by the ray, its magical properties are suppressed for the incantation's duration. Magic items on the target's person and enveloped by its lifesong, will also cease to function while the curse is in effect. This includes weapons made of enchanted materials, which will act as a steel weapon when under the blocking effects of the <i>sorcery curse</i>. This includes the "silver" or magical properties to overcome a creature that is only harmed by non-magical weapons.</p>				
Speak with Animals 		Spirit Cost: 2		
Time Required:	1 action	Range:	Self	Duration: 10 minutes
<p>The fey priest gains the ability to comprehend and verbally communicate with animals for the duration; however, the creature must have at least 1 mind score. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. This does not permit persuasion for the animal to perform any favors; however, in trade of food or other bargaining, at the GM's discretion, gaining a small favor is possible. It is recommended the animal being willing (GM's discretion) or fail a Judgment save (DC:12).</p>				
Speak with Water 		Spirit Cost: 2		
Time Required:	1 action	Range:	Touch	Duration: 1 minute
<p>Water, or the spirit that dwells within it, can speak to casters of this spell; this includes swamp water. It will know such things as what creatures drank from it last or traversed through it. It will also know what the creatures looked like, where a particular fish is, or if a specific item lies at the bottom. It has no concept of names or time, and generally only remembers natural events that have occurred in the past week. This is a good way of finding out how long a given water supply will last, or if it has been poisoned or enchanted. The shaman must be able to see the water to speak with it.</p>				
Sphere of Life		Spirit Cost: 4		
Time Required:	1 minute	Range:	Self	Duration: 24 hours
<p>This spell enables a number of creatures to survive in arid, inhospitable terrain. Those within a 25-foot diameter sphere, centered on and moving with the caster, need only half their water requirements per day, and regain 1 extra Body point every long rest. Occupants of the sphere can briefly step outside of the area, but so long as most of the time is spent inside the sphere, then its effects will protect those within. The spell does not help the caster in any way, in fact, the caster requires twice the normal amount of water. The priest transfers his own bodily water to those within the circle of life, requiring his or her own water to be replenished more often. Eggaski only grants this invocation.</p>				
Spike Stones		Spirit Cost: 7		
Time Required:	1 action	Range:	90 feet	Duration: 8 hours
<p>Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background. Spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the 20ft square area moves at half speed. In addition, each creature moving through must make an Agility preservation save (DC:10) for every 5 feet of movement through the spiked area; if failing the save, d4 point of piercing damage is inflicted to the body. Any creature that takes damage from this spell must also succeed a Resilience save (DC:10) after clearing the area to avoid injuries to their feet and legs. A failed save causes the creature's speed to become half of normal for 24 hours or until the injured creature receives magical healing. <i>Spike stones</i> is a magical trap that requires a Perception check of 16 or higher to notice it.</p>				

Divine Powers

Spineless 		Spirit Cost: 5		  
Time Required:	1 action	Range:	Self	Duration: 10 minutes
<p>This power allows the priest to walk in dangerous terrain, magical or otherwise, such as into a <i>thicket, brambles</i> or even <i>spike stones</i> area, without fear of becoming harmed. This further allows the priest to ignore movement penalties from rough terrain, whether natural or magical in nature. Should movement through an area require saves to avoid damage, then those saves are made at advantage, as well as a +3 on any save die roll. Areas that automatically inflict damage, such as <i>briers</i>, would still inflict harm but the priest could move through the effect at his or her standard movement rate. Further, if under the prone restriction, those movement restrictions remain; however, additional rough terrain modifiers would not apply. Lastly, this allows the priest to stand up from prone with a cost of only one-quarter of one's standard movement (rather than half).</p> <p> <i>Divine Preservation could be used as a reaction to grant oneself special movement through a dangerous-terrain area that the priest himself created.</i></p>				
Spirit Sight 		Spirit Cost: 4		  
Time Required:	1 action	Range:	Self	Duration: 30 minutes
<p>This ability endows the priest with a life-detection radar sense like the undead use; however, the priest can only use this sense up to 60 feet. During this effect, the priest is effectively immune to the blinded restriction. This effect lasts for 30 minutes.</p>				
Stand Firmish		Spirit Cost: 2		
Time Required:	2 actions	Range:	Self	Duration: 8 hours
<p>When invoking this spell, it has a dual effect of keeping memories of good times had in the forefront on the priest's thoughts, but further literally prevents anything from keeping one down. As a result, the caster is immune to the prone restriction allowing the standing up response to occur automatically without the cost of a reaction, although it still will not occur until the next initiative. Furthermore, no movement points are lost for standing. This effect works even if the priest loses consciousness. However, should the caster die, the spell effect is lost. Lastly, there is a material requirement for this invocation, which is a shot of dwarven whiskey which is consumed upon casting. This, of course, makes it less likely to use during a combat as the preparation of pouring the whiskey and casting require 2 actions.</p>				
Star Reading		Spirit Cost: 2		
Time Required:	15 minutes	Range:	Special	Duration: Special
<p>This unique spell is granted only by Fortidus. Further, it can only be cast if the priest has a skill in <i>astrology</i>. However, with it, the caster studies the alignment of the night sky to read the omens of future events. It is a very nebulous understanding; however, it allows the priest to use a special ability for the next several hours (until the next sunset). Twice during this time, he or she can add a d4 to any of his or her own checks or saves; however, the choice to do so must be made prior to rolling the dice. The dynamic bonus is the act of special precognitive knowledge gained from the reading.</p>				
Static Shield 		Spirit Cost: 2		   
Time Required:	1 action	Range:	Self	Duration: 6 turns
<p>The effect envelops the priest in a visible field of lightning, which sheds dim light for 10 feet. If no armor or an armor weighing under 16 pounds, it raises the recipient's AC by 3. This is classified as the "other" segment of AC; thus, it is not able to be combined with rings of protection, etc. Additionally, it grants a further +2 bonus to the priest's AC specifically against fire. If no armor is worn, the priest gains modifiers from Faith; otherwise, the modifier from the armor will be used. The effect ends upon the start of the priest's sixth subsequent turn.</p> <p> <i>Divine Preservation could be used as a reaction to raise the priest's AC in response to an attack. It could act similar to a dodge to possibly avoid an attack after knowing it hit.</i></p>				

Divine Powers

Status [Concentration] 		Spirit Cost: 5 			
Time Required:	1 action	Range:	120 feet	Duration:	6 hours
<p>Once enchanting herself, the priestess can visually select any creature within range to know its Body attribute status by using a subsequent action. This can be used to assess an enemy or determine the severity of a fallen comrade. In game terms, this means the priest's player can know the exact value for the current Body score, including temporary points which will be distinguished separately. As an example, the GM might say, the monster has 15Body points, 2 of which are temporary. The range of the ability is a 120-foot radius and can only target beings without any protections from aura-reading, mind-shielding or magic resistance of any kind. To perform a scan on a seen creature, one full round of concentration is required and only information about a single target can be gained during that round. During this concentration, the time from starting the action until the start of the priest's next turn, he or she cannot make any reactions. However, at the start of the next turn, he or she will be aware of the current values. Once endowing this ability, the priest can perform it as often as desired for the following 6 hours. There is no limit to the number of creatures that can be scanned but only one at a time.</p>					
Stepping Stones		Spirit Cost: 2 			
Time Required:	1 action	Range:	30 feet	Duration:	Until next turn
<p>This spell conjures up stones roughly the size of the priest's foot. One stepping stone is created for point of Faith of the caster. The stones may be placed by the priest as desired within the range of the incantation, and each stone is able to levitate above the ground up to eight feet above a surface (including water or a molten surface). Other people and creatures may use the stones for as long as they exist. When the duration ends or should the stones be dismissed by the priest, anyone standing on the stones will fall to the ground. The effect will expire no later than the start of the caster's second subsequent turn.</p>					
Stone Birds		Spirit Cost: 3 			
Time Required:	1 action	Range:	40 feet	Duration:	Instantaneous
<p>When cast, this spell causes 2d4 birds to momentarily turn to stone and fall upon victims. Due to the nature of this invocation, it cannot be birthed indoors, underground or in locations where there are virtually no birds, such as a desert. The birds, no larger than a bluejay, are partly under the control of the caster but lose their ability to fly or remain perched; and as such, the priest can direct them to fall into certain locations. The priest selects up to an equal number of hexes within range to guide the stone birds' dive-bombing fall. It is possible for the same hex to be selected three times, meaning up to three birds "attack" that space. Each stone bird is treated as a medium-weight weapon with a 2d20 attack. No Strength bonus is figured for the strike, making the blunt damage between 2 and 3 points. If a bird strikes an opponent, it too will suffer a like amount of damage, likely killing it. If it misses, the birds strikes the ground and inflict 1 point to itself. After striking a target, the bird will revert back to a non-stone form. If the birds survive, it is possible they might be impaired permanently.</p>					
Stone Bones 		Spirit Cost: 6 			
Time Required:	1 action	Range:	Touch	Duration:	Un to 6 hours
<p>The priest selects from one to three allies to protect, which may include the priest oneself. Those recipients gain +5 to armor class against physical damage, including blunt, edged and piercing attacks. However, after being struck physically by any of these, the defense expires, and the AC returns to normal at the start of the recipient's next turn in combat. Any physical attacks in the interim will still be made against the higher armor class. The <i>stone bones</i> effect lasts for a maximum of six hours; if no physical damage is inflicted during that time, the effect expires.</p> <p> <i>Divine Preservation could be used as a reaction in response to being struck by devastating physical damage, comparing the new AC to see if the damage would have been avoided.</i></p>					













Divine Powers

Stone of Sharpening		Spirit Cost: 6		
Time Required:	5 minutes	Range:	Touch	Duration: Special
<p>Any sword or other edged weapon, including cleavers and bastard swords, struck against this temporarily enchanted rock has its edge perfectly sharpened. This means the first attack with the weapon gains a +3 to-hit bonus and increases its weapon weight to 3 points upon a success striking. Its next attack will gain +2 to hit and act as a 2-point weapon of weight regardless of size. The third and final attack will gain +1 to hit and have 1 point for weight unless naturally heavier. After this point, the enchantment for that weapon ends. If the weapon has properties that are equal or better than these enhancements, these bonuses will not combine but rather the better of effects must be used. The stone can enchant as many weapons for every 2 points of Faith possessed by the caster. To cast this invocation, the caster wraps cloth around a stone, no larger than 2 feet in diameter, and soaks it in a pint of fish oil or whale fat. Next the cloth is set on fire until it disintegrates. The stone can then be used to sharpen and enchant weapons for the next ten minutes up to the maximum number of weapons allowed. Sharpening a weapon against the stone requires one minute.</p>				
Stone Talk		Spirit Cost: 7		
Time Required:	10 minutes	Range:	Self	Duration: 5 minutes
<p>With this incantation, the priest gains the ability to speak with stones, which relate who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details desired. The priest can speak with natural or worked stone.</p>				
Suggestive Fear		Spirit Cost: 4		
Time Required:	1 action (Special)	Range:	40 feet	Duration: Up to 30 seconds
<p>This effect is typically used in social encounters rather than combat, as it would be difficult without special skills of communication. However, with those, it would be possible. Unlike most other incantations, while this is spoken, requiring voice capability, it is not detectable as being cast during its birthing. It can be cast as quickly as one action; however, it could be drawn out in a soliloquy of twenty or thirty seconds to add more detail. The effects begin at the end of the first recorded action. The power of this ability attacks a single victim's mental state, forcing one to make a Judgment preservation save against a DC (d6+10) plus Faith modifier (DC range: 12-21). Should the victim fail, then as the priest speaks about potential accidents and mishaps that might happen, powerful suggestions overcomes the target's perception as a phantasm illusion, whereby those statements feel very real for a few moments. For example, if the target were eating, the priest could suggest how painful and horrible it would be should the victim begin to choke; after hearing this the recipient suffers a momentary phantasm illusion as if he or she were actually choking, suffering from the asphyxiating restriction. The recipient must also understand the language the priest speaks. So long as the priest continues speaking, the illusionary effects last up to 30 seconds or 3 subsequent turns of the victim, unless made aware of the illusion.</p>				
Summon Animals		Spirit Cost: 5		
Time Required:	1 action	Range:	60 feet	Duration: Up to 1 hour
<p>The priest summons fey spirits that take the form of animals (but not primeval) and appear in unoccupied spaces that you can see within range. No creature type with more than 20 Body points can be summoned and all forms will be the same. The formed beasts can collectively equal 15 Body points plus two per Faith score of the priest; thus, if the priest has a 6 Faith, then 27 Body points of animals can be summoned, e.g., two giant frogs or six giant bats. The summoned creatures are friendly to the priest and companions. They obey any verbal commands that you issue to them (upon completion of casting). If no commands are issued, they defend themselves from hostile creatures, but otherwise take no actions.</p>				

Divine Powers

Summon Spectral Death		Spirit Cost: 8		
Time Required:	1 action	Range:	30 feet	Duration: 72 hours
<p>This evil spell summons a spectral death, a billowing cloud creature of negative energy, to find and slay a creature described to it by the caster. It cannot otherwise be commanded to fight for the caster. When it is summoned, the priest must be inside a <u>Pentagram Cage</u> from <i>fiend practicum</i>, standing on a <i>repel evil</i> rune, standing on the edge of unholy ground or a <i>forbiddance</i>, protected by evil by some magical means, or have a special item used to control the spectral death. Otherwise, the undead attempts to slay its summoner and return from whence it came. The spectral death returns to its own plane whenever the spell lapses, its mission is fulfilled, it is banished, or the priest is slain. If the spectral death cannot complete its mission within 3 days, and none of the foregoing have occurred it relentlessly tracks its summoner. If it confronts its summoner. As reincarnation is a vital part of the Lacerta beliefs, this invocation is considered incredibly cruel, which is why only Ssess'nik typically grants it. Although there have been rare events in lizardfolk history where the other deities in the pantheon have granted it as a one-time specialty for punishment of a horrific nemesis who is a nefarious threat to the tribe.</p>				
Sunray		Spirit Cost: 9		
Time Required:	1 action	Range:	40 feet	Duration: Instantaneous
<p>A beam of purifying fire and light emits from the priest, extending 40 feet in a 5-foot wide path. Each creature in the path will be inflicted by 4d4 points of fire damage and be <i>blinded</i>. Undead beings are vulnerable to this attack, making the base damage double the roll. However, each victim may make an Agility save against a DC (2d4+15) plus the priest's Faith modifier (DC range: 20-28) to take only half the damage (round down) and avoid being <i>blinded</i>.</p>				
Surrender		Spirit Cost: 2		
Time Required:	1 action	Range:	30 feet	Duration: Until next turn
<p>The effect fills the recipient with dread and attacks their spirit, who must make a Will preservation save against a DC which is (d4+8) plus Faith modifier (DC range: 9-17). If failing the victim is vanquished, drops held weapons and becomes under the charmed restrictions until after its next action. However, if the priest or his allies attack the target during the <i>surrender</i>, then the charm is broken. Also, after the victim's next turn, he/she/it may fight again, assuming weapons were not removed or the target was not restrained in some way in that time.</p>				
Sustenance 		Spirit Cost: 2		
Time Required:	1 minute	Range:	Touch	Duration: Permanent
<p>Provide internal sustenance equal to a day's worth of food and water, effecting up to 2 people.</p>				
Swamp Lance		Spirit Cost: 5		
Time Required:	1 action	Range:	60 feet	Duration: Up to 3 turns
<p>This spell transforms one or more natural plants into flying spears that attack as the caster directs up to 60 feet. The plants can be of any sort, from clumps of moss or lichen to towering trees, but they must be alive for the incantation to work. Three spears are created by this spell and will attack during subsequent turns. At the start of each of the priest's subsequent turns, one lance will animate, fly and strike at a target without the use of an action by the caster, who is free to work other magic or engage in other activities. Each spear attacks as a magical spear with a +2 bonus to hit, hurled as a 3d20 attack. Further, these strike with +2 for weapon-weight, despite that being abnormal for range weapons. The lance withers and vanishes after an attack. The lances are living plants until they wither; thus, they can be affected by magic that works on plants. A lance can also be destroyed by a successful <i>disrupt magic</i> if cast directly upon a single lance. Because using this invocation strips the local vegetation, it could be subject to terrain issues; however, the swamp tends not be short of vegetation. The spell works on existing living plants in their natural habitat. If there is insufficient plant growth within range, the caster cannot generate the effect.</p>				

Divine Powers

Sympathetic		Spirit Cost: 10		
Dehydration [Concentration]				
Time Required:	1 action	Range:	60 feet	Duration: Concentration
<p>This awful invocation causes water to evaporate rapidly from the target creature's body. The creature loses 1 Body point per round as its body fluids seep to the surface of the skin and are absorbed by the invocation. This continues until either the creature is dead or the priest is disrupted or willfully stops concentrating. Due to the concentration required, no other spells or reactions can be taken while this spell is in effect. The drinking a canteen of water by the victim stops all damage for 2 rounds and restores d2 points of damage taken from this invocation. The invocation not only steals its creature's water, it transfers it to the caster as well. The priest doesn't have to drink again for a number of days equal to half the stolen points. If 10 Body points were stolen, the priest does not have to drink for 5 days. If the creature survives, drinking good water returns all but d4 of the lost Body points, and healing spells work normally. This evil spell does not normally afford a save; however, if the victim has either cold or necrotic resistance, then a special Resilience save (DC:15) each round to be affected. Also, if under an <i>undetected</i> invocation, then this magic cannot find the proper lifesong to attack and would render the subject unaffected. Use of sustenance cubes or other creative thinking would hamper or prevent the effect, requiring a ruling by the GM. This invocation cannot be cast on constructs, undead or other creatures that do not consume food.</p>				
Taint Body of Water		Spirit Cost: 8		 
Time Required:	1 action	Range:	30 feet	Duration: Up to 3 turns
<p>The priest transforms any large quantity of water within a 10-foot cube (3 hexes, 10-feet deep) centered on a point you choose into a deadly poison. This spell only affects bodies of water of at least 10 gallons or more within the affected area, not separate smaller quantities of water. It can also be liquid that is mostly water (such as blood, sewage, or wine), but a living creature's vital fluids cannot be affected. Any creature with its head or one of its breathing pathways (such as a human nose or mouth) currently submerged into the tainted water must make a Resilience save against DC (d8+14) plus Faith bonus (DC range: 18-27) at the beginning of any turn in which they are so submerged. On a failure, the creature is poisoned for three rounds after being removed from the waters, and further victims suffer 2d4 Body points of poison damage. On a successful save, the creature can choose to spit the water out and take no damage, or if fully submerged, take half damage. If the creature failed its save, then at the start of each of the its next three subsequent turns, it must succeed on another Resilience save against the original DC or suffer an additional d4 Body points of poison damage. However, on a successful subsequent save, no damage occurs and the threat from the poisonous waters ends, meaning no further saves are required. Creatures who are immune or otherwise do not need to save against the invocation and are within 5 feet of the transformed water can use an action to apply poison to one weapon, piece of ammunition, or portion of food or drink. Once applied, the poison retains potency for the duration of the incantation, which occurs at the end of the third subsequent turn, or until someone must save against it. If a creature is struck with the poisoned weapon or ammunition, or if it ingests the poisoned food or drink, it must make a Resilience save or be poisoned three rounds as well as suffer 1d4 Body points of poison damage. Creatures that succeed on the save suffer no ill effects or damage.</p>				
Taint Cuisine 		Spirit Cost: 5		  
Time Required:	1 action	Range:	Touch	Duration: Special
<p>With a deadly touch, the priest places an undetectable poison into one food item or drink. If this poison is ingested (such as if slipping it into a political enemy's drink), the victim must make a Resilience preservation save (DC:13). The victim suffers 2d4 points of poison damage towards Body and is under the poisoned restriction a failed save. This restriction lasts for one hour. Even on a successful save, half as much damage occurs, but there is no restriction. If an anti-venom procedure occurs, it will remove the poisoned penalties, but it will not restore lost Body points. Should the poisoned item not be ingested after 24 hours, the poisonous potency loses its effect.</p>				
Target of All		Spirit Cost: 5		    
Time Required:	1 action	Range:	60 feet	Duration: Up to 3 turns
<p>The priest chooses one target within range, which must make a Will save against DC (2d4+10) plus Faith modifier (DC range: 13-23). If it fails, every ranged weapon attack that targets a creature within, or originates within, 30 feet of the enchanted creature will twist in the air to strike that creature. Attack rolls must be made versus the enchanted creature's AC. This requires concentration on the part of the priest to maintain the curse, but it can last up to the end of the third following turn. However, at the end of the affected creature's turn, it can attempt the Will save again against the original DC to be free from the spell early.</p>				









Divine Powers

Terrac Mettle		Spirit Cost: 5			
Time Required:	1 action	Range:	10 foot range	Duration:	Between 3 and 6 turns
<p>For the duration of the spell, which is variable, every terrac creature within range (including gnomes and even creatures that have only one dwarven parent) is immune to being shaken and frightened. Further, those blessed gain a special attack die pool for each of its turns. <code>!enchantR --alternattack @{selected token_id} @{target token_id} melee 1 ?{Damage Type blunt cleaver} magic ?{Weapon Size: Light,0 Normal,1 Heavy,2} STR ?{Extra To Hit Bonus: 0} ?{Special }</code> This blessing lasts for d4+2 turns and end at the completions of the caster's subsequent turn equal to that value. This extra die pool attack can be made separate from the affected terrac's normal action or could be combined with an attack. The extra die pool will act as a second primary-hand die pool with only 1d20 but with whatever weapon is wielded in the first primary-hand pool. If no primary hand die pool is used in an attack, then this extra die pool will be lost. Further, regardless of the material of the weapon, the extra die pool will act as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. To clarify, if an affected dwarf normally attacked with a war maul for 2d20, then a second 1d20 pool with the war maul would be made. However, if choosing, the dwarf could also take a different action, such as drinking a potion, and still gain the 1d20 war maul attack. Finally, this power requires the sacrifice of a steel or better melee weapon, which must be a cleaver or a bludgeon, which has a value of at least 500 bits. If the sacrifice is greater than 1,000 bits, then any roll for duration has a minimum value of 2 for the d4. The sacrificed weapon is reduced to ash by the power of the invocation.</p>					
Thick Air		Spirit Cost: 3		   	
Time Required:	1 action	Range:	Self	Duration:	12 turns
<p>This ability allows the priest to act as if having a <i>deflect missiles</i> skill for the following 12 turns, ending its duration at the end of the turn at that time.</p>					
Thicket 		Spirit Cost: 2		      	
Time Required:	1 action	Range:	60 feet	Duration:	9 turns
<p>This power creates a 10-foot radius circular area (7 hexes) filled with bushes, branches and vines, which creates great cover, but may only be created outdoors. Further, the <i>thicket</i> may not be created covering any occupied space. The area is considered rough terrain for any creature entering it, costing an additional foot of movement for each foot traversed. This divinely empowered effect will work against creatures who would otherwise not be penalized for terrain modifiers under natural conditions. In addition to the rough terrain modifier, should one choose to enter the <i>thicket</i>, then at the half-way point of that creature's movement through the <i>thicket</i> area, an Agility preservation save is required against a DC (d4+8) plus the priest's Faith modifier (DC range: 9-17). If failing the save, the victim becomes caught up or tripped to the ground, considered to have the prone restriction at that moment. If prone, a reaction to stand up may be used. If using movement other than one's own transit, such as a <i>fly</i> axiom or magic carpet, to move above the area then no save is required, nor would the movement penalties apply. The overgrowth will remain until the start of the caster's 9th subsequent turn.</p>					
Thornwrack		Spirit Cost: 7			
Time Required:	1 action	Range:	Touch	Duration:	1 thorn per Faith
<p><i>Thornwrack</i> causes long, painful thorns to grow out of the spell recipient's flesh, piercing the skin from the inside. One thorn appears at the end of the caster's subsequent turns, starting with the turn of casting. This continues until the invocation ends. As each thorn appears, it inflicts d2 points of necrotic damage until all the thorns have appeared. When the number of thorns exceeds the subject's Resilience and still conscious, the victim must make a Will preservation save (DC:15) for each thorn appearance. Failing the save places the victim under the incapacitated restriction, wracked in the pain, lasting until the end of its next turn. After the last thorn erupts from the subject's flesh, the first one disappears at the end of victim's turn. The thorns continue receding at this rate of one each round at the end of the subject's turns. While the total thorns exist are greater than the victim's Resilience, saves will continue to be made at the start of the subject's turn before taking any action. Healing spells can restore damage but do not eliminate the thorns or any restricting pain. <i>Disrupt magic</i> will end the spell but prevents existing thorns from receding. A healing invocations costing 7 or more Spirit points will cancel the <i>thornwrack</i>, eliminates all existing thorns, and cure damage as per the spell description. Without the benefit of magical remedies, the spell ends when the last thorn has receded.</p>					

Divine Powers

Tongues		Spirit Cost: 6		
Time Required:	1 action	Range:	Self	Duration: 2 hours
The priest can speak, read, write and understand any language for a duration of 2 hours.				
Torch		Spirit Cost: 2		
Time Required:	1 action or reaction	Range:	Touch	Duration: Up to 24 hours
Upon touching an object, no larger than ten-feet in any dimension, which objects emits bright light in a 30-foot radius, colored as desired. Covering the object blocks the light, and the effect can be dismissed at will; however, for the duration of 24 hours, the light can also be brought back as often as desired (as an action) provided one minute passes between toggles. Further, if the object is worn or held by a hostile or unwilling being, then a touch attack must be successfully made and this incantation can be used as a reaction to illuminate the object. However, even then, the hostile creature may roll an Agility preservation save (DC:12) to avoid it.				
Torus of Terror		Spirit Cost: 6		
Time Required:	1 action	Range:	Self (10-foot radius)	Duration: 3 turns
An aura of fear emanates from the priest in a 10-foot radius (18-hexes) and moves with the priest, lasting until the end of the caster's third subsequent turn. Each creature, including allies, that enters the aura for the first time, or starts its turn there, must succeed on a Will save against DC (d6+10) plus Faith modifier or become frightened for the duration of the incantation. If the spell is still in effect by the end of the affected creature's second turn, then it can choose to use an action to attempt another save, assuming the victim ends its turn where it can no longer see the priest. On a successful save against the original DC, the creature is no longer frightened.				
Totem Beast		Spirit Cost: 2		
Time Required:	1 day	Range:	Special	Duration: Special
Similar to fey-binding, this invocation binds an animal spirit into a specially-prepared totem, a carved object of roughly the size of a small barrel. Most of the time, the spirit is inactive and resides inside the totem. Only one totem can be active at a time for the priest and it is placed in an area to guard and protect. The spirit has blindsight out to 90 feet. If any threatening activity occurs within that range, the spirit of the totem will manifest in physical form like a fey summoned beast monster of the type according to its physical form. Protection may not always be combat, as the spirit's appearance may serve to scare off invaders. Regardless of response, the beast cannot move beyond 90 feet from the totem. However, when it appears it will remain for at least one minute, regardless of actions. The duration of the binding between spirit and totem will last until the spirit exhausts one hour of service or until the totem is destroyed. The totem itself has an Armor Class of 12 and can endure 15 Body points worth of damage.				
Roll Animal		Roll Animal		
01 Bear (land)		11 Giant Spider (land)		
02 Blood Raptor (air)		12 Goblin Dog (land)		
03 Boar (land)		13 Jaguarundi (land)		
04 Bullywug {land}		14 Monkey (land)		
05 Carnivorous Ivy {land}		15 Owl (air)		
06 Crocodile {water}		16 Pseudodragon (air)		
07 Eagle (air)		17 Python (water)		
08 Giant Centipede (land)		18 Shambler (land)		
09 Giant Frog (water)		19 Wolf (land)		
10 Giant Rat (land)		20 Wolverine (land)		

Divine Powers

Touch of Appraisal 			Spirit Cost: 2					
Time Required:	1 action	Range:	Touch	Duration:	Up to 10 minutes			
<p>For the duration, the priest has a chance to determine the value of an item. To know the value, the priest rolls a Muse check the DC of the item: those with a value of 0 to 100 bits have a secret DC:7; those with a value of 101 to 1,000 bits, DC:9; those with a value of 1,001 to 10,000 bits, DC:12; and those with a greater value than 10,000 bits have a secret DC:15. The priest can appraise multiple items but items must be handled for at least 1 minute.</p>								
Tranquility 			Spirit Cost: 2					
Time Required:	1 action	Range:	60 feet	Duration:	6 turns			
<p>The priest selects an ally or self in combat within 60 feet. That target gains d2 temporary Spirit points for the next six subsequent turns. The score is able to exceed the maximum normal amount, but only one <i>tranquility</i> effect can be on a person at one time. If the points are not lost by spiritual combat or spell-casting during the 6 rounds, then they fade from existence at the end of the interval. These temporary points cannot be used to cast incantations.</p> <p> <i>Divine Preservation</i> could be used as a reaction to heal from a Spirit-damaging attack.</p>								
Transfer Offense			Spirit Cost: 4					
Time Required:	15 minutes	Range:	Special	Duration:	Special			
<p>This invocation takes the wrong-doings of a community and ritually “transfers” them to an animal (a “scapegoat”). Any kami that are displeased with a community will recognize the efforts by the shaman, and will accept that the burden of guilt has been shifted to the scapegoat, and thus the community’s standing is restored in their eyes. This is handy if someone has misbehaved so badly that mere sacrifice is insufficient to appease the kami, if the crimes cannot be precisely determined or if the perpetrator is unable or unwilling to beg forgiveness. An animal such as a goat, an ox, or a pig is selected and symbolically dressed in the tribe’s wrongs: representative ribbons, thongs, or ropes are tied to its horns, or the clothing of wrongdoers (if identified) are strapped to its back. A short speech or ceremony is then given, and the beast is driven or led away from the tribe, to be destroyed by wild animals. It is considered unlucky if the beast returns to the village, if a hunter should slay it and anyone should eat its meat. The animal and the items attached to it are the focus for the spell.</p> <p>If eating the meat or other event considered a bad omen as a result of this ritual, several things might occur. These ills are permanent until countered either by the tribal shaman or other magic.</p> <ul style="list-style-type: none"> • Disease ravages the tribe • Poor hunting luck (-2 to all rolls involving hunting, fishing, foraging, and the like.) • A curse sets upon the community • A spirit animal of roughly the perpetrator’s power attacks. If slain it reappears the next month. • Any game killed or meat butchered will be rancid • Plants grown will die within the month 								
Transmute Drake			Spirit Cost: 8					
Time Required:	Special	Range:	Touch	Duration:	Permanent			
<p>Swamp drakes are created by magically altering crocodile eggs to create the trainable monster lizards. Those who cast this spell must prepare themselves with a ten-day of prayer and fasting before attempting the casting. The spell caster must then coat a fertilized, living crocodile egg with a mixture of holy oil and ruby dust, then perform a seven-hour ritual prayer dance around the egg. Each hour of the dance, the shaman must make a Resilience feat check (DC:10). Failure of any check results in the complete failure of the spell. The spell can be attempted again one ten-day later on the same egg with new material components. A second failure kills the unhatched egg, rendering it useless. When <i>transmute drake</i> is successfully cast, the material components are absorbed into the egg and an untrained hatchling drake emerges from the egg one ten-day later. The material components of this spell are a crocodile liver and one crushed ruby.</p>								
Transmute Metal			Spirit Cost: 5					
Time Required:	30 minutes per pound	Range:	Touch	Duration:	Permanent			
<p>This invocation enables the caster to change an object, raw ore or substance from one type of metal to another. The volume of metal cannot exceed a maximum weight of 1 pound per point of Faith for each casting, based on the objects weight as iron. The metal object must be in the possession of the priest to make the change. Fine jewelry, precious metals (such as gold, silver,</p>								

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platinum) cannot be transmuted, nor can miraculous objects, such as religion relics (determined by the GM). In addition to the size of object, one's **Faith** determines the quality of metals which can be affected. While the table below assumes the invocation will be used to "upgrade" a metal object, it is possible for the priest to transmute from the ending metal back to a starting metal as well.

	Faith	Starting Metal	Ending Metal	Ruby Dust		
	5	Iron	Steel	300 bits		
	6-7	Iron	Electrum	260 bits per pound		
	6-7	Steel	Electrum	325 bits per pound		
	8-9	Iron	Orichalcum	400 bits per pound		
	8-9	Steel	Orichalcum	550 bits per pound		
	8-9	Electrum	Orichalcum	250 bits per pound		
	10	Iron	Meteore	1060 bits per pound		
	10	Steel	Meteore	600 bits per pound		
	10	Electrum	Meteore	200 bits per pound		
	10	Orichalcum	Meteore	100 bits per pound		
	11	Iron	Scarletite	1100 bits per pound		
	11	Steel	Scarletite	1000 bits per pound		
	11	Electrum	Scarletite	600 bits per pound		
	11	Orichalcum	Scarletite	275 bits per pound		
	11	Meteore	Scarletite	150 bits per pound		
	12	Iron	Mythril Alloys	2700 bits per pound		
	12	Steel	Mythril Alloys	4100 bits per pound		
	12	Electrum	Mythril Alloys	3600 bits per pound		
	12	Orichalcum	Mythril Alloys	3200 bits per pound		
	12	Meteore	Mythril Alloys	3000 bits per pound		
	12	Scarletite	Mythril Alloys	2400 bits per pound		

Metals By Step						
1	2	3	4	5	6	7
Iron	Steel	Electrum	Orichalcum	Meteore	Scarletite	Mythril Alloys
1.0 lb	0.9 lb of iron	0.9 lb of iron	0.7 lb of iron	1.5 lb of iron	1.0 lb of iron	0.65 lb of iron

There are several important details to this incantation. The first is the incantation is designed for raw ore, even if that ore has been molded into blocks or spheres. Multiple blocks could be transmuted as under one casting up to the maximum weight allowed. However, this incantation can be used on worked items, such as swords, shields, or even statuettes, but only one item can be transmuted per casting. Further, worked and crafted items have an additional expense required in ruby dust to the conversion. The increased amount of expense in dust needed is the difference in steps of metal; moreover, such worked items count as raw ore plus a like amount times the steps between metals. To clarify, there is one step between iron and steel, while there are three steps between steel and meteore.

Here are a few examples. With a minimum **Faith**, four one-pound blocks of iron could be transmuted to electrum with a single casting. This would cost 1200 bits in required ruby dust ($4 \times 260 = 1040$, rounded up to a whole gem). The end result would be 3.6 pounds of of electrum (four 14.4 oz blocks); the loss of weight is a density difference between metals. This would count as four pounds towards the monthly allotment. Conversely, if converting an iron longsword, weighing four pounds, the expense of ruby dust would be 3300 bits in ruby dust ($4 \times 260 = 1040$ plus $(1040 \times 2 \text{ steps}) = 2080$); for a grand total of 3120, rounded up to the next gem). The end result would be a low-grade electrum longsword, which would likely fetch under trade-in value because

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the craftsmanship would be that of an ironsmith. Further, this transmutation would count as twelve pounds (4+(4x2)) towards the monthly amount allowed.

Further, if a metal has magical properties permanently as part of its existence, such as an artificed sword, then the GM will have to make a decision whether it is immune to the power, as relics are immune. If the GM does allow the metal of the item to be "downgraded," such as from orichalcum to iron, those properties would continue to exist, except for the bonuses granted by the type of metal. Metals that have a potential for special properties, such as lightning for electrum alloys, there are the same odds of this manifesting as if it were forged with a metalworking skill. If repeating this until gaining the properties, this would require "downgrading" the metal before transmuting it against for the chance of a special property. As part of the invocation, the dust of rubies is required and transfused into the new metal as part of the change. If the cost of the dust exceeds an interval of 300 bits, then a whole extra ruby must be crushed to supply a sufficient amount; thus, the minimum material cost would be 300 bits.

Finally, other fine gems (sapphires, emeralds, and diamonds) can be used as a substitute for rubies; however, when using using a different type, then the required cost in dust costs double per pound. Further, the dust would have to be crushed to the whole gem value, which is higher than that of a ruby. Thus, if using sapphire dust for those four pounds of iron to electrum, the cost in dust would be 2400 bits (4 x 260 x 2 = 2080; rounded up to an 800-bit valued gem). The electrum longsword from iron could be performed with 1 diamond (4 x 260 = 1040 plus (1040 x 2 steps) => 2080 times 2 equals 4160, which rounds to one 5000-bit diamond).

Treat Mass Wounds

Spirit Cost: 7



Time Required:	1 action	Range:	10 feet	Duration:	Permanent
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The priest radiates healing energy which heals any injured ally within 10 feet of the priest's location (19 hexes). Each ally within the area of effect rolls 2d6 for oneself; this is the number of **Body** points that are restored. The healing cannot exceed the maximum body score, but it will affect those in negative values.

Treat Minor Body Damage

Spirit Cost: 2



Time Required:	1 action or reaction	Range:	30 feet	Duration:	Permanent
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The priest can heal a single target. Upon casting, the recipient regains a d4 **Body** points. If in the negative range, the prayer will stabilize the recipient and stop any death saves, but it will **not** restore any **Body** points. Should a target be exactly zero points, then the recipient is raised to 1 point and immediately active again. Of course, standing up will be needed. Healing cannot exceed the maximum health. The ability can be performed so long as the target is within 30 feet and the priest has direct sight of the ally. This prayer can also be used as either an action or a reaction. To use as a reaction, the recipient must be able to be physically touched and have just received **Body** damage.

☞ *Divine Preservation could be used as a reaction to heal from physical damage.*

Treat Minor Mind Damage

Spirit Cost: 2



Time Required:	1 action or reaction	Range:	30 feet	Duration:	Permanent
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The priest can heal a single target. The recipient regains d4 **Mind** points, up to his or her maximum. This invocation can raise scores even in the negative range. The range is 30 feet but requires line of sight. This incantation can also be used as either an action or a reaction. To use as a reaction, the recipient must be able to be physically touched and have just received **Mind** damage.

☞ *Divine Preservation could be used as a reaction to heal from mental damage.*

Treat Minor Spirit Damage

Spirit Cost: 2



Time Required:	1 action or reaction	Range:	30 feet	Duration:	Permanent
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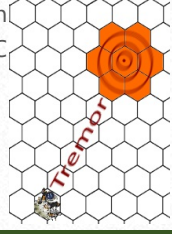


The priest can heal a single target. The recipient regains up to two **Spirit** points, up to his or her maximum **Spirit**. Due to the laws of spiru-dynamics, the roll of a d4 is used to restore points, but the maximum restoration to anyone's **Spirit** is two points. This invocation can raise scores even in the negative range. The range is 30 feet but requires line of sight. This ability can also be used as either an action or a reaction; however for a reaction to be used, the recipient must have just received **Spirit** damage and must also be able to be physically touched.

☞ *Divine Preservation could be used as a reaction to heal from soul damage.*

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Treat Moderate Body Damage 			Spirit Cost: 4		
Time Required:	1 action or reaction	Range:	20 feet	Duration:	Permanent
<p>The priest can select a single recipient within 20 feet, who are able to be seen and not blocked by any invisible barrier (such as glass or <i>instant wall</i>). A total of 2d4 Body points are restored. Repair cannot exceed the maximum, but negative body scores can be restored.</p> <p> <i>Divine Preservation could be used as a reaction to heal from physical damage.</i></p>					
Treat Moderate Mind Damage 			Spirit Cost: 4		
Time Required:	1 action or reaction	Range:	20 feet	Duration:	Permanent
<p>Instantly restores 2d4 points of Mind to a single recipient but cannot exceed the recipient's maximum. The range is 20 feet but requires line of sight with no barriers.</p> <p> <i>Divine Preservation could be used as a reaction to heal from psychic damage.</i></p>					
Treat Moderate Spirit Damage 			Spirit Cost: 4		
Time Required:	1 action or reaction	Range:	20 feet	Duration:	Permanent
<p>A single target, within 20 feet and in line of sight, instantly restores Spirit points based on a 2d4. However, this incantation is subject to the divine rules of <i>spiru-dynamics</i>, meaning that the maximum amount restored can only be four points; thus, any total higher than 4 will only restore four points. Repair cannot exceed the maximum.</p> <p> <i>Divine Preservation could be used as a reaction to heal from spiritual damage.</i></p>					
Treat Serious Body Damage 			Spirit Cost: 6		
Time Required:	1 action	Range:	10 feet	Duration:	Permanent
<p>The priest can select one or two recipients within 10 feet, who can to be seen and not blocked by any invisible barrier (such as glass or <i>instant wall</i>). A total of 2d6+2 of Body is restored, which can go to one individual or the dice can be split to heal two targets; if two are selected, each target rolls a separate die for health restoration and each gain +1 to the die roll. Repair cannot exceed the maximum, but negative body scores can be restored.</p> <p> <i>Divine Preservation could be used as a reaction to heal from physical damage.</i></p>					
Treat Serious Mind Damage 			Spirit Cost: 6		
Time Required:	1 action	Range:	10 feet	Duration:	Permanent
<p>Instantly restores 2d6+2 points of Mind to one or two recipients; dice are split according to the number of targets, using d6+1 for each. Repair cannot exceed the maximum. The range is only 10 feet and requires line of sight.</p> <p> <i>Divine Preservation could be used as a reaction to heal from Mind damage.</i></p>					
Treat Serious Spirit Damage 			Spirit Cost: 6		
Time Required:	1 action	Range:	10 feet	Duration:	Permanent
<p>Up to two targets are instantly restored a total of 2d6+2 points of Spirit; if two targets are chosen then d6+1 is rolled for each; however, as this incantation is subject to <i>spiru-dynamics</i>, if two targets are selected, the maximum healing is 6 points of repair, regardless of the values on the dice. This means values over 2 on the d6 count as 3 points, but roll of 1 would heal only 2 points, which would allow the other recipient receive up to 4 points from that die roll. Repair cannot exceed a recipient's maximum. The range is 10 feet and requires line of sight.</p> <p> <i>Divine Preservation could be used as a reaction to heal from Spirit damage.</i></p>					




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Tree Mount		Spirit Cost: 6		
Time Required:	1 action	Range:	30 feet	Duration: 10 hours
<p>This invocation enchants a log, plank, or similar piece of wood to become a temporary steed. The log or plank must be at least 1 foot wide, 3 inches thick, and 3 to 10 feet long. Any type of wood is suitable. When the power is cast, the log sprouts four wooden, horselike legs. The <i>tree mount</i> can be ridden like a normal horse and can be used to carry equipment. The <i>tree mount</i> can carry up to 600 pounds of riders and gear before breaking. If the mount breaks under the weight of the riders or gear, the enchantment instantly ends and the <i>tree mount</i> again becomes a normal (although broken) log or plank. The <i>tree mount</i> obeys all of the caster's verbal commands to move, slow, speed up, stop, and turn. It has a movement rate of 60-feet on land. It can move in the water (swim: 25-feet) floating on the surface and paddling with its legs. The <i>tree mount</i> must remain within 30 feet of the caster in order to move; if the distance between the <i>tree mount</i> and the caster exceeds this distance, the mount stops until the caster is again within range. The <i>tree mount</i> will not fight for the caster and is incapable of any action other than movement. The <i>tree mount</i> does not become fatigued and does not eat. However, it has all the vulnerabilities of normal wood including fire, and can be damaged by both magical and physical attacks. It has AC 8 and 5 Body points. Obviously, an appropriately-sized log or plank must be available to cast this invocation.</p>				
Trestaff		Spirit Cost: 9		
Time Required:	1 action	Range:	Touch	Duration: Up to 6 turns
<p>The priest transforms a specially-prepared staff into a creature that is identical to a treant, except it cannot speak or animate other trees. The creature is friendly to priest and follows commands to the best of its abilities. If the caster offers no commands, it takes no action on its turn other than to defend itself. It acts on the priest's initiative, beginning its turn at the end of the priest's turn. If it is reduced to 0 Body points, it reverts to a staff and shatters. The priest can only have one <i>trestaff</i> active at a time due to the divine rule that only one staff of this type at one time can exist directly attuned to the priest. If the treant remains intact at the end of priest's sixth subsequent turn, it reverts back to the staff. To create the staff used for this spell, it must be prepared over the course 12 hours of activity (see Daily Time Usage), etching intricate symbols into the wood. At the end of the required activity, the staff is ready for use.</p>				
Tremor		Spirit Cost: 3		  
Time Required:	1 action	Range:	30 feet	Duration: Instantaneous
<p>The priest causes a small, localized tremor centered at a focal point, which radiates outwards to affect anyone in a 10-foot radius (7 hexes total). All caught in the effect must make a Strength preservation save against a DC (d6+8) plus Faith modifier (DC range: 9-19) or fall prone. Creatures with four or more legs gain +4 on the save.</p>				
				
Trickster's Blessing		Spirit Cost: 2		
Time Required:	1 action	Range:	Touch	Duration: 10 minutes
<p>While this invocation cannot be cast upon oneself, any ally has his or her armor quieted and gain more freedom of movement. Effectively, this removes the disadvantage of stealth that any armor that has that penalty. It further adds +2 to any <i>stealth</i> roll performed in the duration.</p>				
Tsunami		Spirit Cost: 11		
Time Required:	1 action	Range:	60 feet	Duration: Instantaneous
<p>This incantation requires a large body of water such as a lake or ocean; however, by casting it a massive whirlpool is created which causes a wave of water to strike a 10-foot wide space. However, both the target area and the edge of the body of water must both be within the 60-foot range. A direct path from the water to the target area crashes down, potentially effecting 24 hexes. All those in the area suffer 4d4 points of bludgeoning damage and will be knocked prone. Victims are permitted a Strength save (DC:20) to reduce the damage to half and remain standing. Creatures capable of swimming automatically succeed on the save. Wooden buildings and structures in the direct strike require a survival check on a d20 at a DC of 14.</p>				

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Turn Undead		Spirit Cost: 3		
Time Required:	1 action	Range:	40 feet	Duration: Special
<p>This harms undead creatures. The holy symbol is required. The spiritual power extends from the priest striking the weakest (then closest) four undead within a 40-foot sphere. This automatically inflicts d4+1 points of smiting damage to each affected. Mindless undead will recoil from the priest as if under the <i>frightened</i> restriction, lasting 10 minutes. Those beings with mental capacity, shadows, wights, wraiths, vampires, etc, must make a Logic save against a DC (d6+8) plus the priest's Faith bonus (DC range: 9-19). If failing this save, even these powerful feratu will fall under the <i>frightened</i> restriction for a full minute (6 rounds). While "turned," an undead being will still defend itself if attacked but will not engage with the priest's allies; however, any individual (ally or otherwise) who attacks a "turned" creature can do so at advantage. Being attacked, the undead may choose to retaliate against that individual, save for the priest oneself. The turning priest cannot be attacked by the affected undead until the <i>frightened</i> restriction has expired. However, an intelligent undead may use techniques against the priest, such as magic items, spells or abilities, but only to defend itself or flee.</p>				
Twist of Fate		Spirit Cost: 3		
Time Required:	1 reaction	Range:	30 feet	Duration: Instantaneous
<p>This power is used as a reaction to slightly perturb the course of reality in an unpredictable way. Whenever the priest or any creature viewable within 30 feet rolls a d20 for any reason: attack, save, feat, etc., the priest can use a reaction cast this incantation forcing any of the dice used to roll a new d20 to replace it. It can only affect a single d20, even if in a set of a group rolled. The reaction may performed this after the die is rolled but before the outcome is determined; the outcome is then immediately determined using this new roll. Should the replacement die be a "natural 1" then even the <i>chance</i> skill cannot overturn that result.</p>				
Understand Curse		Spirit Cost: 2		
Time Required:	5 minutes	Range:	10 feet	Duration: 3 months
<p>This invocation can be cast upon any creature or object that is suffering from any harmful magical affect or the unwelcome attentions of a supernatural power. The spell reveals to the shaman the manner in which the creature or object is cursed, the reason for the curse, and who is responsible for this. Thus, the shaman can discover the name of the person or creature who cursed the creature or object and what manner of being it is (a kami, a mortal wizard, a demigod, and so on): whether the curse or spell is a punishment, revenge, or unprovoked assault; and the manner of the curse or spell (whether it's a curse or cause blindness spell, a kami's attempts to drive a creature mad, and so on). Note that the spell does not reveal the nature of a kami (though a local shaman may recognize the name, particularly if it is an ancestor spirit or one venerated by the people), nor the race of any mortal agent.</p>				
Undetectable		Spirit Cost: 9		
Time Required:	1 action	Range:	Self	Duration: 24 hours
<p>This incantation is similar to the axiom <i>life static</i> as it will hide the priest's lifesong from being read and analyzed. Physical and psychic traces left behind will not be associated with the priest; thus, spells like <i>bloodhound</i>, <i>glyph analysis</i>, and <i>scry</i> will not reveal location or information about the priest. Moreover, this protection makes even face-to-face encounters difficult, as it forces an observer, using facial recognition, voice patterns or even tremorsense to identify the priest, to make a Perception feat check (DC:20) to identify the caster. Even if the caster identifies himself or herself to a known acquaintance, the feat is required, at which point a failed check will leave the person of the encounter questioning if the truth was shared.</p>				
Updraft		Spirit Cost: 2		
Time Required:	1 reaction	Range:	30 feet	Duration: Instantaneous
<p>Used as a reaction, this incantation can be cast against a creature within 30 feet that the priest can see in direct line of sight. This causes a sudden rush of wind to gush to form in front of the attacker just as the onslaught is attempted. This causes disadvantage on that attack roll. The player should declare the reaction prior to the attacker's dice being rolled.</p>				

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Venom		Spirit Cost: 5		
Time Required:	1 reaction	Range:	Touch	Duration: Special
<p>By the use of a successful touch-attack, the priest uses a reaction to place a powerful venom into the victim's lifesong in such a way that potions and medical treatments to neutralize poison will not work. The incantation anti-venom is effective however. The victim must make a Resilience preservation save (DC:12) or suffer the effects of Ghouclaw poison, causing a poison restriction and a reduction of base movement by 10 feet. The effect lasts for 10 minutes.</p>				
Volatile Torch		Spirit Cost: 5		
Time Required:	1 action	Range:	60 feet	Duration: Up to 8 hours
<p>The priest calls into being a small hovering ball of fire at a point within range, which lasts for the duration or until this incantation is used again. The ball moves with the caster and but can also move within the 60-foot range so long as the new location is no more than 30 feet from where it would be by moving with the caster. This provides light, similar to the <i>torch</i> incantation except that it sheds bright light in a 60-foot radius. Up to three times, the flaming ball can be used as a combat attack at the end of the priest's turn. Such an attack will be willed by the caster but not count as an action. If strikes as a separate die pool with 1d20 and uses Faith score as a to-hit bonus. On a hit, the target suffers fire damage equal to d6+1 plus the priest's Faith modifier. Similar to <i>burning hands</i>, if the fiery weapon hits an unattended flammable object, the target catches on fire. Lastly, if all three attacks are used before the normal 8-hour duration, the incantation terminates prematurely.</p>				
Vulnerable Display 		Spirit Cost: 3		
Time Required:	1 action	Range:	Touch	Duration: 10 minutes
<p>By the use of this incantation, the priest transforms the appearance of an anthropoid or altavistoid creature. This shroud is sophisticated but very specific to the purpose to hide items of armor and weaponry. The illusion will hide visual and auditory evidence of any armor and make all sheathed, non-carried weapons invisible, be they on the target's belt, back or other exterior connection. Weapons in bags, purses or other concealments are not hidden. The divine power does not hide temporal or tactile components; thus, if the recipient is frisked, it will be obvious something is wrong. Additionally, if a weapon is equipped or unsheathed, even if it was one hidden in a bag or handed to the recipient from another, then the illusion is dispelled. When armor is concealed by this incantation, the target looks as if he or she is clothed in common garb custom of the local culture. Further, while it will not change the image of the style or fashion, the priest can optionally choose to make one to look dirty and ragged, immaculately clean or somewhere in between.</p>				
Wall of Water		Spirit Cost: 5		
Time Required:	1 action	Range:	60 feet	Duration: 10 minutes
<p>This power creates a wall of water on the ground at a point seen within range. The wall can be linear up to 30 feet long, 10 feet high, and 1 foot thick; or it can be ringed, up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall dissipates when the incantation ends, but while manifested, passing through the wall is considered difficult terrain. Further, any ranged weapon attack that passes through the wall acts as if fired at disadvantage on the attack roll. Fire damage passing through the wall is halved. Spells that deal cold damage that pass through the wall cause the area of the wall they pass through to freeze solid - a minimum section being at least a 5-foot-square section. This transforms the section into a barrier, having an AC:8 and 4 Body points. Reducing a frozen section to zero points destroys it and that section is not re-fill by the surrounding water.</p>				
Water Breathing 		Spirit Cost: 4		
Time Required:	1 action	Range:	15 feet	Duration: 1 hour
<p>The priest selects up to two targets, which may be herself, and endows each with the ability to breathe underwater. This does not convey <i>swimming</i> or special movement. The duration is 1 hour.</p>				
Water Summoning		Spirit Cost: 7		
Time Required:	Until next turn	Range:	Special	Duration: 10 minutes
<p>A body of water exceeding 50 gallons must be present and accessible for the priest to stand in. The invocation begins on the first action and is completed at the of the priest's following turn - at which time, the priest summons a water sprite as an ally, who will remain present for the following 10 minutes. The sprite is not controlled by the priest; however, it will act beneficially and as if it is a friend and even fight for the priest's protection. A water sprite cannot be harmed by normal weapons, but silver ones will inflict harm. If the sprite suffers damage to reach zero Body points, its lifesong will leave the embodied water, leaving the plethora of liquid unanimated.</p>				

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Water Walking 			Spirit Cost: 4		
Time Required:	1 action	Range:	10 feet	Duration:	2 hours
The priest selects up to four targets and endows them with the ability to move upon the surface of a body of water as if it were solid ground. This ability can be maintained for 2 hours.					
Weapon Boon 			Spirit Cost: 4		
Time Required:	1 action	Range:	Touch	Duration:	3 turns
This incantation cannot be used on the priest oneself; however, the creature touched gains the equivalent of <i>weapon forte</i> and all its prerequisites with every weapon for the recipient's next 3 turns.					
Weapon of Doubt			Spirit Cost: 2		
Time Required:	1 action	Range:	Touch	Duration:	3 turns
This enchantment endows a single melee weapon with an enchantment of chastisement such that an additional point of Spirit damage is also inflicted upon a successful strike with the weapon. While under the effects, the weapons strikes as if it were a silver weapon, unless its normal type is better. The effect lasts on the weapon until the end of the caster's third subsequent turn.					
Weapon of Nightmares 			Spirit Cost: 4		
Time Required:	1 action	Range:	Touch	Duration:	6 turns
This enchantment endows a single melee weapon with an enchantment of chastisement such that 2 additional points of spirit damage are also inflicted upon a successful strike with the weapon. Further, the struck victim must roll a Will save against DC (d6+10) plus Faith modifier. If failing, the victim is under the shaken restriction until the end of its next turn. The the incantation's duration, the weapons strikes as if it were a silver weapon, unless its natural type is better. This incantation will expire after the recipient's sixth subsequent turn.					
Weapon of Nonsense			Spirit Cost: 2		
Time Required:	1 action	Range:	Touch	Duration:	3 turns
This enchantment endows a single melee weapon with an infusion of mental-disruption, such that an additional point of Mind damage is also inflicted upon a successful strike with the weapon. While under the effects, the weapons strikes as if it were a silver weapon, unless its normal type is better. The effect lasts on the weapon until the end of the caster's third subsequent turn.					
Weapon Return			Spirit Cost: 3		
Time Required:	1 action	Range:	Touch	Duration:	6 turns
This charms a weapon designed for being hurled. When thrown, regardless of whether it hits or not, the weapon will boomerang and return to the hand which hurled it. Duration equals 6 rounds and expires at the end of the priest' sixth subsequent turn. This enchantment does not change the weapon type in respect to normal, silver or magical.					
Zealot's Charge			Spirit Cost: 4		
Time Required:	1 action	Range:	20 feet	Duration:	Special
The priest declares a specific entity an enemy of the faith. The foe could be a specifically named person, but the precise name of the enemy does not have to be known, but the description must be specific to a single creature. When casting, the priest blesses up to three willing persons within range, henceforth known as a "blessed follower." For the following month, each one has three contingent blessings that will trigger for the following conditions:					
<ul style="list-style-type: none"> • When seeing the enemy of the faith, the blessed follower gains +2 to any save involving fear for the following 3 rounds. • When the blessed follower successfully strikes the enemy of the faith for the first time with a melee weapon, the weight of the weapon acts 1 point higher when calculating damage. • When the enemy of the faith inflicts damage against the blessed follower for the first time, a special healing of d4 occurs at the start of the follower's next turn. 					
If any of these conditions are not met after 28 days, the unused blessings are lost and the invocation ends. No more than one enemy of the faith can be declared by the priest per month. And a blessed follower can only be under the charge of one priest at a time as well.					

Divine Powers

Zephyr Dancing		Spirit Cost: 6	
Time Required:	1 action	Range:	20 feet
		Duration:	Instantaneous
<p>This summons two streams of swirling wind which envelops a single target within 20 feet. If the victim is of size category large or smaller, then it is forced to make a Resilience save against a DC of (d6+12) plus Faith modifier (DC range: 14-23). Those size category small or tiny must save at disadvantage. If failing the save, the victim is picked up and hurled by the winds, landing prone, slamming into the terrain at a distance for 3d4 points of damage based on the terrain struck. The direction thrown is in a path along the vector between the caster and the victim. The total distance is based on one hex (5 feet) per score of a d6; however, the die score subtracts one hex per size category (tiny: d6-1; small: d6-2; medium: d6-3; large: d6-4). If the distance calculation results as zero, then the victim is only knocked prone and no damage is inflicted.</p>			

Divine Skills

There are other skills besides divine powers that are granted by the church; most require *divine accord*, but a few do not. It is possible technically possible to gain some of these skills if not part of the faith; however, even those with lesser requirements are closely guarded and often have social or political factors to acquire. Those gaining such might be heroes of the church, paladins or similar roles. When in doubt, the GM will decide whether the skill is available to be gained.

Skills listed with symbols indicate additional information about them.

☞ : indicates that group effort can be performed and potentially enhance the resulting effect.

☞ : is the symbol for divine preservation; incantations with this symbol can be used with this skill.

☞ : denotes spells can be imbued into an object.

☞ : means incantations are available to be used with the infusing process.

Skill	Cost
Benison	100
Ceremony	100
Feel Poison	150
Divine Translation	150
Unlife Likeness	150
Astral Dreaming	200
Divine Luck	200
Divine Preservation	200
Imbue	200
Laying on Hands	200
Prescience	200
Sap	200
Scroll Reading	200
Trionfi	200
Weapon of Justice	200
Amiable Vampirism	250
Aura Linking	250
Clairvoyant	250
Hexation	250
Aura of Benevolence	300
Beckon Shadows	300
Commissioning	300
De-Sanctification	300
Divine Artificing	300
Etherwalk	300
Feratu Command	300

Skill	Cost
Infuse	300
Lifesong Harmony	300
Lifesong Whisper	300
Lightning Rod	300
Scroll Writing	300
Energy Drain	300
Forbiddance	350
Prolongation	350
Raise Ghoul	350
Holy Turning	400
Pact	400
Spiritual Descrying	400
Spirit Journey	400
Vampiric Gaze	400
Animate Monster	400
Banishment Ritual	450
Abundance	500
Clone	500
Elemental Swarm	500
Path Prophecy	500
Return to Life Ritual	500
Tether Soul	500
Rebirth	600
Tree-incarnation	600
Greed Sacrifice	Special

Divine Powers

Abundance

Aura of Benevolence Spirit 15+

This skill can be performed as a single priest or as a group. The more priests with this skill that work in conjunction, the greater the area of effect. The ritual quickens the ripening of a harvest or the growth of woodland. The priest stands anywhere within the area to be affected and designates the exact size and shape of the area. Fields of crops in the affected area grow, ripen, and be ready for harvest in a single day. Seed must be sown any time before the ceremony. A woodland achieves 1 year of growth in per day of the ritual. The ritual for woodlands can continue for any number of continuous days so long as the members involved in the ritual remain the same. Soil capable of supporting the woodland is required for the growth to remain healthy thereafter. The ritual affects 1 acre of cultivated fields or potential woodlands for a single priest; however, the area increases to the number of acres equal to the square of the priests performing the ritual. In other words, two priests affect four acres, while five priest alter 25 acres. Ten priests are the maximum number who can work on this effort together.

Usage: *Special*

Amiable Vampirism

Laying On Hands Body 13+

With this skill, a priest can sacrifice some of his or her **Body** points to transfer as healing to another while touching. The amount sacrificed is based on 2d4, which cannot be reduced by any means. However many points the priest loses as a result are transferred to the recipient. If the amount of points received exceed the maximum, then only max **Body** are achieved. Should the result take the priest to zero or below, the normal restrictions for near death, including death saves, occur.

Usage: *Action*

Animate Monster

Raise Ghoul Will 6+

By using this skill, the necromancer can choose to create one zombie monster when casting *crown of the grave*. However, the time of animation for a zombie monster is longer than a typical zombie, lasting three months rather than the standard one. This creature counts as one creature under the priest's control.

Usage: *Enhancement*

Astral Dreaming

Divine Accord Spirit 13+

By using this ability, the priest can enter a sleep and dream of the places and events around him. His astral form is projected from his body and he can move about from his place of slumber at his normal rate of movement. The dream spirit can pass through solid objects with no difficulty but cannot enter areas which are magically or spiritually protected; further, no sound can be heard from a protected area. While in this form, the priest is considered a fey for any effects that might be cast upon him or her. This also limits the priest from entering holy ground that is not directly consecrated to the priest's deity. This *can* prevent the priest from performing this action if his or her body starts on holy ground or other blockage against fey or planar travel, such as *forbiddance*. Finally, while dreaming, the priest's body cannot protect itself from physical attack. The dream lasts for 5 minutes and can only be performed once before requiring a long rest.

Usage: *Special*

Aura of Benevolence

Divine Accord Faith 6+

Whenever a friendly creature within 10 feet must make a save, the recipient gains a bonus of half the priest's **Faith** bonus (rounded down) is added to any saves, regardless whether it is against **Mind**, **Body** or **Spirit**. However, the priest must be conscious to grant this bonus.

Usage: *Constant*



Aura Linking

Prescience Will 4+

This skill can be used upon either friend or foe. The priest reaches into the unshielded mind of any creature seen within 60 feet to become aware of its presence. Any protection of the **Mind**, from *psychic shield* to *dark mind*, no matter how minor will prevent this connection. Further, the victim can resist if choosing to attempt a **Will** save against DC:15. If the priest successfully connects, then the cleric will always know the target's location for the following hour, assuming the two are on the same plane of existence. While the priest has this connection, the target cannot become hidden from the priest unless an effect to hide the target's mind is used or entering an area of *forbiddance*. Even if the target becomes invisible, it gains no benefit from that condition against the priest. No more than one creature can be linked at a time. The effect can be terminated early at the discretion of the priest. However, after using this power three times, then a long rest is required to use it again.

Usage: *Action*

Divine Powers

<p>Banishment Ritual </p> <p>By the means of this skill, one can tap into the universal forces that tie beings to either the upper or lower planes. It can only be used against celestials or fiends of the opposing ideology of the priest's church. If a faithful's deity is truly neutral in the good/evil schema, then either could be banished but the target would gain +3 on its save in this case. This ritual is a chanting that requires 1 minute (6 rounds) to recite. If the priest is injured during the chanting, then it must begin again. Therefore, this is most often performed after victim has been captured in some sort of magic circle or <i>holy turning</i>. Once the ritual is complete, the target must roll a Will preservation save. The DC is base 12 plus the Faith modifier of the one performing the banishment. If the save fails, then the creature is forced back to its plane of origin and is unable to leave under its own power for at least one year. If the target succeeds, the ritual may be attempted again at no penalty. Others with this skill can join together, assuming the morality schema permits. For each extra person, up to a maximum of four, a bonus of +2 is granted to the DC.</p> <p><i>Usage: Special</i></p>	<p>Commissioning</p>	<p>Will 6+</p>
<p>Beckon Shadows</p> <p>This skill allows a special summoning of 2 to 4 (d3+1) undead shadows to come forth under the mental command of the priest. After being summoned, starting on the priest's following turn, the existing shadows will take actions as the priest chooses. The shadows exist for two minutes (12 rounds). If a shadow is destroyed before that time, it will cease to exist. This ability can be used once, after which a long rest is required to summon the shadows again.</p> <p><i>Usage: Action</i></p>	<p>Crown of the Grave Incantation    </p>	<p>Faith 5+</p>
<p>Benison</p> <p>This skill gives the priest the ability to bless water in one of three ways: Anointing Spirits, Holy Water, or Invigoration. Each requires a few days to create. This is a process, requires to be performed on holy ground and cannot be performed "on the road." Material cost is about 10 bits. Similar to brewing, there is a d20 roll against DC:6 each day with Faith bonus added. When successful, the raw score of the die is tallied until it reaches 18 or higher - at which point the holy blessing is complete and the solution is good, producing 6 viable uses. So long as the process continues, success is guaranteed, the only variance is how much time is required to produce the batch. Shelf lives of the blessed waters are listed in the apothecary table under the market.</p> <p><i>Usage: Special</i></p>	<p>Ceremony</p>	<p>Muse 3+</p>
<p>Ceremony</p> <p>This skill trains a clergy member how to conduct marriages, rites, funerals, coming of age services and other religious observance. The <i>ceremony</i> skill can be learned and performed by a person without the <i>divine accord</i> justification; however, the church may not recognize the union, protocol or legalities if the performer of the <i>ceremony</i> is not at least associated with the sect. However, if the <i>ceremony</i> is used by someone with <i>divine accord</i>, then an extra sanctuary-type <i>ceremony</i> can be performed that can create a 10ft by 10ft area of temporary "holy ground" for 8 hours. However, a long rest is required before performing again on the same location. This same location can be maintained by the ceremony if no more than 24 hours pass from its previous blessing ends. However, if choosing a different location, the one week must pass from the previous use of this type of <i>ceremony</i>. While there are no requirements for this skill, acquiring it is obviously a protected and protected one.</p> <p><i>Usage: Special</i></p>	<p>No Skill Requirement</p>	<p>Faith 2+</p>
<p>Clairvoyant</p> <p>This ability is a minor version of <i>scrying</i>. It can only be used to view a location very familiar to the priest or in an obvious location which might be unfamiliar, such as behind a door or around a corner that is within 100 feet. It is also possible to view locations that have been visit only once before; however, such less-familiar areas must be within two miles to see. The first connection is automatic; however, it requires concentration, meaning no spell-casting or reactions can be used while maintaining the scry. For each following round, the priest must make a successful Perception check or lose the connection. The DC for very familiar is only DC:6, while others are DC:13. This skill can be used repeatedly; however, a short "down time" must transpire, which is equal to one minute for each connected round of viewing. Thus, if the priest divinely spies on an area of five rounds, then five minutes must pass before another <i>clairvoyant</i> activity may be attempted again.</p> <p><i>Usage: Action(s)</i></p>	<p>Divine Accord</p>	<p>Faith 4+</p>

Divine Powers

Clone

Amiable Vampirism

Muse 7+

This skill allows an inert duplicate of a living creature to grow inside a specially prepared container. It is a safeguard against death. This clone forms inside the vessel used and grows to full size and maturity after 120 days. The necromancer can choose to have the clone be a younger version of the same creature by up to 10 years. It remains inert and endures indefinitely, as long as its vessel remains undisturbed. Any time after the clone matures, if the original creature dies, its soul transfers to the clone, provided that the soul is free and willing to return. The clone is physically identical to the original and has the same personality, memories, and abilities at the time the clone was originated. Obviously none of the original's equipment would be obtained. The original creature's physical remains, if they still exist, become inert and can't thereafter be restored to life, since the creature's soul is elsewhere. Material items to begin a cloning are a diamond and at least 1 cup (8oz) of the creature's blood that is to be cloned, which is consumed during the clones maturity, and a vessel worth at least 5,000 bits with a sealable lid and is large enough to hold the creature being cloned filled with salt water.

Usage: Special

Commissioning

Divine Accord and Ceremony

Faith 3+

The act of commissioning a structure or area creates it to be defined as "holy ground." This involves a several church rituals, requiring a full day to commission an area. The size of that area is dependent on the priest. Total square footage includes separate floors of a building not just the actual ground. It also requires one vial of holy water for every 500 sq feet, plus herbs and incense valuing at 1 bit per 10 sq feet. While the area can conform to any shape of square footage, the table also shows the size of a perfect square of commissioning. For each extra priest joining in the *commissioning*, up to a maximum of six priests, each individual acts as if one point higher in **Faith** for calculating the area blessed.

Faith Score	Area
3	400 sq feet (20x20)
4	900 sq feet (30x30)
5	1,600 sq feet (40x40)
6	2,500 sq feet (50x50)
7	3,600 sq feet (60x60)
8	4,900 sq feet (70x70)
9	6,400 sq feet (80x80)
10	8,100 sq feet (90x90)
11	10,000 sq feet (100x100)
12	15,625 sq feet (125x125)

Usage: Special

Divine Powers

De-Sanctification

Commissioning

Faith 4+

The divine power removes the "holy ground" status from an opposing deity. This is a cleansing process to remove all benefits from those of aligned worship. The rituals require one day to purify an area, which is dependent on the priest's **Faith** score. It also requires one vial of holy water for every 300 sq feet, plus herbs and incense valuing at 1 bit per 5 sq feet. Up to three priest can combine their efforts to remove commissioned ground. For each extra priest, the individuals act as if he or she had one point higher score in **Faith** for the calculation of area abjured.

Faith Bonus	Area
4	100 sq feet (10x10)
5	400 sq feet (20x20)
6	900 sq feet (30x30)
7	1,600 sq feet (40x40)
8	2,500 sq feet (50x50)
9	3,600 sq feet (60x60)
10	4,900 sq feet (70x70)
11	6,400 sq feet (80x80)
12	8,100 sq feet (90x90)

Usage: *Special*

Divine Artificing

Divine Accord

Muse 3+

This allows a priest to create a magic item through a divine-magic process. It is actually a prerequisite and more details can be found under the [Artifice Discipline](#) vocational skill and in the GM Aide.

Usage: *Special*

Divine Luck

Divine Accord

Will 3+

Whenever a visible ally within 30 feet rolls a 1 on the d20 for an attack roll, a feat, or a saving throw, then a reaction can be used to let the ally re-roll the die. The ally must use the new roll. This can only be done once before requiring either a short or long rest. Additionally, it requires the use of a reaction to employ.


Usage: *Action*

Divine Powers

Divine Preservation

Divine Accord

Faith 4+

This defensive skill allows a priest to instantly use an incantation that is designated to be an action in a self-protecting manner. Whenever this is used, the normal amount of spirit points are consumed, and if the priest does not have enough then this ability cannot be used. However, it is an instant and one-time protection. If the incantation has a duration, it will not continue to manifest for that time, but rather only for the instant safeguard. On the other hand, this invoking the effect is performed as a reaction, assuming the priest has one available. Further, only divine abilities marked with the  symbol can be used in this way. An example is a goblin prepares to fire an arrow at the priest, who has a reaction available. Using that reaction, the priest could instantly create a *downpour* to influence the effectiveness of the goblin's shot. The *downpour* would not last the normal minute-duration but instead only for a few seconds to impede the arrow shot. Or instead, if the goblin shot the arrow and inflicted damage against the priest, a *treat minor body damage* could be used as a reaction to grant an instant healing of the damage.

Usage: Reaction

Divine Translation

Divine Accord

Perception
3+

For priests not granted the *discern language* incantation, this is an alternative. It could be granted to those with the spell, but selecting it for such priests would be a rare choice. This skill only works on written language, and the priest must remain in the presence of the scroll, book, carving or whatnot. The effort is not strenuous and can occur during a short rest; however, the priest must be conscious during the translation. For each minute in the presence of the non-magical foreign writing, one word (in order from the beginning to end) becomes known. Up to 12 hours of translation (720 words) can be performed before requiring a long rest. After sleeping, the priest can pick up from where the last learned word left off.

Usage: Special

Elemental Swarm

Pact    

Will 7+

This skill allows a 30 minute ritual to open a portal to one elemental plane corresponding to the province of the priest. Upon the completion of the ceremony, 2d4 elementals will appear. After another 30 minutes, without any action of the priest, the portal will re-open, bring forth another d4 elementals. All the elementals obey the commands of the summoner explicitly and cannot be turned against the priest. There is no concentration required to maintain control over these creatures. As there is a tether between the elementals and the dimension through which they arrived, these elementals cannot be dismissed or banished. The elementals remain in the material world for one hour after the completion of the ritual, meaning 1 hours for the first set and 30 minutes for the second. Due to the power of this rite, deities granting the connection between the planes will not permit its use more than once per month.

Usage: Reaction

Energy Drain


Sap    

Will 5+

With this skill, the priest can add a "life-drain" onto any melee attack that physically strikes an opponent as a reaction after the strife. When successfully hitting the opponent, the "life-drain" inflicts damage at the top of the **Body** reducing the opponent's max value. If the victim's current **Body** points are lower than the drained max value, then no "current" damage is inflicted; otherwise, the "current" value is lowered to match the new max value. The victim's max score recovers at a normal rate according to short and long rest rules; however, no healing magics can raise the max value unless the spell or effect explicitly states so. When a priest with *vampirism* activates this power, it will last for three consecutive attacks or until a successful strike occurs. Once either happens, the draining cannot be performed again until after a short rest.

Usage: Reaction

Divine Powers

Etherwalk	Divine Accord and Ceremony	Faith 5+
<p>Through one minute of concentration, the priest transports himself and any number of followers who are joined by hands to the border ethereal plane of existence. If the circle of connection (hand-holding/touching) is broken during the attempt, it will ruin the transport. This commute is physically stressful for the priest, inflicting d2 points of Body damage per traveler, including the priest oneself; therefore, if the priest and four companions, then upon arrival the priest would suffer 5d2 points of damage. It is entirely possible the trip could kill the priest. To return to the material world, the priest will have to perform this ritual again, which subjects him or her again to the same bodily stress. Finally, travel on the border ethereal results in time passage being a bit out of sync. When first arriving, time occurs much faster in the ethereal, but while remaining relative time gets closer together. Using the image to the right, the perception of the passage of time in the material world is represented by the green line, while and time experienced in the ethereal is the blue line. Whenever returning to the prime material, more time will have passed there than perceived while off plane. For the first hour in the ethereal, time occurs at a three to one ratio; thus, if spending 10 minutes in the ethereal, when returning 30 minutes will have passed. However, over the next two hours, the ratio slows to two to one. After that, time synchronizes to a one to one ratio. Nonetheless, the first faster periods still impact the total time; for example, if a total of eight hours is spent in the ethereal plane, then when returning fourteen hours will have passed (1+2+7 => 3+4+7).</p> <p><i>Usage: Special</i></p>		
Feel Poison	No Skill Requirement	Perception 4+
<p>This divinely granted skill endows the priest with a spiritual sensitivity to the presence of poison. Acting like a passive sensation, whenever a poison, whether bottled, on a weapon or in the fangs of a venomous creature, comes within 30 feet of the priest, a secret Perception roll (DC:10) is permitted to be aware of it. This will not give the location of the poison, however, but the priest will be aware of its existence. The priest will experience a mild sensation of nausea, not strong enough for penalties to incur. If other poisons are routinely around, such as carried by a party member, then this will cause the Perception roll to be made at disadvantage. However, if a second or third poison is introduced shortly after the presence of the first poison detection, then the chance of becoming aware of those is rolled normally.</p> <p><i>Usage: Constant</i></p>		
Feratu Command	Crown of the Grave Incantation 	Will 4+
<p>With this skill, when creating undead under one's command, such as with the <i>crown of the grave</i> incantation, the number of controllable undead is doubled.</p> <p><i>Usage: Enhancement</i></p>		
Forbiddance	Commissioning	Will 5+
<p>This ritual creates a ward against magical travel that protects a space up to 30,000 cubic feet (which is roughly 30 feet by 30 feet by 30 feet). For the following month, creatures cannot teleport into the area or use portals, such as extradimensional gates, to enter the area. This ritual protects the area against planar travel and access from either the astral or ethereal planes. If the ritual is performed every month for 5 years in the same location, then its effects will lasts until it is dispelled. The repeated ritual does not have to be performed by the same person; however, a priest of the exact deity would be required to count towards the 5-year requirement of permanence.</p> <p><i>Usage: Special</i></p>		

Divine Powers

Greed Sacrifice

Priest of Rahdji

This is a special ritual that is freely granted to priests of Rahdji once having a **Faith** score of 8 and higher. This ceremony requires 30 minutes to perform, but after it is complete it will have transformed gems, trade bars, and/or coinage into restored **Spirit** points. For each value of 250 bits sacrificed in a hollowed fire burned in a special kiln, one point of **Spirit** is gained. The materials sacrifice are divinely disintegrated in the process. This ritual cannot take the score above the maximum, and only 4 points at most can be regained by this ceremony. Additionally, the special kiln weighs over 1,000 pounds; thus, it is movable but highly unlikely to travel with the priest. The cost of such a kiln is 2,500 bits. Once performing this ritual, it cannot be performed again until after a long rest.

Usage: Special

Hexation

No Skill Requirement

Faith 5+

This skill is such that one learns how to place curses upon a target; it is part of church secrets, but being a priest is not required to learn this skill. The curser can attempt to inflict the following curses: ageusia, bio-nonspecto, gauchiste, gluttony, malglossima, mock feratu, portclaudio, and thunderous step. When targeting a victim, the priest selects the curse, then adds his or her total **Faith** score to the base DC. These values can be found in the [Curses](#) section. The victim must roll a save against the appropriate and adjusted DC; if failing, the target is cursed. Only one victim at a time can be cursed. If unsuccessfully delivering a curse, the person attempting the hex must recover with a short rest before attempting on another target. Curses can be lifted by the will of the one invoking it. Such action should be within the ethics of the church served and failing to follow such dogma may result in church political intervention or even otherworldly discipline if the breaches are extreme.

Usage: Action

Holy (Unholy) Turning




Divine Accord and Ceremony

Faith 4+

This skill allows a priest to use his or her holy symbol while chanting a revered phrase. This can effectively stun a celestial or fiend, depending on the spiritual alignment of the cleric. If a faithful's deity is truly neutral in the good/evil schema, then either could be affected but the target would gain +3 on its save in this case. Using an action, the priest attempt the turning, forcing the target to make a successful **Faith** preservation save against a DC:11 (plus the priest's **Faith** modifier). If the save is successful, the extraplanar being is unaffected; however, on failing, the being is under the restrained restriction while the priest continues the chant. However, at the end of each of the victim's turns, it may attempt to break free by making the preservation save again; however, this time there is a static -3 penalty to the attempt. Once this has been performed successful against a creature, it cannot be done again until a short rest.

Usage: Action

Divine Powers

Imbue 	Divine Accord	Muse 3+
<p>This skill gives the priest the ability to create a temporary charm or amulet. Essentially any invocation with the  symbol can be placed into a small trinket. These are limited to those costing 2 Spirit points. A further restriction is that healing magicks cannot be placed into an item. The target can be nearly any item so long as it is of good quality and at least 500 bits in value. Imbuing a rock in the field with simply fail. When activating the item's power, there is a cool-down duration before it can be activated again. For invocation durations measured under 10 minutes, then that cool-down is 3d4 times its normal (maximum) duration. If more than 10 minutes but less than 24 hours, then the cool-down time is d4 hours. If an effect is greater than a day, then a like amount is the cool-down. For instantaneous or permanent effects, these cannot be reactivated for a full 24 hours.</p> <p>A typical example would be placing <i>torch</i> into a jeweled ring. The preparation of an <i>imbued</i> item is similar to <i>benison</i> where daily checks are made against DC:8, tallying the raw score of the roll. Faith bonuses are permitted to be used for checking against the success roll. Once a total score of 50 is reached, the item is gains the ability, and the duration of the enchantment is one month. While it the trinket is empowered, the ability for the creating priest to cast this invocation as a normal casting is more difficult than normal due to much of the divine power being <i>imbued</i> into the object. For a successful casting, the priest must make a Faith feat-save (DC:8) or the invocation fails and the necessary Spirit is still expended. Lastly, the priest who <i>imbues</i> an object cannot <i>imbue</i> another with the same invocation while one is active, unless it has become permanent.</p> <p>Each month, on the final day of the item's <i>imbuing</i>, the priest may choose to extend the power for an additional month; however, the priest must be in possession for the object for one hour. At the end of that duration, it costs the priest double the normal Spirit amount and requires a successful Faith feat-save (DC:8). If it fails, the priest can spend another hour trying again. Furthermore, no priest can extend another priest's imbuing but rather must start the process over on his or her own.</p> <p>It is possible to make this object permanent by recharging it monthly for at least one year. After this time, while the trinket is still active, the priest can attempt to make the divine power residing in the object permanent. To do this, a final ritual must be performed using the same daily DC challenge one final time; however, this time the total tally must reach 150. The making of the trinket permanent must be completed while the object is still empowered. Lastly, once the trinket gains permanence, the priest is able to cast the specific invocation again without the additional penalties from the item drawing on the divine energies.</p> <p><i>Usage: Special</i></p>		
Infuse 	Imbue	Muse 4+
<p>The <i>infuse</i> skill is nearly identical to <i>imbue</i> except that it place invocations with the  symbol into an object and only invocations up to 5 Skill points. Otherwise, the use and cool-down durations work the same. Other exceptions are that the object must be of 1,000 bits in value, the challenge to <i>infuse</i> is DC:10 and the total tally to reach is 80. Just a with <i>imbue</i>, Faith modifiers count towards the roll's success but not the tally. When created, that invocation is difficult to cast, similar to <i>imbue</i> except the Faith feat-save is against DC:10. The duration for reactivating an <i>infused</i> magical trinket is 3d6 rounds.</p> <p>The process to extend the power of a trinket with an <i>infused</i> invocation for another month is the same as the <i>imbue</i> skill except the Faith feat-save is against DC:10. To be clear, it still costs double the normal Spirit payment when recharging.</p> <p>Finally, these items can be made permanent as well. However, at least two years of continuous empowering and a total tally score of 200 points. The making of the trinket permanent must be completed while the object is still empowered, which removes the priest's difficulty for casting that specific invocation.</p> <p><i>Usage: Special</i></p>		
Laying on Hands	Divine Accord	Faith 3+
<p>Unlike a <i>treat body</i> incantation, this divine healing requires physically touching the target to be healed. As an action, the person of faith places a healing touch on the recipient, who then rolls 2d20, each being a separate Resilience save feat (DC:10). The target gains the priest's spirit modifier to each roll. For each successful save, the target gains d3 to body, but cannot exceed the maximum body score. This ability is performed without the loss of any Spirit points, but it cannot be done again until experiencing a short rest.</p> <p><i>Usage: Action</i></p>		

Divine Powers

Lifesong Harmony

Divine Accord and
Ceremony

Spirit 15+

This is a long and powerful ritual, serving as an exorcism to remove possession, lycanthropy, advanced diseases and magical curses. It is like using *exorcism*, *free curse*, and *remove disease* simultaneously and for instances that those incantations cannot address the underlying issue. This is a ritual to be performed against a specific being. The victim rolls **Faith** preservation saves against the original difficulty but gain the bonus of the conducting priest's **Faith** modifier as well. If the original DC is unknown use DC:20. Saves are made every hour. Once three consecutive saves are successful, then the curse or possession has been lifted. Two priests can join effort in this ritual to which allows each to roll, allowing the recipient to roll with advantage and using the better of the two's modifiers as well.

Usage: *Special*

Lifesong Whisper

Prescience

Muse 4+

Requiring one minute of concentration, the priest imagines a familiar creature, one that is known by name or can be described in detail. For the following hour, the priest is able to sense the direction of the creature, so long as it is within a five-mile radius. If the creature is moving, then the direction of movement is known to the priest. However, this power can also locate a generally known type of creature; however, the range is not as far. This method will locate the nearest "goblin" or "unicorn" as long as one exists within one mile and the priest has personally seen the type of creature before. If the target is ethereal, in *gaseous form*, *polymorphed* or in any way not in the form expected or described, then it cannot be located. After performing this once, a short rest is required before another location can be performed.

Usage: *Action*

Lightning Rod

Slashing

Faith 4+

This divine ability is granted to holy knights of a church. It is rarely useful and often performed as the final act of martyrdom. Additionally, it requires being equipped with a sword large enough to plant into the ground and armor of a metallic nature, even if it is just partial armor pieces. This abjuration thwarts to effects of a damaging energy that spreads across an area of effect, be it a breath weapon, *lightning bolt* or a *cone of cold*. However, it could not be used against *glitter* or *tremor*, as these do not produce damage. If the knight is within 30 feet of the intended center target and he or she has a reaction available, then the knight can plant the sword into the ground, stretch out the other arm and redirect the magical energy into himself. The spell effect will be pulled to the knight and affect other victims; however, it is a sacrificial maneuver as either the total number of dice (in cases of chain-effects) or double the power (save at disadvantage for half) strike the knight directly in that single blow. Any resistance to the energy is only applicable to what would have been the original damage; all damage above that is at full effect. In other words, if a *fire-blast* is absorbed and the knight is resistant to fire, then the incoming damage is 6 points (3 original). The resistance could work against the first 3 to reduce it to 1 point, but the second set would be 3 full points of fire damage, making the total 4 points. A success save (at disadvantage) would reduce the damage to 2 points.

Usage: *Reaction*

Pact

Ceremony

Faith 6+

This ability allows a spiritual person to commune with the elemental spirits that make up everything in the natural world and currying their favor. While this skill is taught mostly by the church, it does not require *divine accord* and might be obtained elsewhere. It is somewhat a spiritual diplomacy and social skill, as much of the result will come from role playing. Only spirits that match the province of the worshiped deity can be contacted. Sacrifices and finesses allow the holy one to get in the good graces with a spirit. A fire spirit is more likely to help if given some beautiful poetry to burn. An entity of earth might be appeased if arranging stones into a beautiful shrine. After reaching an amicable place in the relationship, often a month of socialization or after a minor quest, a *pact* can be arranged. This is where a trade of mutual benefit is agreed upon. An earth spirit may cause an avalanche or reveal the secret entrance to a cavern when the bargainer restores an area to its natural rocky state by ridding it of human structures. The *pact* always requires the mortal to perform his side of the agreement first and within a negotiated time. If the clergy delivers, so shall the spirit. If the person fails, the spirit not only refuses its part of the bargain, but spreads news of the person's failure to other spirits. Further, depending on the role-playing, the spirit may become an enemy of the invoker. Once the *pact* is completed successfully, the spirit ceases to be accessible, and a new spirit must be contacted for future pact agreements. Finally, a *pact* requires dedication such that no other projects requiring substantial focus from the holy one can be performed without abandoning the pact.

Usage: *Special*

Divine Powers

Path Prophecy

Prescience

Faith 8+

With ten minutes of preparation and the consumption of three vials of holy water, the priest gains the higher consciousness to sense the shortest, most direct physical route to a specific fixed location. The target must be declared in the preparation, must also be on the same plane of existence, and must be reasonably known by the priest. The target site does not have to have been visited by the priest before but should be a specific site. Thus, "the nearest goblin lair" would not be a valid selection, but "the place where the monster that just attacked normally sleeps" has a reasonably good chance of working -- assuming the monster sleeps and has a routine place to do so. GMs must use best judgment for some interpretations. However, this is a skill that communes with nature, feys and spirits to provide the guidance; thus, the powers involved would grant not be hung up on semantics. Further, locations that are mobile, such as an airship, cannot be targeted. Persons cannot be targeted; however, if the priest has confirmed knowledge a person is being held prisoner in an enemy castle, then the castle could be the target, even if the prisoner is later moved from that position. When successful locking on to a target, the priest knows how far it is and in what direction it lies. While traveling there, whenever presented with a choice of paths along the way, the priest automatically feels which path is the shortest and most direct route to the destination; however, safety along said route is not a part of the determination. This additional sensation to know the target lasts for 24 hours from the start of the preparation. Once the location is found or the time expires, this special state of consciousness cannot be reclaimed for an entire week. If the priest serves a deity whose domain involves hunting, tracking, or something of similar nature, then only five days is required to wait before using the power again.

Usage: Special

Prescience

Divine Accord

Faith 4+

This divine ability is a mild form of prediction. It can only be used once before requiring a short rest to perform again; however, it can be used in a few different ways. First, it could select a book out of a stack or even the whole library that has the specific knowledge the priest wants to read. Of course, such a book must exist. Similarly, if knowing the information is in a book, he or she could open the book to the precise page. If there were a pile of keys spread out on the floor, the priest could use this to select the one to open a necessary door, so long as the priest is familiar with the door or the exact key. This could even be used to pick the correct fork in the path to reach a desired target. Again, the end target must be specific and well understood by the priest. While the results of this skill is not a guaranty, the odds are strongly in the priest's favor, requiring a **Muse** check against a DC:6 value. Further, it would be rare to use this method in combat, but if it were, it would require an action. However, there is a final option that can be used and only in combat. The priest can use *prescience* to roll a d6 at the start of a round which will be added to his next initiative score. This requires no action, but it must be declared at the start of a new round. In addition to an earlier initiative score, the *prescience* for that round allows the priest to predict and expect many things. This is translated to both an earlier action but also grants the priest a special option to hold his or her action until the proper moment, something outside the normal options in combat.

Usage: Action

Divine Powers

Prolongation

Divine Accord

Faith 4+

With this divine skill, a priest increases the duration of incantations which have durations of 8 hours or less. This includes incantation that require concentration, such as *animate objects*. For spells with a random duration based on dice, the dice remain status but the modifier adjusts by the percentage. For example, the *deluge* incantation lasts for $d6+2$ rounds, with a **Faith** score of 5 the duration becomes $d6+4$. Remember to always round to the lower number if fractions are involved. Also durations listed in minutes should be calculated to rounds for determining the prolongation. Times listed in hours should use minutes for the increase.

Faith Score	Percent
4	150%
5	200%
6	260%
7	330%
8	410%
9	500%
10	600%
11	710%
12	830%

Usage: Enhancement

Raise Ghoul

Crown of the Grave

Will 5+

Incantation    

When using the *crown of the grave* incantation, this divine skill allows one of the creatures to be a ghoul. This can be used with every casting.

Usage: Enhancement

Rebirth

Tether Soul

Faith 8+

The priest touches a creature that has been dead for less than 200 years and died for any reason except old age. If the creature's soul is free and willing, the creature is restored to life with all its attribute points. This ritual closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The process further replaces damaged or missing organs and limbs. Should the creature have become undead or currently is undead, this will restored to its non-undead form. The duration of the practice is ten minutes. It also requires five diamonds, which are destroyed in the ritual.

Usage: Special

Return to Life Ritual




Commissioning

Spirit 18+

Performing this ritual can actually restore life and former soul to a corpse. The target's death must have occurred within the past 3 days (72 hours) to be able to recapture the soul before it fully breaks the association with the body. This ceremony can be performed by a single priest or a group of priests; however, all priests must be empowered with this divine ritual skill. It also requires incense, herbs and gold dust which will be consumed at an expense rate of 500 bits plus 100 bits per priest for each half-hour of the ritual. To restore life to the recipient, a special **Faith** feat must succeed against DC:23 three **consecutive** times. These feat checks occur every half-hour of the ritual. A single d20 is rolled for the group, then add all the **Faith** modifiers of the priests involved. No other magical or divine bonuses can be added without being specifically stated for this explicit ritual. However, if the save fails, then every priest involved must roll an individual **Resilience** preservation save against DC:9. Each priest who fails the save suffers one point from his or her **Resilience** score permanently. There have been incidents where priests have died performing this ceremony, when one's **Resilience** falls to zero. Should this continue for ten hours without success, then the ritual fails and the person's life is not restored.

Usage: Special

Divine Powers

<p>Sap</p> <p>Priests who have been granted the incantation <i>desecrated glow</i> as part of the spells from his or her deity have the opportunity to learn this additional necrotic skill, which empowers the cleric to use this skill as a reaction on a successful touch attack. The touch is not always active and must be chosen as a reaction to use. However, on a successful touch attack, and the priest chooses to use this skill as a reaction, the victim will immediately suffer from the nauseated restriction until the end of the priest's next turn. After using this power, this reaction cannot be tried again for another 2d4 rounds.</p> <p><i>Usage: Action</i></p>	<p>Desecrated Glow Incantation   </p> <p>Faith 5+</p>
<p>Scroll Reading</p> <p>This skill gives even a non-casting acolyte the ability to manifest a divine effect stored in a scroll. See <i>Scroll Writing</i> for details.</p> <p><i>Usage: Action</i></p>	<p>Ceremony</p> <p>Faith 3+</p>
<p>Scroll Writing</p> <p>With this skill, a priest can cast an ability and store the manifestation into a scroll. The power that goes into a scroll can be power that costs 7 or fewer Spirit points. Since the power of the ability is already cast and stored into the scroll, any person with a <i>scroll reading</i> skill can cast from the scroll. It is not limited by religion, beliefs, race or other skills. However, one might choose not to release powers from a foreign god. Unlike imbue, the benefit of writing a scroll is the incantation is not penalized while the scroll is unused; however, the scroll cannot be used by one time. Further, there is time and expense for producing a scroll, and its success is not a guaranty. Special paper or vellum must be used, as well as alchemical inks. The time and cost required to create a scroll is a half-day per point-cost. At the end of that preparation, a d20 Faith save is rolled against a DC for success. The base DC is 5 plus the cost of the incantation. If rolling under (or natural 1), the scroll is consumed by the power trying to be imparted. Further, after attempting the scroll, successful or not, the priest must wait a few days before creating another scroll. The days are equal to the Spirit cost of the last scroll attempted.</p> <p><i>Usage: Special</i></p>	<p>Divine Accord and Scroll Reading</p> <p>Faith 4+</p>
<p>Spiritual Descrying</p> <p>This ritual requires incense and oils costing 500 bits for each performance. The process to prepare and enter the trace requires an hour of time. During the trace state, the priest names or describes a person, place, or object. The guiding spirits involved with the trance whisper a brief summary of significant lore concerning the thing named. This information might consist of current tales, forgotten stories, or even secret lore that has never been widely known. If the thing named isn't of sufficient importance to the ethereal guides, then no information is gained. The more information already known will correspond to the information received. The greater the knowledge about the object, the more precise and detailed the answers will be. This ritual will sicken the priest from the experience, as if being stricken by Timber Shivers, although this illness is not contagious. It will require 1d10 days of bed rest to properly recover. Moreover, this ritual cannot be performed again until a month (28 days) passes.</p> <p><i>Usage: Special</i></p>	<p>Clairvoyant</p> <p>Faith 7+</p>
<p>Spirit Journey</p> <p>Through this divine method, the priest enters a deep trance where over the following hour, he or she connects with spirits and heralds of the faith. A requirement for the <i>spirit journey</i> is that the priest be fully healthy: maximum health, under no curses, diseases, poison or other negative effect. During this experience, the priest is permitted to ask two questions intended to be answered by "yes" or "no." The GM will select the answer truthfully from the perspective of a deific power of the one's religion. However, the answer may return with a one-word reply, such as "yes," "no," "maybe," "never," "irrelevant," "unclear" or even a short phrase if appropriate. After the second question is answered, the priest may roll a Faith check (DC:20) to gain a bonus question. After the third, the same check is made to ask another, and so on until the check is failed or the priest chooses to stop. For each question that is asked, the priest will suffer one point of Body damage. After the <i>spirit journey</i> is complete, it requires one week before another one can be successfully entered.</p> <p><i>Usage: Special</i></p>	<p>Lifesong Harmony</p> <p>Faith 6+</p>

Divine Powers

Tether Soul

Return to Life Ritual

Faith 7+

This special ability is rarely used in combat but likely upon a captured prisoner. It requires the victim's blood or a graven image of the victim. Obviously, blood is a more likely component. Additionally, one ruby is required. More previous gems could be used, but since the gem will be destroyed at the end, a more expensive one probably will not be selected. The ritual is performed under five minutes, mainly involving the gem touching the victim's chest. At the end of the ceremony, part of the victim's soul is trapped in the ruby for the following eight hours. During this time, the gem has the same number of **Spirit** points and the victim, and that score is linked so whatever happens to one happens to the other.

During the state of having only part of a soul, some unique "benefits" are granted to the victim. Neither food nor air is needed either. Poison and disease are ineffective on the target too. Further, the victim cannot be affected by "sleep" magic. However, the victim will detect as undead if inspected. Protection from mind-affecting magic and other general resistances that undead share are not part of the effect.

The possessor of the gem can perform a usage as an action. After exploiting the stone for the fifth time, the victim's soul is released, and the gem is destroyed, even if that occurs prior to the eight hour duration. If usages remain at the end of eight hours, the soul is also released and the gem destroyed. While the ruby holds the soul, the possessor can perform the following:

Steal: The possessor can steal **Spirit** points from the gem, which in turn affects the recipient. The amount stolen is based on a d6, which restores the gem-possessor's **Body** score by a like amount. If the energy theft depletes the stone of **Spirit**, the possessor receives the remaining positive amount in the gem, but the ruby crumbles and the soul is released. Of course, the victim would be in a catatonic state until recovering.

Question: The possessor may ask the soul a question and receive a brief telepathic answer, which can be understood regardless of the language used. The soul knows only what it knows from its own life, but the answer will be truthful to the best of its ability. A single sentence will be the response.

Borrow: The possessor may borrow any skill, axiom or incantation from the victim's abilities. This must be used in the next three actions or it is lost. The skill does not require the possessor have the prerequisites to use it, but if it boosts a combat skill by adding a d20, that only adds to the possessor's current skill and must be in the proper style. Thus, if taking *slashing* but the possessor does not have *melee fighting*, the the attacker still only has 1d20 for an attack with a sword and is considered untrained with anything else. If using an axiom, the cost comes from the possessor's **Mind** score; however, if it is an incantation, the cost is taken from the ruby. If there is not enough **Spirit** remaining in the stone, then the invocation does not manifest, but the attempt counts as a usage. Also, if the incantation takes the exact amount to drain all **Spirit** points, then the ruby crumbles and the soul is released.

Usage: Special/Action

Tree-incarnation

Divine Accord and Ceremony

Faith 5+


This ritual-skill is only available to the worshipers of Lacerta or Selquerine. After a day-long ceremony, this permanently links the soul of the priest with a tree, usually chosen carefully for its health, vigor, and remote environment. This joins the life force of the elder with that of the tree; as long as the tree lives, the priest ages only one year for each four years that pass. Due to this link, the tree remains exactly the size it was at the time of the ritual. Moreover, the priest's spirit merges with the tree at the character's death. No form of *reincarnation* or *return to life* or other life-restoration used upon the character's body will work unless the corpse is within 10 feet of the tree. One year after the priest dies, his or her spirit animates the tree as a treant. The chosen tree must be of treant height; the exact size determines the size of the new treant, which possesses the cleric's memories and personality but has no granted powers, spells or skills from its previous life. It must communicate as a treant. The GM decides whether to consider this treant an NPC or allow the player to control it. However, a priest who uses this ceremony to link with a tree suffers any physical damage inflicted on the tree. For instance, if someone hacks at the tree with an axe and causes 4 **Body** points of damage, the priest also loses 4 **Body** points; the priest knows the tree has been harmed but does not know the nature of the injury. If the tree dies but does not sustain enough damage to kill the linked being, the priest is stunned for d6 combat rounds and must make a successful **Faith** preservation save (DC:20) to avoid death. Spells that heal the priest do not affect the tree. Damage to the priest does not affect the tree. However, it is usually in the priest's best interest to have some sort of guard for the tree. Obviously, this ceremony can only be performed once.

Usage: Special

Divine Powers

Trionfi





Divine Accord and
Ceremony

Muse 3+

This skill allows the priest to use a special deck of cards to foresee the future omens. This reading reveals the results of a specific course of action that is planned to be taken within the near future. The process is slow, requiring between five to ten minutes, but it can make predictions up to three hours into the future, indicating the fortuitous or the inauspicious odds. Much of the result is determined by the GM, who must determine the answer using honest judgment. Results will be "good fortune," "bad fortune," "a mixture of fortunes," or "irrelevant." But additionally, a short phrase, cryptic rhyme or other clue (such as "but it will be worse for the horses" or "beware the bubbling waters") can be given by the GM as well. This action cannot be performed again until a short rest has been taken -- but even then, if the action prophesied has not yet been taken, future readings will fail. This skill grows stronger as the **Muse** score increases. Starting at a score of 4, the future can be portended out to six hours. For each point beyond this, an additional 6 hours can be forecast. Thus, if having a **Muse** score of 9, the *trionfi* reading can betoken specific events 36 hours in the future. However, if reading beyond six hours, then a long rest (and the event occurring) must happen before reading the future again.

Usage: Special

Unlife Likeness

Crown of the Grave
Incantation    

Faith 5+

For priests who have the *crown of the grave* incantation as part of their repertoire, they can gain this additional skill which allows the casting of the spell to have a different outcome. Rather than creating skeletons or zombies, a single undead creature of small or tiny size can be animated from either animal or fey origins. Obviously the corpse of the creature must be present. While this seems like a bad trade, it allows the creation of an undead slave with methods of movement of its former self in life. Such as an undead bird could fly, a zombie-worm could burrow and an undead fish could swim. This allows such an undead slave to perform certain simple tasks that traditional skeletons cannot perform. No special communication or link exists, as this new creation effectively acts as a zombie but with fewer **Body** points. Tiny undead have only 3 **Body** points while small ones have 6 points. Its AC and any attacks that the creature might have had in life would be used in the calculations as an undead being. However, no more than 2d20 can be used as an attack, and the highest AC possible is 15. These limitations exist even if its living form has better stats. This alternate creation counts towards the total of undead capable of being controlled simultaneously, and like their counterparts, these undead also only remain intact for one month.

Usage: Enhancement

Vampiric Gaze

Energy Drain    Spirit 16+

With this skill a special attack action can be taken by the priest. A sinuous beam of inky darkness emits from the priest's eyes to strike an opponent within 60 feet and within line of sight. It will inflict 2d4 necrotic damage to the target; however, the victim is permitted an **Agility** save (DC:15) to suffer only half damage. If the save fails, not only does the target suffer full damage, but the vampiric transference of health returns to the priest who will regain half (round-down) of the points inflicted. It is not possible to exceed one's max **Body** score via this vampiric restoration. Finally, this power can only be used once every two minutes (12 rounds).

Usage: Action

Weapon of Justice

Ceremony

Faith 3+

This skill allows the preparation of a weapon against a specific foe. Note that it does not require *divine accord*. By writing in blood the identity of the enemy upon the weapon along with aphorisms the weapon will gain power against the rival. The precise name of the victim does not have to be known, but the description must be specific to a single character or being. This preparation requires a minimum of one hour, but the effects on the weapon last for up to 30 days. The power added to the weapon turns a weapon into effectively a magical one, allowing it to strike creatures which are normally immune to normal weapons. Additionally, the weapon gains special bonuses for the next three attacks against the specific foe. The first swing grants +3 to all d20s used. The next attack gains +2 on the scores; and the final attack increases to only +1. The time between the attacks – assuming the effect has not expired - does not matter. After the third attack, the empowerment ends. Additionally, the weapon cannot be used against anything prior to fighting the intended rival. If it is used to attempt to strike, successful or not, the enchantment is lost.

Usage: Special

Holy Ground

What defines a church.

With the *commissioning* skill, “holy ground” is consecrated and created. However, what does this really mean?

First, this creates the same effect as if the area were inside a *protection from evil* circle, like that of *fiend practicum*; however, the protection extends to other creatures, including undead and fey. Any priests of an opposing deity will also have difficulty entering the ground without an invitation, requiring to make a spirit preservation save against DC:10.

Secondly, any *turn undead* or *holy turning* originating from within the “holy ground” gains a +4 bonus for those attuned to the temple; however, those not of the faith attempting to *turn undead* in an “unholy” place will have 2 points of smite reduced from the turning. Further, opposing clerics become subject to *holy turning* (normal saves) as if celestials/ fiends when on “holy ground.”

Moreover, any dead body interred in a sacred site cannot be turned into an undead creature. Finally, all creatures of worship, not just priests, gain +4 to all preservation saves that may be needed inside the church.

Sorcery

Exploiting latent energies of the universe.

To cast advanced magic beyond simple cantrips, then a specific training skill of *sorcery* is required skill. The *cantrip control* skill is based on fey magic and does not allow the use of arcane spells, called axioms. Likewise, the skill of *sorcery* is incompatible with simple cantrips.

Using sorcery is a process of two different components: *sorcery* training and known axioms. The *sorcery* skill must be learned for a character to be able to cast any arcane magic. The universe, perhaps better termed the ubiquiverse to include the various planes of existence, has particles of energy existing through out. These various energy knurls subsist as part of the comprising of reality itself. What the *sorcery* skill does is train a being how to feel, find and manipulate these forces to create exceptions to the standard physics in reality. Another very important detail is the *sorcery* skill means that the trainee has undergone an abscission and modification to one's hands to better grasp the knurls of magic. As its very purpose, *sorcery* is a process of breaking the natural rules of the cosmos.



Once learning how to wield and shape these particles of energy into strands and patterns, then specific axioms for these forces can be applied. This is how a specific axiom works. It is a mental process of meshing magical energy to produce a potential outcome. Performing this task is mentally exhausting, and therefore, costs points from a character's *Mind* score when casting a spell of sorcery. This is why there is a prerequisite of a 3 *Logic* score or higher just to be capable of learning the base *sorcery* skill.

Typically, the base skill of *sorcery* must be learned from another, using karma. The use of karma is a meta-physical way to speed up the grasping of a particular skill, but in the case of *sorcery* it is possible to be trained without spending karma. For this rigorous training, another sorcerer will take on a student for 100 days. Similar to a vocational skill, at the end of that time a *Logic* feat (DC:8) is required to acquire the skill. If that roll is unsuccessful, then the student simply hasn't become proficient in *sorcery*. Finally, it is possible to self-trained in *sorcery* because someone had to originate the skill; however, this would require GM approval, as it might require several years.

Axioms

To cast a sorcery spell, a specific axiom must be acquired. An axiom is the mental process of twisting those energy knurls in a particular way, which can be performed through various visualizations, words, gestures and occasionally material components. Learning an axiom works precisely like acquiring any other skill – purchased through karma. The GM may want to role-play the process, whether that is being trained by a mentor or purchased from a peer, but karma should be used to gain a new axiom. Additionally, various axioms will have different costs of karma needed. Finally, there is a time investment to transfer the axiom beyond the karma expense. To fully master a new axiom acquired, one day per *Mind* point is required.

Once *sorcery* is known and an axiom has been acquired, then student graduates to being a real sorcerer. To cast that newly-learned axiom *Mind* score points are used as a metric of magical rote. Each axiom will have a casting cost, measured in *Mind* points. If one does not have enough current *Mind* points, then the axiom cannot be established. To be clear, if the sorcerer does not meet the requirement to cast an axiom, then it cannot be acquired either, even if having enough karma to purchase it.

Again because the spells had to be created originally, axioms themselves can be self-taught using the self-training rules as if a vocational skill. However, instead of a *Muse* feat at the end of the duration, the research of a new axiom would require a *Logic* check instead. Considering the time for being trained when using karma, the time for self-training is significantly longer. Self-training without karma equates to one month per *Mind* point required for casting. Thus, if a sorcerer observed someone throwing a *fire-clart* and thought, "*I can do that*," then after investing 28-days of study and practice, a *Logic* feat of DC:8 (DC:6 plus twice the *Mind* cost) could be rolled to see if the new axiom truly gained. The same is true for a *relocate* axiom, but it would require a five-month investment and a more difficult check (DC:16). Finally, no axiom can be self-researched that would exceed the requirements of the sorcerer to cast.

Spell Cost

Like divine power, *sorcery* works similarly. Once an axiom is learned, it will have a casting cost value from 1 to 6 *Mind* points. That cost is subtracted from the current *Mind* score upon birthing the spell. Unlike divine power, the costs and requirements are

Sorcery

different. As axioms must be gathered, bought, learned and traded for karma rather than being granted for free as part of a holy pact, axiom spell casting costs are cheaper by comparison. The requirement to cast any axiom is based upon the sorcerer's Logic score. Logic must be twice the value of the spell cost. Thus, a 2-point axiom can only be birthed by a sorcerer with a 4 Logic or higher. For a 5-point spell, a Logic score of 10 or better is needed. However, that 5-point axiom would only reduce the Mind score by 5 points. While more details will be given later, Mind points can be recovered after a [short rest](#), and many more points become restored after a [long rest](#).

Oversiphoning

Further, a valid option when using axioms is a process called "oversiphoning." In the process of manifesting the magic, the sorcerer is gathering and manipulating those energy knurls previously mentioned. The mental effort required to perform this act is measured in the cost of Mind points, as stated earlier. However, the sorcerer can push more mental power into an axiom, which creates a stronger concentrations of those magical forces, weaves thicker stands of sorcery and creates a more powerful effect from the axiom. The cost is extra Mind points used over the normally required amount. This is the process known as oversiphoning. However, not all axioms may be worth the extra investment; some even might gain no effect at all. In the description is an explanation of how oversiphoning would work for that axiom and what the additional costs would be.

Spell Birth

While much of sorcery is mental, nearly all spells require verbalization of arcane words to ensure the proper magical threads combine for the effect. However, not every axiom requires speaking, meaning a few can be cast in the midst of a *silence* effect, similar to the limitation with divine powers. Further, many axioms will also require physical gesturing to help with the manifestation. And finally, occasionally some sorcery will rely upon external components. *Scry* is one such example. All of this is address specifically for those who subdue a sorcerer to better understand binding hands and gagging the caster will prevent spell-usage in most cases.

On the flip side, the requirements may also determine whether the sorcerer can perform his or her magical in secret. Verbal intrinsics of an axiom must be annunciated distinctly and at a normal speaking volume; therefore, casting such spells clandestinely in virtually impossible. However, gesture-only axioms may sneak by observers. Those in combat will notice spells almost automatically, unless the GM rules a condition such as blindness or other circumstance. However, for those casually observing the area can notice a gesture-only spell during a non-combat social scenario by making a normal Perception check (DC:11). If the caster has the *stealth* and is specifically attempting to hide the action, then the Difficulty is raised to 13. If using *stealth* to completely conceal oneself, then the normal *stealth* DC is used to know the caster is even there; however, that really be a non-combat social scenario.

Also, if the axiom requires only a gesture but the sorcerer is shackled, bound or otherwise restrained, then there is still a very small chance the caster might manifest the spell, assuming the other factors are not inhibited. In such a case, if the sorcerer can made a Mind feat check (DC:20), then the spell can occur. The GM might adjust appropriately for the *knots* skill or other circumstances. However, if failing the casting, the spell points attempted will be lost. Further, maintaining concentration, if needed (see below), may also be adjusted by the GM. Finally, mental-only axioms, which tend to fall into the detection category, cannot be observed without magical aid. Further, mental-only effects are extremely difficult to prevent; however, captors have been known to render sorcerer's unconscious or even strike them with a *weapon of nonsense* to prevent casting.

Concentration

Some axioms require concentration. The sorcerer can still partake in conversations and observe the surroundings, but while concentration is required no reactions can be performed nor can any new axioms, cantrips or invocations be cast. However, other actions, such as drinking a potion or activating a magic item are perfectly legitimate. However, combat attacks, whether melee or at range, can only be made with disadvantage. Further, movement rate is half during concentration. Of course, a specific detail in an axiom could override this general rule. Should the caster's concentration be broken, it will usually end the axiom. Thus, if the concentration is required to maintain or complete an effect, then breaking the caster's concentration would free the victims. However, in some cases, such as *conjure elemental*, it does not return end as one might expect.

Concentration may be broken by inflicting damage against Body, Mind or Spirit. However, the caster is permitted a save against a DC:14 plus the number of points of damage to maintain concentration. If struck with Body damage, a Resilience save is used. If Mind damage, then Judgment; and if Spirit, then Muse.

Other options to break concentration are using *arcane disruption* as an action or *counterspell* as a reaction at the start of the caster's turn. Obviously, killing, stunning or incapacitating the caster would also work. Lastly, the GM may allow for environmental events to break concentration.

Effect Restrictions

There are several spells where an effect may be removed by subsequent saves made against the effect. However, this might seem

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ambiguous if the result of the axiom for failing the initial save results in a restriction that makes all future saves automatically fail. An example of this is *nauseating breath*. If the victim fails the initial save, then he or she is stunned but also allowed subsequent Resilience saves to clear the magical gas from one's system. The conflict occurs when reading the effects of being stunned, which include the automatic failure of any Body saves while under the restriction. In these cases, subsequent saves are not penalized by the inflicted restriction; however, all other reasons to make a save or feat roll would be. Thus, the following round after failing the save against *nauseating breath* would be a normal save, but if someone grappled the victim, then the competition would automatically go to the one attempting the hold. Furthermore, previous existing effects might also play into these subsequent saves. If the victim were at disadvantage for some other reason for the initial save against *nauseating breath*, the subsequent saves would also be at disadvantage, so long as the cause for disadvantage still applied. Combined effects should apply in order as a base rule whenever these factors must be considered. Of course, a specific rule of an item or other magic would override this general one.

Channeling

There is one final note on casting axioms. There do exist items of channeling: rods, orbs, wands, scepters, fans and the like. These are often made from special materials; sometimes feywood or perhaps mythril. The fashioning of these items is performed through *arcane craft*, requiring about one week of time and roughly 2500 bits of raw material.

A focus channel is not something for the casual caster, such as a fighter who picks up ice blast to strike targets out of reach. This is for the serious sorcerer who primarily casts only magic and does it frequently. Otherwise, it may not be worth the investment.

The chart of axioms is ordered by cost, while the descriptions are ordered alphabetically.

Skill	Cost
Sorcery \otimes	100
Evocation of Fire	250
Evocation of Frost	250
Evocation of Lightning	250
Arcane Artificing	300
Arcane Craft	300
Axiom \otimes	
Acid Dart	100
Air Bubble	100
Alarm	100
Appropriation	100
Arcane Rider	100
Bolster	100
Burning Hands	100
Burst of Thought	100
Charm	100
Chill Touch	100
Closing Speed	100
Cloud of Daggers	100
Connecronism	100
Detect Magic	100
Detect Supernatural	100
Discordance	100
False Aura	100
Fire Dart	100
Flinch	100
Float	100
Ghost Sound	100
Glitter	100
Grounding	100
Ice Blast	100
Intervocalism	100
Lock	100
Move In Haste	100
Petty Glamour	100
Quick Step	100
Razorscales	100
Scattered Form	100
Scribe	100
Secret	100
Seeking Missile	100
Shape Water	100
Shield	100

Axiom	Cost
Transmogrify	200
Unpickable Lock	200
Venomfire	200
Venomous Spew	200
Vocalink	200
Voltaic-Arc	200
Web	200
Whirlwind Blade	200
Whispering Wind	200
Windstorm	200
Withering Circle	200
Acid Cloud	300
Air Chamber	300
Astasia	300
Blink Enemy	300
Blink Evasion	300
Blink Other	300
Bloodhound	300
Clairvoyance	300
Conjure Barrage	300
Counterspell	300
Death Memory	300
Disrupt Magic	300
Earth Move	300
Ego Whip	300
Ether Walk	300
Explosive Missile	300
Faintheartedness	300
Fear	300
Fireball	300
Fly	300
Fortress	300
Indifference	300
Inkoflex	300
Instant Wall	300
Land Skiff	300
Lava Strike	300
Lightning Bolt	300
Magic Eye	300
Mark That One	300
Odious Goo Entity	300
Pebble to Boulder	300
Personal Airing	300

Sorcery

Shieldbearer	100
Shimmering Armor	100
Shuriken of Shadow	100
Skeleton Key	100
Sleep	100
Slick	100
Snow Boots	100
Spark	100
Tentacle Guard	100
Touch of the Pitohuis	100
Twisted Throw	100
Upshot	100
Valet	100
Veil	100
Vengeance	100
Verbalize	100
Viper Dart	100
Warning Shout	100
Weighty Chest	100
Wind Compass	100
Wraithstrike	100
Acid Arrow	200
Bilious Gloom	200
Blink	200
Bloat Bomb	200
Blood Boost	200
Blur	200
Boiling Oil	200
Charge Object	200
Decaying Rot	200
Detect Thoughts	200
Empower Animal	200
Enfeeblement	200
Eruption	200
Feratu Shroud	200
Fiery Crescendo	200
Freeze Thought	200
Geo-Bond	200
Ghoul Strike	200
Glamour Mouth	200
Gloom Torus	200
Glyph Analysis	200
Hideaway	200
Ignis Fatuus	200
Inkodistance	200
Lipo-Shield	200
Magic Seal	200
Maladroitness	200
Memory Meld	200
Mind Dagger	200
Mirror Image	200
Mishap	200
Nauseating Breath	200
Night Scar	200
Personal Silence	200
Psychic Shield	200
Random Casualty	200
Reverse Arrow	200
See Invisible	200
Shark Tracking	200
Shelter Other	200
Silence	200
Slow	200
Stature	200
Stolen Breath	200
Strix Cloud	200
Stronger Slumber	200

Phantasmal Distraction	300
Polymorph	300
Psychic Poison	300
Reverberation	300
Ruthless Assault	300
Sabotage Mark	300
Sawtooth	300
Sectantur	300
Servant Army	300
Skip Moment	300
Sprint	300
Strong Glamour	300
Undead Freedom	300
Vapor	300
Veiled Deception	300
Waresense	300
Word Stone	300
Wrecking	300
Animate Shadow	400
Arcane Resistance	400
Brain Damage	400
Confusion	400
Dimension Door	400
Dirge Chamber	400
Dreadful Bile	400
Ether Wisp	400
Fire and Ice	400
Flame Walk	400
Geo-Tether	400
Gorge Burst	400
Improved Psychic Shield	400
Magma Siege Stone	400
Mass Veil	400
Psychokinesis	400
Repulsion	400
Scry	400
Shadow Turf	400
Sigil Drift	400
Spry-foot	400
Stature Exanimate	400
Supreme Fortune	400
Symbolize Lifesong	400
Thanatos	400
Volcanic Rage	400
Wall of Force	400
Watchdog	400
Wing Gift	400
Antilife Shell	500
Astral Presence	500
Cone of Cold	500
Conjure Elemental	500
Extend	500
Hold Monster	500
Life Static	500
Order to Stun	500
Passwall	500
Relocate	500
Replica	500
Schmerz	500
Shadow Path	500
Stone Spiders	500
Teleport Sigil	500
Disintegration	600
Eyebite	600
Flesh to Stone	600
Obsequies	600
Possession	600

Sorcery

Sudden Formation	200	Relig. Motus	600
Telekinesis	200	True Sight	600
Thicken Damage	200	Verbotten	600
Torus Of Destruction	200		

Sorcery	No Skill Requirement	Logic 3+
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This allows one to be able to learn and cast axioms.

Arcane Artificing	Sorcery	Judgment 3+
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This allows a sorcerer to create a magic item through an arcane-magic process. It is actually a prerequisite and more details can be found under the [Artifice Discipline](#) vocational skill and in the GM Aide.

Arcane Craft	Sorcery	Will 4+
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Through *arcane craft*, the sorcerer personally crafts his or her own focus channel, which will work for no one else as it becomes attuned to the creator's lifesong. Once possessing the item, it requires one hand to hold; thus, two-handed activity becomes subject to initiative delays. In combat, it requires one action to activate the item. After doing so, for each casting the sorcerer performs in the next minute (6 combat rounds), he or she will roll a mind feat save (DC:14 plus the spell-point cost of the axiom). If successful, then the spell points required is reduced by one point (even 1-point axioms). The caster must have sufficient points to complete the casting, even if the focus channel makes it possible to cast the axiom for free. Further, if double-point casting a spell, still only one point is reduced. After 6 rounds, another action is required to activate the item again.

Evocation of Fire	Sorcery	Mind 13+
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When casting a spell that inflicts fire as the base damage, flames engulf the caster until the start of his or her next turn. The flames cause no damage to the sorcerer or possessions. Further, they shed dim light out to 20 feet. While the flames are present, these offer a defense such that any creature successfully striking the sorcerer by melee from an adjacent hex will suffer 1 point of fire damage. As a downside, it costs an extra **Mind** point for such a spell to prevent the effect from occurring.

Evocation of Frost	Sorcery	Mind 13+
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When casting a spell that inflicts cold as the base damage, frost covers the caster until the start of his or her next turn. The frost causes no damage to the sorcerer or possessions. No light sheds from this effect. While the frost is present, these offer a defense such that any creature successfully striking the sorcerer by melee from an adjacent hex will suffer 1 point of cold damage. At the cost of an extra **Mind** point of the axiom-casting, this effect can be stopped from manifesting.

Evocation of Lightning	Sorcery	Mind 13+
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When casting a spell that inflicts lightning damage, sparks of electricity cover the caster until the start of his or her next turn. The sparks cause no damage to the sorcerer or possessions. Further, they shed dim light out to 10 feet. While the sparks are present, these offer a defense such that any creature successfully striking the sorcerer by melee from an adjacent hex will suffer 1 point of lightning damage. At the cost of an extra **Mind** point of the axiom-casting, this effect can be stopped from manifesting.

Axioms

Acid Arrow	Mind Point Cost: 2
Verbal, Gesture	Requirement: Acid Dart

Time Required:	1 action	Range:	20 feet	Duration:	Instantaneous
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While having a shorter range, this axiom has more opportunity to inflict damage and over a longer period. The sorcerer selects a target within range who can be visibly seen, then hurls a green arrow of magical acid at that target by an attack of a d20 against its armor class. If the caster has *ranged fighting*, then any **Agility** bonus can be added to the to-hit value. If the cast further has a *hurling* skill, then the total **Agility** score is added in lieu of the bonus. If striking, then d4 points of alchemical damage is inflicted immediately, plus the victim must make a **Resilience** preservation save (DC:13) or have the acid continue to burn for another d4 points of damage which is recorded at the end of the target's next turn. In the interim, the victim is in pain that prevents spell casting or other concentration without an appropriate concentration feat, which in this case is a **Resilience** save (DC:16).

Oversiphoned: 4 Mind Points Two separate targets can be selected for a simultaneous attack.

Sorcery

Acid Cloud

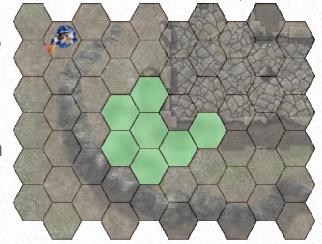
Verbal, Gesture, [Concentration]

Mind Point Cost: 3

Requirement: *Acid Dart*

Time Required:	1 action	Range:	60 feet	Duration:	3 turns
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Billowing green gas bursts out in a 15-foot diameter circle (7 hexes), centered on any point of the sorcerer's choosing within range. The cloud will move around corners to occupy 7 hexes. The cloud lasts for 30 seconds or until it is dispelled by a strong wind. Its area is heavily obscured, similar to a *fog of war*. Any creature that moves into the cloud or starts its turn there must make a **Resilience** save (DC:15). Creatures take 2d6 acid damage on a failed save, and half as much on a successful one.



Oversiphoned: 5 Mind Points Resilience save (DC:17). Base damage is 2d8.

Acid Dart

Gesture

Mind Point Cost: 1

Time Required:	1 action	Range:	30 feet	Duration:	Instantaneous
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The sorcerer selects a target within range who can be visibly seen, then hurls a ball of corrosive acid at that target by an attack of a d20 against its armor class. If the caster has *ranged fighting*, then any **Agility** bonus can be added to the to-hit value. If the cast further has a *hurling* skill, then the total **Agility** score is added in lieu of the bonus. If striking, then d4 points of alchemical damage is inflicted against body. This axiom can be cast in magical silence.

Oversiphoned: 2 Mind Points The d20 attack is at advantage. The damage becomes a d6.

Air Bubble

Gesture

Mind Point Cost: 1

Time Required:	1 action	Range:	Touch	Duration:	10 minutes
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This spell creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The *air bubble* allows the creature touched to breathe underwater or in similar airless environments. An item is surrounded by the bubble and is protected from water damage. This axiom can be cast in magical silence.

Oversiphoned: 2 Mind Points The duration is 20 minutes.

Air Chamber

Verbal, Gesture

Mind Point Cost: 3

Requirement: *Air Bubble*

Time Required:	1 action	Range:	Touch	Duration:	1 hour
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This spell creates a large pocket of breathable air surrounding the touched creature's entire body. This allows the creature touched to breathe underwater or in similar airless environments. However, it does not convey the ability to swim, and further to navigate in the water requires swimming or other means of movement. The creature inside the *air chamber* will move against water currents as if actually touching and interacting with the water despite never actually making contact. Without effort, the creature will move naturally with the current of the water.

Oversiphoned: 4 Mind Points The duration is 90 minutes.

Sorcery

Alarm			Mind Point Cost: 1
Verbal, Gesture			
Time Required:	1 minute	Range:	30 feet
		Duration:	8 hours
<p>The spell wards against unwanted intrusion placed on a door, window or gate. The portal cannot extend outside of a 20-foot cube. While in effect, should a tiny or larger creature touch or enter the warded area, then an alarm will signal. If within 60 feet, an audible sound like a hand bell will sound. Also, a mental alert will ping the caster up to a mile away. This ping will also wake the caster if asleep.</p>			
<p>Oversiphoned: 2 Mind Points The duration is 14 hours.</p>			
Animate Shadow			Mind Point Cost: 4
Verbal, Gesture, [Concentration]			
Time Required:	1 action	Range:	60 feet
		Duration:	Up to 1 minute
<p>With the gesture and gaze, the sorcerer lifts a shadow from a surface and brings it to life. Light must be present for shadows to exist and this spell to manifest. The shadow is under the control of the caster until the axiom expires. The following round the shadow rolls a separate initiative. The sorcerer decides what action the creature will take and where it will move during its next turn, or a general command can be issued, such as to guard a corridor. If no commands are given, the creature only defends itself against hostility. The entity has the equivalent of 18 Body points and an AC 13. It physically attacks with 2d20 and delivers blunt damage. The shadow operates with spirit sight and has resistance to piercing attacks. If double spell points are used, then two shadows are created. This axiom is completely somatic and mental; therefore, it can be cast within a <i>silence</i> effect; however, it requires concentration, meaning the magic-wielder can take no reactions or cast new spells for the duration</p>			
<p>Oversiphoned: 6 Mind Points Shadow creature has 25 Body points and AC 15.</p>			
Antilife Shell			Mind Point Cost: 5
Verbal, Gesture			
Time Required:	1 action	Range:	10 feet
		Duration:	Up to 1 hour
<p>A shimmering barrier extends out from the sorcerer in a 10-foot radius (the six surrounding hexes) which also moves with the conjurer. This shell will hedge out creatures, including undead but not constructs. The barrier lasts for the duration. The barrier prevents an affected creature from passing or reaching through. A blocked creature can still cast spells or make attacks with ranged and reach weapons through the barrier. If the sorcerer moves so that an affected creature is forced to pass through the barrier, the spell ends.</p>			
<p>Oversiphoned: 8 Mind Points The duration is up to 2 hours. 10 Mind Points The duration is up to 3 hours.</p>			
Appropriation			Mind Point Cost: 1
Gesture			
Time Required:	1 action	Range:	Self
		Duration:	1 hour
<p>By selecting a culture or subculture, the sorcerer can adapt to it. If speaking the native language, then for the duration a native accent will be used. Further, gestures, subtle behavior and body language will give the caster the appearance as a native of the culture. This axiom can be cast in magical silence.</p>			
<p>Oversiphoned: 2 Mind Points The duration is 2 hours.</p>			

Sorcery

Arcane Resistance

Mind Point Cost: 4

Verbal, Gesture

Time Required:	1 action	Range:	Touch	Duration:	3 turns
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The creature touched has advantage on saves involving sorcery and further has resistance to any damage inflicted from axioms until the end of its third following turn after receiving the enchantment.

Oversiphoned: 6 Mind Points
The duration is 5 rounds.

Arcane Rider

Mind Point Cost: 1

Verbal, Gesture

Time Required:	1 action (special)	Range:	Touch	Duration:	Up To 10 minutes
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This axiom allows other axiom effects to be linked to an object with a physical or audible trigger condition. Any axiom with a **Mind**-point cost of 2 or lower can be placed into the object to activate upon the specified action, which may be forceful impact, touch or even a key word spoken within 30 feet of the object. However, the embedded spell effect cannot be one that inflicts damage or forces a save upon a victim. Only one action is needed to prepare the object to receive the axiom; however, the second spell must be cast as normal and will require the same time as typical casting. Spells such as *air bubble*, *false aura* and *silence* are examples of axioms that could be used. A common usage is creating "arrows of silence" that active when striking; to create one such arrow, two actions and three spell points total would be needed. The embedded axiom cannot be oversiphoned.

Oversiphoned: 3 Mind Points
An axiom up to a cost of 3 Mind points can be embedded which may include oversiphoned axioms.

Astasia

Mind Point Cost: 3

Gesture

Time Required:	1 action	Range:	60 feet	Duration:	12 turns
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This creates an area of 20-feet in diameter (14 hexes) that adds a glamour to the terrain, causing it to appear wobbly, warped and disoriented. It can be placed in an area occupied by others. Anyone not immune to illusions or unable to navigate in a way other than by normal sight will suffer disequilibrium when traversing the area. Any hex of the illusion is treated like rough terrain, meaning it will cost 10 feet for 5 feet of movement. Further, any creature starting its turn in the terrain illusion, who suffers its effects, must make an **Agility** save (DC:15) or fall prone from dizziness. This can be cast in a *silence*. The illusion's duration is until the end of the twelfth turn of the caster.



Oversiphoned: 5 Mind Points
The area is a 25-ft diameter (19 hexes).
Agility save (DC:17).

Astral Presence

Mind Point Cost: 5

Verbal, Gesture, External

Requirement: *Scry*

Time Required:	1 minute	Range:	Self	Duration:	10 minutes
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Similar to a *scry* axiom, this effect projects a translucent image of the sorcerer to a location personally known by the caster. Also like the *scry* axiom, a magical focus such as a crystal ball or mystical font of significant value is required. For the duration, the sorcerer can see and hear everything in the area as if he were there; however, protections against spirits and fey creature may interfere with communication. The sorcerer has no material presence, cannot manipulate objects in the location nor can spells nor magical effects be cast through this medium unless whatever used explicitly states that it can.

Oversiphoned: 7 Mind Points
Duration is 15 minutes.

Sorcery

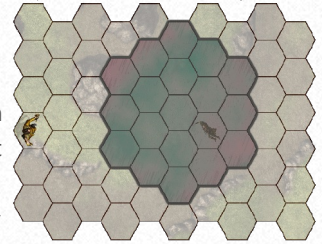
Bilious Gloom

Verbal, Gesture

Mind Point Cost: 2

Time Required:	1 action	Range:	30 feet	Duration:	6 turns
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The sorcerer creates a 25-foot-diameter sphere (19 hexes) of green-brown, nauseating gas centered on a point within range. This can be located in spaces occupied by others. The nasty fog causes the area to be heavily obscured, causing -2 penalties to attack by melee inside it and -5 to attack when using range in or out. The haze lingers in place for the 6-round duration. Each creature that is the area at the start of its turn must make a **Resilience** save (DC:13) as if the mist were poison. On a failed save, the creature is under the incapacitated restriction, spending its turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this save. Natural wind (at least 10 miles per hour) can disperse the cloud after 3 rounds. A strong wind (at least 20 miles per hour) clears it after only 1 round. In all other cases, the cloud will dissipate at the end of the sorcerer's sixth turn after casting.



Oversiphoned: 4 Mind Points
Resilience save (DC:15).

Blink

Gesture

Mind Point Cost: 2

Time Required:	1 action	Range:	Self	Duration:	Instantaneous
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At the cost of 10 feet of movement, the sorcerer can teleport up to 30 feet to an unoccupied space which is clearly visible at the moment of casting. If the new location is out of direct sight from others, then a new **Perception** check may be required to be aware of the caster's presence. This can be cast in a *silence*.

Oversiphoned: 3 Mind Points
Movement cost 5 feet. Teleport distance is up to 45 feet.

Blink Enemy

Gesture

Mind Point Cost: 3

Requirement: *Blink*

Time Required:	1 action	Range:	30 feet	Duration:	Instantaneous
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The sorcerer spies an enemy target within range. The target must make a **Will** save (DC:15). On a failure, the sorcerer can teleport it to any empty space seen within 30 feet where it would be on solid ground that can support its weight. Once the target is moved, it immediately provokes flee attacks from all hostile creatures within 5 feet of its new location as if the target had used rapid movement.

Oversiphoned: No benefit.

Blink Evasion

Gesture

Mind Point Cost: 3

Requirement: *Blink*

Time Required:	1 reaction	Range:	Self (30 feet)	Duration:	Instantaneous
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Upon being struck in melee, the sorcerer can use an available reaction to *blink* up to 30 feet away and prevent the hit from occurring. The player is allowed to decide whether to use the reaction after the result of the incoming attack, similar to a *dodge* skill. This will remove 10 feet of movement if the caster has any remaining; however, not having enough will not prevent the axiom, but movement will be reduced to zero in such a case.

Oversiphoned: No benefit.

Sorcery

Blink Other		Mind Point Cost: 3	
Gesture		Requirement: <i>Blink</i>	
Time Required: 1 action	Range: 30 feet	Duration: Instantaneous	
<p>By viewing a willing recipient within range, the sorcerer can <i>blink</i> the target to an unoccupied space adjacent to the caster. By performing this, it removes 20 feet of movement for the sorcerer's turn. If the caster has fewer feet of movement remaining, the axiom cannot be cast.</p> <p>Oversiphoned: 4 Mind Points Movement cost 15 feet. Range is 40 feet.</p>			
Bloat Bomb		Mind Point Cost: 2	
Verbal, Gesture, External		Requirement: <i>Connecronism</i>	
Time Required: 1 action	Range: 10 feet	Duration: Instantaneous	
<p>By use of this axiom, a freshly dead corpse, within ten minutes, that has not had other necrotic influence such as <i>connecronism</i> or similar effects, will become bloated and roll up to 20 feet in a straight line from its original position, then explode with concussive force. If reaching an occupied hex prior to the intended destination, it will explode in that spot instead. The bloated corpse explodes for a d6 of blunt damage to a single target.</p> <p>Oversiphoned: 4 Mind Points Rolling distance is up to 45 feet. Corpse can be maneuvered around obstructions on its way to the target.</p>			
Blood Boost		Mind Point Cost: 2	
Verbal, Gesture, External		Requirement: <i>Connecronism</i>	
Time Required: 1 reaction	Range: Self	Duration: Instantaneous	
<p>If choosing to enhance a spell by oversiphoning, and the sorcerer can use a reaction to substitute like Body points for the overage instead of Mind points. For example, if oversiphoning <i>alarm</i> to make it last 24 hours, this would normally cost the sorcerer 5 Mind points. However, through <i>blood boost</i> this would only cost the sorcerer a total of 3 Mind points (1 from the <i>alarm</i> axiom and 2 from <i>blood boost</i>) but would further cost 4 Body points for the amount needed to oversiphon the <i>alarm</i> spell. After using this axiom, the sorcerer must make a Resilience save (DC:15). Failing this save means the caster cannot perform another <i>blood boost</i> sacrifice again without first taking a short rest. No sorcerer understanding general math this would use this axiom unless the points of oversiphoning were greater than cost of using this axiom as a reaction, and even then the blood sacrifice can be costly.</p> <p>Oversiphoned: No benefit.</p>			
Bloodhound		Mind Point Cost: 3	
Gesture, Verbal, External		Requirement: <i>Shark Tracking</i>	
Time Required: 1 action	Range: Touch	Duration: 8 hours	
<p>With a bit of the target's blood, the sorcerer can enhance someone with a <i>tracker</i> skill to gain +4 on all checks for tracking the specific target. The amount and age of the blood are the same as <i>shark tracking</i>, requiring only a drop which may be up to a year old.</p> <p>Oversiphoned: No benefit.</p>			
Blur		Mind Point Cost: 2	
Gesture			
Time Required: 1 action	Range: Self	Duration: 3 turns	
<p>Upon casting, the caster becomes blurred and wavering to all who observe him or her. The effect remains through the sorcerer's next turn, the one after that, and finally ends on the completion of the third turn. During that time, any creature has disadvantage on attack rolls against the caster. An attacker is immune to this effect if it does not rely on sight, such as blindsight, or can see through illusions, as with truesight. This can be cast in magical silence.</p> <p>Oversiphoned: 3 Mind Points Duration is 4 rounds.</p>			

Sorcery

Boiling Oil			Mind Point Cost: 2		
Verbal, Gesture					
Time Required:	1 action	Range:	30 feet	Duration:	Instantaneous
<p>By use of this axiom, boiling oil comes into existence and pours over the top of a five-foot wide cylinder (1 hex) within range. Typically this will only affect one target, but it is possible more than one could occupy that small space. Any creatures beneath the spill must make an Agility save (DC:13). The target suffers 1d6 points of corrosive damage on a failed save, and half as much on a successful one.</p> <p>Oversiphoned: 4 Mind Points Agility save (DC:15). Base damage is 2d4.</p>					
Bolster			Mind Point Cost: 1		
Mental Only					
Time Required:	1 reaction	Range:	Self	Duration:	Instantaneous
<p>This axiom costs the use of a reaction; however, it is triggered by the preparation of casting a specific type of axiom as an action. Thus, it can be cast at the same time as another axiom on the sorcerer's action turn. It can only adjust damage-based axioms that target single creatures and are hurled to hit AC, such as <i>acid dart</i> and <i>enfeeblement</i>. The power of <i>bolster</i> adds 2d20 to the attack roll on the original spell and allows the "per-hit" damage to increase. However, the maximum damage that can occur from this augmentation is two successful dice. For example, if <i>bolstering</i> a <i>fire dart</i> and two of the 3d20s thrown successfully strike, then 2d4 points of fire damage would be delivered. However, if the original axiom's "per-hit" includes an effect where the victim must make a save, such as <i>acid arrow</i>, this would not require more than the original save nor would the failed save include additional duration or damage. The original axiom being bolstered cannot be oversiphoned.</p> <p>Oversiphoned: 2 Mind Points The axiom of the primary action is permitted to be oversiphoned. If another d20 is added because of its oversiphoning, then all the d20s are used to determine a successful hit; however, the maximum "per-hit" damage would still be limited to two dice.</p>					
Brain Damage			Mind Point Cost: 4		
Verbal, Gesture					
Time Required:	1 action	Range:	60 feet	Duration:	Instantaneous
<p>Requirement: <i>Ego Whip</i></p> <p>Another enhancement of the base <i>mind dagger</i> axiom, the sorcerer selects a foe within the 60-foot range and creates a mental competition with the victim. Each side rolls a d12 adding Logic modifiers to the total. However, the sorcerer also gains +5 to the contest. Ties will not prevail, but if the sorcerer outscores the victim, then 3d4 points of Mind damage is inflicted. Moreover, if this attack reduces the victim to zero or lower, then an additional Judgment preservation save is required or some sort of insanity will develop. Creatures who have true mind-shielding or a hidden lifesong cannot be attacked in this way. Should the target have a <i>psychic shield</i>, then it is permitted to roll the competition with advantage, as per the axiom.</p> <p>Oversiphoned: 6 Mind Points The sorcerer rolls the d12 competition with advantage.</p>					
Burning Hands			Mind Point Cost: 1		
Gesture					
Time Required:	1 reaction	Range:	Touch	Duration:	Instantaneous
<p>On the successful touch attack upon a victim, the sorcerer uses a reaction to have flames shoot forth from his or her fingertips. This will inflict d4 points of fire damage. See Touch-based Effects. If the initial action is unsuccessful, the reaction will not be triggered. The fire ignites any flammable objects that are not worn or carried that are also in the same space. Lastly, there are no words to this axiom; therefore, it can be cast within an area of <i>silence</i>.</p> <p>Oversiphoned: 2 Mind Points Fire damage is d4+2.</p>					

Sorcery

Burst of Thought

Mind Point Cost: 1

Verbal

Time Required:	1 action	Range:	5 feet	Duration:	Instantaneous
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The sorcerer unleashes the psychic energy in a wave that shocks nearby creatures' minds. Each living creature within 5 feet (not a construct, undead, or the sorcerer) must make a **Logic** save. On a failed save, a creature suffers 1 point of **Mind** damage.

Oversiphoned: 2 Mind Points Psychic damage is 2 points.

Charge Object

Mind Point Cost: 2

Verbal, Gesture

Time Required:	1 action	Range:	Touch	Duration:	Up to 3 months
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The sorcerer imbues an inanimate object, which must be touched, with an electrical charge. The object must weight at least 1 pound and cannot be bigger than 1 cubic foot. However, it could be an object within another object. For example, a door could not be used; however, a door knocker could. The first creature besides the caster to touch the object must make an **Agility** save (DC:13). The base lightning damage 3d4; however, the victim will suffer only half on a successful save. While the caster can touch the object, it could still discharge if moved faster than a 10-foot movement rate or shaken by the caster. If struck with a held object, even of a non-conductive substance such as wood, the magic will trace the strike back to the source. However, it might be possible to "safely" discharge it by hurling something with a strong enough force. Once the charge is expended, the spell ends. If nothing causes the object to discharge three months, then the spell also ends.

Oversiphoned: 3 Mind Points Agility save (DC:14). Base damage is 3d4+2.

Charm

Mind Point Cost: 1

Verbal, Gesture

Time Required:	1 action	Range:	30 feet	Duration:	1 hour
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This charms a sociable humanoid within range who can be seen. The target is permitted a secret **Will** preservation save (DC:12). If the recipient has been threatened by anyone within the last few moments, even those unrelated to the caster, then the save is made with advantage. If the save fails, then the target treats the sorcerer as a friendly acquaintance (agreeable if using the social interaction chart). This won't make anyone do things against his self-interest, such as rob a bank or attack a monster out of his league. When the spell ends, a **Perception** check is allowed against the same DC to know magical influence was used.

Oversiphoned: 3 Mind Points Two separate targets can be selected. Will save (DC:14).

Chill Touch

Mind Point Cost: 1

Gesture

Time Required:	1 reaction	Range:	Touch	Duration:	Instantaneous
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After a successful touch action used to cast this spell (see [Touch-based Effects](#)), the sorcerer uses a reaction to deliver 1d2 points of cold damage as the victim is enveloped in a crust of frost until the start of the caster's next turn. If the target has a turn before then, then its movement is reduced by 20 feet. Further, any action that is an attack roll in that time frame would be at disadvantage. Lastly, there are no words to this axiom; therefore, it can be cast within an area of *silence*.

Oversiphoned: 2 Mind Points Damage is 1d4.

Sorcery

Clairvoyance

Mind Point Cost: 3

Verbal, Gesture, [Concentration]

Time Required:	1 action	Range:	1 mile	Duration:	Up to 10 minutes
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With this axiom, an invisible sensor is created within range in a familiar location or one that is obvious, even if unfamiliar, such as behind a door. It will remain there for the duration of the spell. The sensor can be either visual or auditory at the discretion of the sorcerer, allowing one to see or hear as if he were there. The sensor cannot be attacked or interacted with; however, its maintenance requires concentration by the mage, meaning no reactions can be taken nor new spells cast for the duration. Additionally, if a creature near the sensor can *see invisible*, then the intangible orb will be noticed.

Oversiphoned: 5 Mind Points Both vision and audibility occur simultaneously.
Duration is up to 15 minutes.

Closing Speed

Mind Point Cost: 1

Verbal, Gesture

Time Required:	1 action	Range:	Touch	Duration:	Up to 1 hour
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By making prophetic symbols in the air and touching the willing recipient, this axiom gives one creature preternatural foresight in battle. The next time the creature makes an initiative roll before the spell ends, it treats any roll of 4 or lower on the d10 as a 5. In addition, for the duration, when the target fails a **Perception** check to become surprised, such as a sneak attack to begin the fight, then that **Perception** can be rerolled, but the second roll must be used. The spell ends early on a target whenever the first initiative is used.

Oversiphoned: No benefit.

Cloud of Daggers

Mind Point Cost: 1

Verbal, Gesture, [Concentration]

Time Required:	1 action	Range:	40 feet	Duration:	Up to 6 turns
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This fills the air with spinning daggers in a five-foot cube, centered at an unoccupied location of the sorcerer's choosing. The manifestation exists so long as the caster concentrates on it, meaning he or she cannot take other actions or reactions plus combat is at disadvantage. Any creature starting its turn or entering the area will suffer an attack from the magical trap. The cloud attacks on a single d20 plus **Logic** score, inflicting d4 points of edged damage against the victim's **Body**. The longest the sorcerer's concentration can last is until the end of his or her sixth subsequent turn.

Oversiphoned: 2 Mind Points The d20 attack is at advantage.
Damage is d6.

Cone of Cold

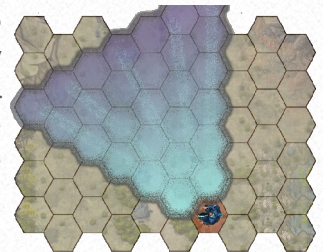
Mind Point Cost: 5

Verbal, Gesture

Requirement: *Ice Blast*

Time Required:	1 action	Range:	Special	Duration:	Instantaneous
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A blast of magical cold erupts from the sorcerer, emitting in a 60-degree cone for 30 feet (26 hexes). All creatures caught in the area will suffer 3d4 points of cold damage to their body scores. An **Agility** preservation save against DC:21 is permitted to suffer only half damage. Should a victim reach zero body points, that creature will become a frozen statue; however, those who make the save to suffer half damage will not become frozen statues. However, any creature still alive in shallow negatives and suffering death saves from a *cone of cold*, those rolls are made at disadvantage. Further, touch-based healing will not work until the victim has thawed (often too late).



Oversiphoned: 8 Mind Points Agility save (DC:24). Base damage is 4d4.

Sorcery

Confusion

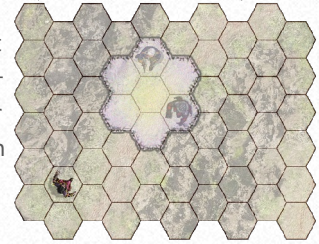
Verbal, Gesture

Mind Point Cost: 4

Requirement: *Charm*

Time Required:	1 action	Range:	90 feet	Duration:	5 turns
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This axiom assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in an 15-foot-diameter sphere (7 hexes) centered on a point within 90 feet must succeed on a **Judgment** preservation save against DC:18. While under the effects, a save-failing victim cannot take reactions. Moreover, an affected creature will exhibit peculiar behavior determined at random by the GM at the beginning of its turn. This continues until the end of each victim's fifth subsequent turn.



- | | |
|------|---|
| 1 | The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn. |
| 2-6 | The creature doesn't move or take actions this turn. |
| 7-8 | The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn. |
| 9-10 | The creature can act and move normally. |

Oversiphoned: 7 Mind Points Judgment save (DC:21). Duration is up to 9 rounds.

Conjure Barrage

Verbal, Gesture

Mind Point Cost: 3

Time Required:	1 action	Range:	60 feet	Duration:	Instantaneous
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To be capable of casting this axiom correctly, the sorcerer must have combat skills in the particular weapon to permit at least 2d20 with its normal usage. However, when used in conjunction of this spell, the sorcerer throws or fires a non-magical projectile into the area, which multiplies and rains down dozens of identical type weapons upon an area from a cone 30-feet in the air to a 15-foot diameter (7 hexes) no further than 60 feet from the caster. The weapon-duplicates disappear when striking the ground. Any creature caught in that area must make an **Agility** preservation save (DC:15). Those failing suffer 2d4 point of damage identical to the damage type of the weapon used, or avoids damage completely if successfully saving. Those falling duplicates act as silver for the purposes of being able to strike a target.

Oversiphoned: 5 Mind Points Agility save (DC:17). Base damage is 2d4+2.

Conjure Elemental

Verbal, Gesture, External, [Concentration]

Mind Point Cost: 5

Time Required:	1 minute	Range:	90 feet	Duration:	Up to 1 hour
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When calling forth an elemental servant, there are a few prerequisites to the axiom, making it more difficult to cast unless in a prepared location. Materials required are a brass or silver censer and consumable items representing the element desired. The [elemental](#) is categorized as huge size and occupies the space of a 10-foot cube (3 hexes). Its stats are of the "conjured" type in the [bestiary](#). will be listed as The servant disappears when reaching a **Body** score of 0 or when the axiom's duration ends. During the conjuration, the sorcerer cannot cast other magic effects of any nature, even items, to ensure control is maintained on the servant. Likewise, reactions cannot be performed either during the necessary concentration, and combat is at disadvantage. If the conjurer is killed, stunned or rendered incapacitated, the elemental does not disappear but rather becomes uncontrolled.

Oversiphoned: 7 Mind Points Duration is 90 minutes.

Sorcery

Connecronism

Mind Point Cost: 1

Gesture, External

Time Required:	1 minute	Range:	Self	Duration:	Permanent
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Delving into the arts of lifesong magic, *connecronism* allows the sorcerer to heal oneself. By the use of dead body, which must be freshly killed within ten minutes, and the blood of that being, the caster can restore d6 points of **Body** to himself. However, the body must be one that bleeds and therefore cannot be a construct, celestial, fiend or undead. Some cosmic beings may not bleed, which will be determined by the GM if not specified. Further, this can be performed only once per dead body, after which *connecronism* will not work for anyone. Lastly, direct contact with the blood must be made, meaning the body may have to be cut. Up to a quart of blood is absorbed by the axiom, swirling around the sorcerer and soaking into his or her body. Despite having no verbal properties to the axiom, magical silence will prevent its casting.

Oversiphoned: 2 Mind Points d8 Body points restored.

Counterspell

Mind Point Cost: 3

Verbal, Gesture

Time Required:	1 reaction	Range:	60 feet	Duration:	Instantaneous
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Used only as a reaction when the sorcerer is aware of a creature within 60 feet casting a spell, invoking a divine power or spell-like effect, this axiom attempts to interrupt the flow of magic and energy around the target to prevent the manifestation of magic. This essentially creates a competition between the sorcerer's **Logic** check and the appropriate check of the other party. This would be **Agility** for cantrips, **Logic** for sorcery, and **Faith** for divine powers. If the sorcerer's check is higher, then the victim's magical effect fails, including any points, charge or fuel expended. It is important to understand the mago-physics of this effect. The caster is not being interrupted to prevent the casting or invoking, but rather the magical energy from the *counterspell* is injecting itself into the manifestation and attempting to disrupt it from the inside out.

Oversiphoned: 5 Mind Points d12 Logic contest is rolled with advantage.

Death Memory

Mind Point Cost: 3

Verbal, Gesture

Requirement: *Memory Meld*

Time Required:	1 action	Range:	Touch	Duration:	Instantaneous
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With this axiom, the sorcerer can extract the last 30 seconds of memory from a corpse just prior to death. However, the cadaver must have died within one month (28 days); further, the corpse must have been a living creature capable of creating memory. However, it requires a **Will** save to extract the memory. The DC for the save is a base of 2 plus the number of days the corpse has been dead. If failing the save, no memory is transferred. However, if a *necrosayance* is actively cast upon the corpse, then the *death memory* can be used with no save required provided no questions have yet been asked. However, extracting the final memory during a *necrosayance* acts as if asking all the permitted questions and ending the divine incantation.

Oversiphoned: No benefit.

Decaying Rot

Mind Point Cost: 2

Verbal, Gesture

Requirement: *Connecronism* or *Vengeance*

Time Required:	1 action	Range:	10 feet	Duration:	Instantaneous
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This necromancy requires a bit of self-harm, as the caster cuts or stabs oneself for 1 point of **Body** damage. However, the blood from the wound becomes a gaseous infection that strikes at a target within 10 feet (2 hexes). The victim must make a save using **Resilience** (DC:13) or suffer d4 necrotic points of damage.

Oversiphoned: 3 Mind Points Resilience save (DC:14). Damage is d6.

Sorcery

Detect Magic

Mind Point Cost: 1

Mental Only

Time Required:	1 action	Range:	Self	Duration:	Up to 10 minutes
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For the duration, the sorcerer gains the ability sense the presence of magic within 30 feet. The sense is not automatic but instead requires using an action to examine an object or creature to recognize a magical aura. The sorcerer must be aware of the object or creature upon which to focus; therefore, this cannot be used to see invisible things or detect scrying. If an object is on a living creature, then it is protected by the being's lifesong and therefore the person must be examined first to know something on his person is magical, then a second action, then third, and so on, could be used to delve deeper an examine specific items on the person's possession. While performing these actions that continue into future actions, this requires concentration, meaning the sorcerer cannot cast other magic, use reactions and if forced into combat, such attacks would be at disadvantage. However, while the spell has not expired its duration but the sorcerer is not actively concentrating on detection, the penalties of concentration do not apply.

Oversiphoned: 2 Mind Points Duration is up to 15 minutes.

Detect Supernatural

Mind Point Cost: 1

Mental Only, [Concentration]

Time Required:	1 action	Range:	Self	Duration:	Up to 10 minutes
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For the duration, the caster can know if there is a celestial, elemental, fey, fiend, glitch or undead within 30 feet, as well as the location of the creature. Further, if there is a place or object within 30 feet that has been divinely consecrated or desecrated, this too will be revealed. This axiom requires concentration; therefore, while detecting, the sorcerer cannot take reactions or cast a new spell without ending the axiom.

Oversiphoned: 2 Mind Points Duration is up to 20 minutes.

Detect Thoughts

Mind Point Cost: 2

Mental Only, [Concentration]

Time Required:	1 action	Range:	Self	Duration:	Up to 1 minute
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For the duration of the axiom, the sorcerer can sense and interpret thoughts from certain creatures. Upon casting and each subsequent action while the spell has not expired, the sorcerer focuses his or her mind on any single creature without 30 feet; however, only creatures who possess language can be properly read. What is learned is the surface thought – what is most prevalent on the creature's mind at the moment, such as hunger, thrill, pain, joy or fear. This surface reading is unknown to the target. This probing requires concentration, meaning the caster may not use any reactions during the process; further, new castings are also prohibited due to the concentration. Upon the next turn the following round, the sorcerer may choose another target or may probe deeper on the established target. If going deeper, the mental intrusion will be known by the victim, who may make a **Perception** preservation save against a DC:13 to resist the mental search. If successful, this will forcefully end the axiom. However, if failing, then the sorcerer gains insight into the victim's reasoning, emotional state, motivations, compulsive thoughts (such as what it worries over, what it loves or hates).

Oversiphoned: 3 Mind Points Perception save (DC:14).

Sorcery

Dimension Door		Mind Point Cost: 4	
Verbal, Gesture		Requirement: <i>Blink</i>	
Time Required: 1 action	Range: 500 feet	Duration: Instantaneous	
<p>The caster teleports himself or herself from the current location to any other spot within range, arriving at exactly the spot desired. It can be a place seen, known about, or can be described by stating distance and direction. Objects brought along are limited only by the weight limit of what the caster can carry. Further, one willing creature the same size or smaller (carrying gear within its weight capacity) can also be teleported. The creature must be within five feet of the sorcerer at the time of its casting. If overburdened or the arrival location is already occupied by an object or a creature, the sorcerer and traveling companion each suffer d2 Body points of blunt damage, and the spell fails the transportation.</p>			
Oversiphoned: 5 Mind Points	Range is 700 feet. A second ally can be teleported.		
Dirge Chamber		Mind Point Cost: 4	
Gesture		Requirement: <i>Connecronism</i>	
Time Required: 1 action	Range: Touch	Duration: 2 turns	
<p>When placed on a target, until the end of that being's next two turns, unconsciousness and death will not occur due to Body points. However, other effects, such as <i>sleep</i> or failing a stun-attack, are applicable. Further, if after the expiration, the target still has a Body score at or below zero, then he or she will immediately suffer that proper status. Further, this axiom must be placed upon a conscious being and cannot effect celestials, constructs, elementals, fiends or undead.</p>			
Oversiphoned: 7 Mind Points	Duration is until the end of the target's subsequent third turn.		
Discordance		Mind Point Cost: 1	
Verbal			
Time Required: 1 action	Range: 60 feet	Duration: Instantaneous	
<p>The sorcerer blows a light whistle towards the intended target, who must be within range and line of sight. The victim hears in its head a jarring and absonant melody; however, no one else can hear it. This forces the recipient to make a Judgment preservation save (DC:12). Failing the save causes the victim to flee from the sorcerer, not out of fear as the recipient is still allowed to take all actions and reactions. The victim of a failed save must move in a direction opposite the caster at its next movement opportunity, doing so to its full movement. Deaf creatures, those immune to mental attack or those immune to charm will not be affected.</p>			
Oversiphoned: 2 Mind Points	Judgment save (DC:13)		
Disintegration		Mind Point Cost: 6	
Verbal, Gesture		Requirement: <i>Dreadful Bile</i>	
Time Required: 1 action	Range: 60 feet	Duration: Instantaneous	
<p>A thin green ray emits from the caster's pointing finger to a target that can be seen within range. The target can be a creature, an object, or a creation of magical force, such as an <i>instant wall</i>. A creature targeted by this spell must make a Resilience preservation save (DC:24). On a failed save, the target suffers 4d4 points of blunt damage and is completely obliterated if this damage leaves it with zero points. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. Magic items each make survival checks (DC:18). However, if the initial save is successful, this indicates that the <i>disintegration</i> ray did not strike the target. This spell automatically disintegrates a nonmagical object up to 500 pounds in size. If the target is a larger object, this spell disintegrates around 500 pounds or a 10-foot-cube portion of it. A magic item must make survival checks (DC:15). Lastly, this axiom will immediately destroy an <i>instant wall</i>.</p>			
Oversiphoned: 8 Mind Points	Range is 90 feet. Resilience save (DC:26)		

Sorcery

Disrupt Magic

Mind Point Cost: 3

Verbal, Gesture

Time Required:	1 action	Range:	60 feet	Duration:	Instantaneous
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The sorcerer selects a single creature, object or effect within 60 feet to attempt to bring the magical energy to an end. If a creature is selected, then this will disrupt the concentration in play. The opposing caster must make an appropriate save (**Agility** for cantrips, **Logic** for sorcery, and **Faith** for divine powers) against a DC:15; success indicates concentration is maintained; these are different saves than the defaults. If an object is selected, should that object be projecting an effect, the *disrupt magic* will stop it. An existing spell can also be taken down. In these last two cases, the effect makes a simulated save, rolling a d20 with bonuses based upon the power of the effect. If it is an axiom, the allow +2 for each **Mind** point used for the spell; this includes oversiphoning. If a divine power, then bonuses are equal to the spirit points used. If that simulated save is successful, then the effect is not dispelled.

Oversiphoned: 5 Mind Points Target saves rolled at disadvantage.

Dreadful Bile

Mind Point Cost: 4

Verbal, Gesture

Requirement: *Withering Circle*

Time Required:	1 reaction	Range:	Touch	Duration:	Special
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The caster's touch inflicts a horrible necrotic effect against a creature within reach. As a touch-based attack, the sorcerer first attempts to establish a successful grip. If unsuccessful, then the reaction is not used; however, if grasping the victim, then the reaction is forfeited to deliver this hideous axiom. Immediately the victim is under the poison restriction and begins to leak bile from its open orifices: eyes, ears, mouth. The happens without a save, even to dwarves. Only if the creature has resistance to poison or necrotic effects, are the effects and restriction delayed until the end of its next turn. Upon the recipient's subsequent turns, the victim must roll a **Resilience** save (DC:18). Until the target succeeds three times, the poison restriction remains. Further, each failed save will inflict a d4 points of necrotic damage to the victim's **Body** score. To be clear, after three successful save, which do not have to be consecutive, the death effect ends. This axiom is not effective against creatures immune to poison or immune to necrotic damage, such as celestials, constructs, elementals, fiends, oozes, plants, and undead.

Oversiphoned: No benefit.

Earth Move

Mind Point Cost: 3

Verbal, Gesture, [Concentration]

Requirement: *Geo-Bond*

Time Required:	1 action	Range:	Touch	Duration:	Up to 5 turns
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The sorcerer or a creature touched can travel through the earth itself without leaving any mark of passage. The target gains a "burrowing" speed equal to its normal walking speed. In addition, when burrowing through nonmagical, un-worked earth and stone, the target leaves its hands free and doesn't disturb the material it moves through. The recipient can extend the magical aura of this spell to bring any object or creature it is carrying or grappled as it burrows. The target enjoys no special protections from this effect except for the cover of the stone or earth around it. If this spell or its effects end on the target or any other object or creature placed within stone or earth by means of this spell, the sorcerer, any such object or creature will be expelled from the earth, moving at 60 feet per round towards the nearest open space large enough to fit into comfortably but will also suffer d6 points of blunt damage upon exiting into that space. Concentration is required while movement; therefore, no reactions, other spells can occur. Further, if combat should happen while burrowing, those attacks would be at disadvantage. The longest the sorcerer can maintain his or her concentration is until the end of the fifth turn after casting.

Oversiphoned: 5 Mind Points Two recipients can be selected.

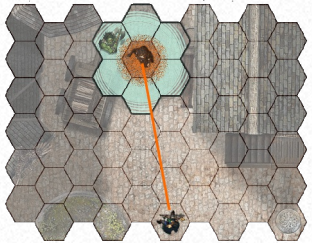
Sorcery

Ego Whip			Mind Point Cost: 3
Verbal, Gesture			Requirement: <i>Mind Dagger</i>
Time Required:	1 action	Range:	60 feet
		Duration:	Instantaneous
<p>Similar to <i>mind dagger</i>, the sorcerer a foe within the 60-foot range and creates a mental contest with the victim. Each side rolls a d12 adding Perception modifiers to the total. However, the sorcerer also gains +4 to the feat competition. Ties will not prevail, but if the sorcerer outscores the victim, then 2d4 points of Mind damage is inflicted. Creatures who have true mind-shielding or a hidden lifesong cannot be attacked in this way.</p>			
Oversiphoned:	5 Mind Points	The sorcerer rolls the d12 competition with advantage.	
Empower Animal			Mind Point Cost: 2
Mental Only			
Time Required:	1 minute	Range:	40 feet
		Duration:	1 hour
<p>The sorcerer selects an animal, which must be of the small Size-Category and cannot have a Mind score greater than 5. Effectively this create can perform a single single task, just as carrying something under its own power, travel to a specific location or even attempt to location an item or person of which the sorcerer has direct knowledge and a reasonable belief of the whereabouts. While no physical powers are granted to the animal, it will act intelligently with reasoning powers similar to a normal human to complete the assigned task. There is a minor communicative ability between caster and animal but little more than confirming success or failure if there is time remaining to return. It is possible for <i>glamour mouth</i> to be cast upon the animal after and in conjunction with the trigger of the messaging to be set on the success of the animal's task.</p>			
Oversiphoned:	4 Mind Points	Duration is 2 hours.	
Enfeeblement			Mind Point Cost: 2
Verbal, Gesture			Requirement: <i>Vengeance</i>
Time Required:	1 action	Range:	60 feet
		Duration:	6 turns
<p>The sorcerer selects a target within range who can be visibly seen, then hurls a ball of dim light at that target by an attack of a d20 against its armor class. If the caster has <i>ranged fighting</i>, then any Agility bonus can be added to the to-hit value. If the cast further has a <i>hurling</i> skill, then the total Agility score is added in lieu of the bonus. Should the strike be successful, then d4 points of necrotic damage are inflicted against body, but additionally, the target must make a Resilience preservation save (DC:13). Should the victim fail, then its Strength score acts as a value of 1 for its next 6 subsequent turns. The change in Strength score does not modify the Body calculation; however, any competition, feat, save or values for damage of an attack will use the value of 1 when Strength is used in the formula.</p>			
Oversiphoned:	4 Mind Points	The 1d20 attack is at advantage. Resilience save (DC:15).	
Eruption			Mind Point Cost: 2
Verbal, Gesture			
Time Required:	1 action	Range:	60 feet
		Duration:	Instantaneous
<p>A loud and painfully intense bursts from an unoccupied location of the sorcerer's choice within range. Each creature in the hex of the <i>eruption</i> or in an adjacent hex must make a Resilience preservation save against DC 13. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this save. Those who fail the the save suffers d4 points of blunt damage. Any nonmagical objects not worn or carried can be damaged if in the spell's area.</p>			
Oversiphoned:	3 Mind Points	Resilience save (DC:14).	

Sorcery

Ether Walk		Mind Point Cost: 3	
Gesture		Requirement: Blink	
Time Required:	1 action	Range:	Self
		Duration:	Instantaneous
<p>For this axiom to be cast, the sorcerer must use it without having made any movement on this turn. Stepping through invisible folds in the borders between planes, the sorcerer walks as if every hex were difficult terrain and can pass through solid obstacles and enemies. While walking, the sorcerer is not corporeal and therefore not subject to flee attacks unless a weapon is capable of striking into the ethereal plane. Once out of movement, the caster rematerializes in an unoccupied space. If the final movement places the sorcerer in an occupied hex, then the caster will appear prior to that point. Regardless of the feet of movement used, the movement is reduced to zero until the start of the sorcerer's next turn.</p> <p>Oversiphoned: 5 Mind Points Movement as if normal terrain.</p>			

Ether Wisp		Mind Point Cost: 4	
Verbal, Gesture		Requirement: Blink	
Time Required:	1 action	Range:	60 feet
		Duration:	Instantaneous
<p><i>Ether wisp</i> is essentially a two-party <i>blink</i> effect. The caster selects a target within 60 feet and instantly trades locations with the target. If the target is unwilling to be teleported, then he or she is allowed an Agility preservation save (DC:15) to avoid the enveloping dimensional portal. If the target won't or can't be moved, then the sorcerer remains in the original location.</p> <p>Oversiphoned: No benefit.</p>			

Explosive Missile		Mind Point Cost: 3	
Verbal, Gesture			
Time Required:	1 action	Range:	60 feet
		Duration:	Instantaneous
<p>The sorcerer creates a globe of force that streaks unerringly toward a target you can see within range. The target takes d6 points of blunt damage, then the globe explodes in a concussive blast. The target and each creature in an adjacent hex must make an Agility save (DC:15). On a failed save, a creature takes 2d4 points of blunt damage from the force, or half as much on a successful save. Objects within range automatically miss the save; however, constructs are not considered object in this context.</p>			
			
Oversiphoned: 5 Mind Points		Explosive damage is 2d6. Agility save (DC:17)	

Extend		Mind Point Cost: 5	
Verbal, Gesture			
Time Required:	1 minute	Range:	10 feet
		Duration:	Varies
<p>This axiom extends the duration of other effects, whether said effect is from runes, incantations or sorcery. The effect being extended must be currently manifested before and at the completion of the <i>extend</i> axiom. Therefore, effects lasting under one minute cannot be altered. Thus, <i>infusion of fire</i> could not be extended, but <i>air chamber</i> could.</p> <p>If an effect can be maintained in a constant state of existence for a number of castings of <i>extend</i> from the same sorcerer, then it can become permanent. However, permanent effects cannot. The total number of castings is based on 20 <i>extend</i> axioms performed with a time lapse equal to the original duration between castings. However, additional castings above 20 are required based on the point cost of the effect. For example, <i>false aura</i> would require a total of 21 <i>extend</i> castings to become permanent, but <i>shadow turf</i> would require 24. Effects with short durations would be unlikely to be able to be made permanent as the sorcerer is not likely able to have enough points of Logic in short periods without resting. Further, healing, instantaneous and durations listed as permanent already cannot be changed. Finally, effects on an object or person made permanent may have negative effects as well. For example, <i>psychic shield</i> made permanent causes the recipient slowly go deaf over the next few months; <i>shimmering armor</i> causes a penalty of -15 movement and -2 to initiative. Effects, such as <i>alarm</i> or <i>watchdog</i>, would have no negative effects. The GM may rule that certain effects made permanent on a creature has other side-effects than listed here.</p> <p>Oversiphoned: No benefit.</p>			

Sorcery

Eyebite		Mind Point Cost: 6	
Gesture, [Concentration]		Requirement: <i>Sleep and Fear</i>	
Time Required: 1 action	Range: Self	Duration: Up to 6 turns	
<p>For the duration of the axiom, the sorcerer's eyes become blackened. The sorcerer selects a visual target within 60 feet who must make a Will save against DC:24. If failing, the creature suffers one of three effects chosen by the caster. Concentration is required to maintain the effects; therefore, no reactions can be taken, and no new spells can be cast. The sorcerer can maintain this concentration until the end of his or her sixth subsequent turn. As future turns occur while having maintained the concentration, the sorcerer can use an action to select another target to afflict. Previous targets who saved successfully cannot be targeted a second time within this instance of the axiom.</p> <p>Asleep The target falls unconscious until the axiom ends. If suffering damage or shaken by another, the target will wake up.</p> <p>Panicked The target is frightened of the caster, as if under a normal <i>fear</i> axiom, lasting until the spell's end.</p> <p>Sickened The target has disadvantage on all attack rolls, saves and checks, lasting while concentration is maintained.</p> <p>Oversiphoned: 8 Mind Points Will save (DC:26).</p>			
Faintheartedness		Mind Point Cost: 3	
Verbal, Gesture		Requirement: <i>Vengeance</i>	
Time Required: 1 action	Range: 60 feet	Duration: 6 turns	
<p>Similar to <i>enfeeblement</i> or <i>indifference</i>, except this axiom attacks an opponent's will-power. The sorcerer selects a target within range who can be visibly seen, then hurls a ball of greenish light at that target by an attack of a d20 against its armor class. If the caster has <i>ranged fighting</i>, then any Agility bonus can be added to the to-hit value. If the cast further has a <i>hurling</i> skill, then the total Agility score is added in lieu of the bonus. Should the strike be successful, then d4 points of Spirit damage are inflicted, but further, the target must make a Muse preservation save (DC:15). Should the victim fail, then its Will score acts as a value of 1 for its following six turns. The change in Will score does not modify the Spirit calculation; however, for any Will saves or checks made while under the effect, will use the value of 1 for the formula.</p> <p>Oversiphoned: 5 Mind Points The 1d20 attack is at advantage. Resilience save (DC:17).</p>			
False Aura		Mind Point Cost: 1	
Gesture			
Time Required: 1 action	Range: Touch	Duration: 24 hours	
<p>This shroud illusion alters what can be detected by divine or magical means. One option is to change the way the target appears to spells and magical effects, such as <i>detect magic</i>, making a nonmagical object appear magical or a magical object appear nonmagical. Another option could be to alter what is detected, such as against <i>detect supernatural</i>, whereas an undead could be made to be detected as a celestial.</p> <p>Oversiphoned: No benefit.</p>			

Sorcery

Fear

Verbal, Gesture, [Concentration]

Mind Point Cost: 3

Requirement: *Charm*

Time Required: 1 action

Range: 20 feet

Duration: Up to 6 turns

This creates a phantasm in the minds of any recipients in a 20-foot blast (12 hexes) from the sorcerer. Each creature caught in the psychic wave must make a **Will** preservation save against a DC:15 or drop whatever it is holding and be placed under the fear combat restriction. Until the end of the caster's sixth subsequent turn, the sorcerer must use concentration to maintain the fear in the minds of the victims, meaning the sorcerer cannot take reactions not cast new spells. However, each victim remaining under the fear can choose to use an action to repeat the save to escape the effect.



Oversiphoned: 5 Mind Points

Duration is 8 rounds. No concentration required.
Will save (DC:17).

Feratu Shroud

Verbal, Gesture, [Concentration]

Mind Point Cost: 2

Requirement: *Detect Supernatural*

Time Required: 1 action

Range: Self

Duration: Up to 1 hour

The sorcerer shrouds oneself in necrotic energy, temporarily gaining many traits as one of the undead. His or her appearance does not change except for a very slight pallor, but the kingdom will identify as undead for the duration of the spell. Non-intelligent undead creatures perceive the caster as one of their kind, which basically means they ignore the impostor. Intelligent undead do not immediately recognize the caster as alive, but may question whether he or she is actually undead. Any method performed by the sapient undead to discern the sorcerer is not truly undead will be made with disadvantage. Nonetheless, should any undead creature target the caster directly with attack or harmful magic, that creature must make a **Will** feat (DC:12). On a failed check, the creature must choose a new target. If no one else is available to be targeted, then the action will be forfeited. A creature automatically succeeds on this feat either of the conditions have occurred within the last 24 hours: the undead has made a successfully made the **Will** check or it has seen the sorcerer attempt to harm any undead creature. Further, the need to make the **Will** feat is not necessary when potential is not directly targeting the an area-based effect, such as the explosion from *fireblast*.

Oversiphoned: 3 Mind Points

Duration is 90 minutes.

Fiery Crescendo

Gesture, [Concentration]

Mind Point Cost: 2

Requirement: *Fire Dart or Burning Hands*

Time Required: 1 action

Range: 60 feet

Duration: Up to 6 turns

This axiom creates barely-visible strands of fire magic surrounding a target within range. While the enveloping shell does nothing on its own, it has a unique effect if and when the victim falls prone -- it explodes, inflicting a d4 of fire damage to all in the same hex. Thus, if the victim is knocked prone through a grappling maneuver and held, or if a halfling is occupying the same hex, then they would suffer the same fiery damage. However, tripping or knocking the victim unconscious would leave others safe. Additionally, because the magic is uniquely triggered by contact with the ground, being struck by a boulder will also create the explosion, as will being struck by an earth elemental. The contingency has a duration until the end of the sorcerer's sixth following turn, all the while requiring concentration by the caster. This limits the sorcerer from casting other spells and from making reactions, plus placing the caster at disadvantage in combat.

Oversiphoned: 4 Mind Points

Damage is d6.

Sorcery

Fire and Ice

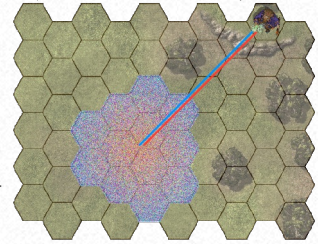
Verbal, Gesture

Mind Point Cost: 4

Requirement: *Fire Dart and Ice Blast*

Time Required:	1 action	Range:	60 feet	Duration:	Instantaneous
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This axiom releases two different forms of magical energy at a point within range. Partially a misnomer as the energy types strike in reverse order the name suggests. A blue orb speeds towards the designated point followed by a red orb only a split second behind. Both explode in a 10-foot radius (12 hexes) with only a brief latency between the two. Every creature in the area must make an **Agility** save (DC:18), suffering 2d4 points of cold damage or only half on a successful save. Next those same creatures must make a second **Agility** save (DC:18) or suffer 2d4 points of fire damage, which is halved if the second save is successful. However, creatures who failed the first save against the cold damage, will roll the second save against the fire at disadvantage.



Oversiphoned: 6 Mind Points Agility save (DC:20). Damage is 2d6.

Fire Dart

Gesture

Mind Point Cost: 1

Time Required:	1 action	Range:	30 feet	Duration:	Instantaneous
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The sorcerer selects a target within range who can be visibly seen, then hurls a ball of fire at that target by an attack of a d20 against its armor class. If the caster has *ranged fighting*, then any **Agility** bonus can be added to the to-hit value. If the cast further has a *hurling* skill, then the total **Agility** score is added in lieu of the bonus. A successful strike inflicts d4 points of fire damage against **Body**.

Oversiphoned: 2 Mind Points The 1d20 attack is at advantage to hit. Damage remains 1d4.

Fireball

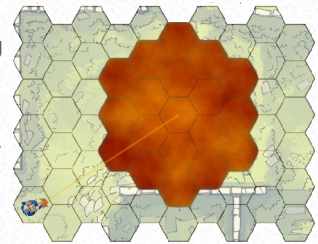
Verbal, Gesture

Mind Point Cost: 3

Requirement: *Fire Dart or Burning Hands*

Time Required:	1 action	Range:	60 feet	Duration:	Instantaneous
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With a fiery streak of light, the axiom creates an explosion of flame in a 25-foot diameter (19 hexes). Any creature caught in that area must make an **Agility** save against DC:15. Those failing suffer 2d6 points of fire damage while those who successfully save suffer only half. Without a doubt, this is one of the most recognizable and popular axioms among adventuring ilk. It has a long range, a large area of effect, and it inflicts significant damage. One of the other popular features of this axiom, which can be a detriment in some cases, is the explosive fire will conform to the shape of the area. The blast is primarily in a two-dimension ring of flames around 8 feet tall. Thus if aimed horizontally and fired into a 10-foot wide hallway, it would evenly spread throughout 19 hexes of the hallway, fitting to the shape of the walls. This would be a little over 20 feet in each direction from the point of explosion. Considering the expected explosive radius would only reach 2 hexes from the center spot, an unexpected back draft that could hit allies or even the sorcerer casting the axiom.



Oversiphoned: 5 Mind Points Agility save (DC:17). Range is 70 feet. Damage is 2d8.
7 Mind Points Agility save (DC:19). Range is 80 feet. Damage is 3d6.

Sorcery

Flame Walk		Mind Point Cost: 4	
Gesture, External		Requirement: <i>Blink</i>	
Time Required: 1 action	Range: 1 mile	Duration: Instantaneous	
<p>The sorcerer safely steps into a fire and is immediately transported to another fire within range. Both fires must be the size of a large campfire. A torch or a small fireplace are not large enough for this axiom. The caster must have a general idea of where the fire is and what its surrounding are like, but the exact location does not need to be known as with <i>dimension door</i> and other axioms. However, only the caster and his or her personal items can be transported. If there is no suitable fire from which to exit within range, then the axiom fails, and the caster takes 2 points of fire damage. Another option with this axiom can be used if a single fire is large enough - an expanse of at least 20 feet and covers an area of at least 300 square feet. In such a case, the sorcerer can enter one side of the fire and exit the other. This axiom can be birthed even in magical silence.</p>			
<p>Oversiphoned: 6 Mind Points Distance is 2 miles.</p>			
Flesh to Stone		Mind Point Cost: 6	
Verbal, Gesture		Requirement: <i>Stature</i>	
Time Required: 1 action	Range: 60 feet	Duration: Special	
<p>The sorcerer selects a single target within range and line of sight. Assuming the target's body is biological flesh, which excludes constructs, elementals and the like, then the victim must make a Resilience preservation save against DC:23. If the target is successful, it is unaffected, and the axiom ends. However, if failing the save, then the victim becomes restrained as its body begins to turn to stone. To complete the transformation, the caster must concentrate, meaning no other actions or reactions can be taken in the interim. At the end of its next turn, a victim restrained by this axiom must make another Resilience save against the same DC. If successful, then the target stops turning to stone and is freed from the restrained restriction. However, that victim can still make no reactions until the start of its next turn. If failing that second save, then the victim momentarily becomes petrified. If petrified, then on that creature's next turn, a final body save can determine permanence. If failing, the petrification is permanent until treated. However, if that save is successful, then the victim is downgraded to restrained, where it will automatically save to become freed from it at the end of its next turn. If a petrified creature is broken, it would suffer from similar deformities if reverted to its normal state.</p>			
<p>Oversiphoned: 9 Mind Points Target saves rolled at disadvantage.</p>			
Flinch		Mind Point Cost: 1	
Gesture			
Time Required: 1 reaction	Range: Self	Duration: Instantaneous	
<p>When attacked by melee or range, if the sorcerer is aware of the incoming attack, he or she may use a reaction to cast <i>flinch</i>, which will create an invisible barrier of magical force which absorbs the damage in part or in whole. When reacting, the sorcerer rolls a d4 which represents the amount of damage from the strike that is absorbed, but if special effects from the attack, such as <i>heavy blow</i>, are delivered, the penalty will still occur and any save required must still be rolled. However, this is only effective against individual, physical attacks and will offer no aid against area-of-effect damage spells or an avalanche.</p>			
<p>Oversiphoned: No benefit.</p>			
Float		Mind Point Cost: 1	
Gesture			
Time Required: 1 reaction	Range: Self	Duration: Instantaneous	
<p>The sorcerer can protect himself or herself with <i>float</i> which is used as a reaction whenever a fall co</p>			
<p>Oversiphoned: 2 Mind Points Caster can control the float to move left, right, forward or backward at the same rate while continuing downward.</p>			

Sorcery

Fly		Mind Point Cost: 3	
Verbal, Gesture		Requirement: <i>Float</i>	
Time Required: 1 action	Range: Touch	Duration: 5 minutes	
<p>Upon touching a recipient, that creature gains the ability to magically fly with a movement rate of 60 feet until the axiom ends. If the target is still aloft at the end of the duration with no way of securing itself, then it will fall to the ground.</p> <p>Oversiphoned: 5 Mind Points Duration is 10 minutes.</p>			
Fortress		Mind Point Cost: 3	
Verbal, Gesture		Requirement: <i>Shimmering Armor</i>	
Time Required: 1 action	Range: Self	Duration: 8 hours	
<p>A 10-foot-radius immobile dome of force springs into existence around and above the caster and remains stationary for the duration. The axiom duration is complete if the caster leaves the dome. A total of ten creatures of medium-size or smaller can fit inside the dome and it can be cast over occupied hexes. The effect will fail if its area includes a larger creature or over the maximum number of creatures. Creatures and objects originally on the inside can move out through the dome freely. All other creatures and objects, including those leaving the dome, are magically prevented from passing through it. Light works in the same way; those inside can see outward, but the outside cannot see in. Spells and other magical effects cannot extend through the dome in either direction. Of course, it is subject to <i>disrupt magic</i>. Inside the dome, the environment is comfortable and dry, regardless of the weather outside. Also, until the spell ends, the interior lighting is controlled by the caster.</p> <p>Oversiphoned: 5 Mind Points Duration is 14 hours.</p>			
Freeze Thought		Mind Point Cost: 2	
Verbal, Gesture			
Time Required: 1 action	Range: 30 feet	Duration: Instantaneous	
<p>The sorcerer uses this axiom to pierce the mental defenses of one creature seen within range. The target must make a Will save (DC:13), suffering d4 Mind points of damage on a failed save. A successful save avoids any ill-effect. Also on a failed save, the target cannot take reactions, cannot use an action to disengage from combat, and suffers disadvantage on either the next attack roll or save it makes before the end of its next turn.</p> <p>Oversiphoned: 4 Mind Points Will save (DC:15). If target fails save, the sorcerer can also know the surface thoughts of the creature, what is most on its mind in that moment.</p>			
Geo-Bond		Mind Point Cost: 2	
Verbal, Gesture, [Concentration]			
Time Required: 1 action	Range: 40 feet	Duration: 6 turns	
<p>This axiom creates a connection between a willing target and the earth and lasts through the recipient's next six turns. For purposes of knocking prone, tripping or shoving (not grappling unless the maneuver results in a prone penalty), the target gains +3 on the competition save. Further, for lifting or driving, the recipient doesn't change in mass, but the effort to lift him or her is calculated at three times the normal weight. This further means that a small Size-Category being might be considered medium if weight is the variable of the restriction. One other benefit is the target becomes resistant to lightning damage for the duration of the axiom. All the effects are lost should the target fly, levitate or otherwise lose contact with the ground. Magical movement, such as <i>blink</i> will still work, however. Unfortunately, the recipient does suffer a -2 penalty for saves against <i>grounding</i> and <i>immobilize</i>. Lastly, the axiom requires concentration, meaning reactions from the caster are not possible and neither are new spells.</p> <p>Oversiphoned: 4 Mind Points Two recipients can be selected.</p>			

Sorcery

Geo-Tether

Mind Point Cost: 4

Verbal, Gesture, [Concentration]

Requirement: *Geo-Bond*

Time Required:	1 action	Range:	40 feet	Duration:	Up to 6 turns
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The sorcerer selects a willing target who is currently connected to the ground and creates a mystical anchor. This is almost identical to *geo-bond* except the recipient is immune to lightning damage for the duration of the axiom, but further the target cannot suffer penalties from tripping, shoving, *drive*, being knocked prone. Similarly, the recipient cannot be lifted in any way, and moreover, is unable to be teleported or *banished*, even willingly. Additionally, there are no penalties against *grounding* and *immobilize*. However, this axiom still requires concentration of the caster to maintain the effects for the recipient's six turns.

Oversiphoned: 7 Mind Points Two recipients can be selected.

Ghost Sound

Mind Point Cost: 1

Verbal, [Concentration]

Time Required:	1 action	Range:	60 feet	Duration:	Up to 10 minutes
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The sorcerer creates an illusionary sound. The glamour-illusion emanate from any spot within range and lasts for the duration. The illusion is purely auditory; it has no image, smell, or other sensory effects. While existing, concentration is required, meaning the reactions from the caster are not possible and neither are new spells. On the sorcerer's initiative turn, he or she can use an action to move the illusion to any spot within range. As the sounds moves location, the caster can alter its volume and pitch so that the motion appears natural. For example, if the caster creates a sound of footsteps and moves it, it can be altered to sound as if they are walking or even running in a particular direction. Based on the logic of how the sound occurs and how those who hear it observe it, this may reveal it to be an illusion. at the start of each turn, an observer makes a **Logic** preservation save against DC:12 to notice the logical inconsistencies.

Oversiphoned: 2 Mind Points Logic save (DC:13).

Ghoul Strike

Mind Point Cost: 2

Verbal, Gesture

Time Required:	1 reaction	Range:	Melee Reach	Duration:	Instantaneous
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As part of a melee action, the sorcerer uses a reaction to add the effect upon the weapon in the primary hand die pool. If a hit is scored from that die pool, the victim must make a **Resilience** save (DC:13) which has a basis in poison; thus, a victim who is resistant would lessen the effect appropriately. If failing that save, the victim will have is movement halved, suffer -2 to its AC as part of the **Agility** component of the AC. Additionally, the victim cannot use reaction. These impairments last until the end of the victim's next turn.

Oversiphoned: No benefit.

Glamour Mouth

Mind Point Cost: 2

Verbal, Gesture

Time Required:	1 minute	Range:	30 feet	Duration:	Up to 10 minutes
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The magician implants a message within an object in range, a message that is uttered when a trigger condition is met. An object is chosen that can be seen and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or less. Finally, the sorcerer determines the circumstance that will trigger the spell to deliver the message, which will be spoken at the same volume when cast; however, it can be repeated for a duration up to 10 minutes. The triggering circumstance can be as general or as detailed as desired, though it must be based on visual, audible or tactile conditions that occur within 30 feet of the object.

Oversiphoned: No benefit.

Sorcery

Glitter

Mind Point Cost: 1

Verbal, Gesture

Time Required:	1 action	Range:	Special	Duration:	1 turn
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The sorcerer uses a phantasm to create an explosion of sparkling color appearing in front of his or her body. This has the potential to affect up to 9 creatures within 15 feet. The effect will distract 3d10 **Mind** points worth of creatures, but none whose max score of 13 or higher. Of those in the area, the GM will arrange them (only the conscious ones) in ascending order by current **Mind** scores and subtracting from the 3d10 value when selecting a creature affected until the points can no longer be applied. Those selected creatures then become distracted by the light show and are at disadvantage on any action each takes on their following turn.



Oversiphoned: 2 Mind Points Cone of effect is 14 hexes. Distract total of 4d12

Gloom Torus

Mind Point Cost: 2

Verbal, Gesture

Time Required:	1 action	Range:	Self	Duration:	6 turns
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When cast a greenish mist rises around the caster, covering all the hexes adjacent to the sorcerer but not entering the space occupied by him or her. Any creature starting its turn in a hex adjacent to the caster or moving through an adjacent hex during its turn, must roll a **Resilience** save (DC:13) or become incapacitated for that turn, retching and vomiting. Creatures that do not breathe are immune to the effect. The mist will remain until the end of the caster's sixth subsequent turn.

Oversiphoned: 4 Mind Points Resilience

Glyph Analysis

Mind Point Cost: 2

Verbal, Gesture

Time Required:	1 minute	Range:	60 feet	Duration:	Instantaneous
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This axiom allow the sorcerer to select a magical glyph, sigil or symbol and learn what it does - such as sealing an object closed or is a *teleport sigil* - and also learn what, if any, damage energy types are used as part of its protection. This axiom offer no protection or prevention of disturbing a magical glyph. It is possible for some magic sigils to detonate based solely on this analysis if such a symbol were created for that purpose. A second use of this axiom would be to compare up to three different lifesong symbols, created by *symbolize life*, to determine if there is a match.

Oversiphoned: No benefit.

Sorcery

Gorge Burst

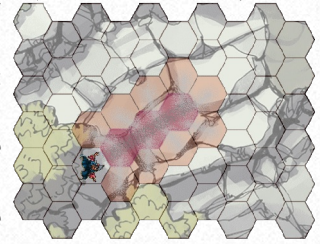
Gesture

Mind Point Cost: 4

Requirement: *Eruption and Conjure Barrage*

Time Required:	1 action	Range:	5 feet	Duration:	Instantaneous
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Typically used as a battle spell, this axiom could also be used as a means of excavation. By touching the ground, the sorcerer rips trench, starting 5 feet in front of him or her and extending for 15 feet. Soft ground will create a depth of 3 feet, while rocky terrain will only reach on foot deep. To erupt rocky ground, it requires an extra **Mind** point of oversiphoning, and the depth will only be 2 feet. Mud would be separated but quickly returned to its original form. Anyone in the direct path would suffer 2d4 points of blunt damage created from the force of the eruption, but can make an **Resilience** save (DC:15) for half damage; further, anyone failing the save will be knocked prone. The GM may rule creatures of multiple legs or special balance may apply bonuses to the **Resilience** save specifically to avoid being knocked prone. Moreover, anyone who is restrained by magic or other means and is in the direct path must roll the save at disadvantage. Based on the type of ground there is additional damage in the area, including to those who occupied the space where the trench detonated. For twenty feet along the sides of the ditch and including 5 feet in front of it, anyone occupying those spaces must make an **Agility** save (DC:12) to avoid damage from the shrapnel. Soft ground will inflict 2 points of blunt damage, while hard, rocky ground will deliver d4+1 points of edged damage. Mud is inconvenient but does no harm. Lastly, this axiom can be cast within *silence*.



Oversiphoned:	5 Mind Points	Rocky ground can be excavated.
	6 Mind Points	The length of the trench is 20 feet for soft ground. Shrapnel area increased proportionally.
	7 Mind Points	The length of the trench is 20 feet for rocky ground. Shrapnel area increased proportionally.
	8 Mind Points	The length of the trench is 25 feet for soft ground. Shrapnel area increased proportionally.
	9 Mind Points	The length of the trench is 25 feet for rocky ground. Shrapnel area increased proportionally.

Grounding

Gesture, [Concentration]

Mind Point Cost: 1

Time Required:	1 action	Range:	60 feet	Duration:	Up to 6 turns
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The caster selects a single target within range, visibly seen and in direct contact with the ground, attempting to restrain that victim to the spot. The target is permitted a **Strength** preservation save against a DC:12. If successful, the target voids the magical gripping to the ground; otherwise, he, she or it is considered restrained. The duration of the restraining lasts until the caster's sixth subsequent turn but also requires concentration during which the caster may not take reactions; further, new spell-castings will disrupt the concentration. While restrained, the victim may use an action to attempt another **Strength** feat against the original DC to break free.

Oversiphoned:	2 Mind Points	Two separate targets can be selected for a simultaneous casting.
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Sorcery

Hideaway

Mind Point Cost: 2

Verbal, Gesture

Time Required:	1 action	Range:	30 feet	Duration:	1 hour
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The sorcerer calls into existence an archway within 30 feet of his or her location. This archway leads to an extradimensional space. The inside space can hold up to ten beings up to Medium-Size category. Whether the sorcerer is on the inside or outside, he or she can make the archway appear or disappear with the use of an action. When the archway has been removed, spells and attacks cannot penetrate the extradimensional space either in or out, and no one can see into it; however, the occupants can view out. If spending the entire duration in the *hideaway*, then this can be considered a short rest. At the end of the duration, anything inside the extradimensional space reappears where the archway originated.

Oversiphoned: 3 Mind Points
Duration is 90 minutes.

Hold Monster

Mind Point Cost: 5

Gesture

Requirement: *Slow*

Time Required:	1 action	Range:	60 feet	Duration:	Up to 6 turns
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Any creature within range can be held in a paralyzed restriction using this axiom. The victim creature makes a preservation **Judgment** save against DC:21; if failing, the creature is paralyzed for its next six turns. No concentration is required. As the paralyzed restriction prevents one from taking any action or reaction, on its turn the victim is assumed to be using the equivalent of an action to try to break free from the paralysis, which it does by making another save against the original values. If successful, its action for that turn has been made and no movement can occur on that turn, but the victim regains the ability to use an action and move on the following turn. However, reactions are restored immediately. If having the *lure* skill, the breaking from the paralysis is not automatically noticed by others.

Oversiphoned: 7 Mind Points
Judgment save (DC:23).

Ice Blast

Mind Point Cost: 1

Gesture

Time Required:	1 action	Range:	30 feet	Duration:	Instantaneous
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Identical to *fire dart* except that blast delivers a d4 magical frost if successfully striking the opponent.

Oversiphoned: 2 Mind Points
The 1d20 attack is at advantage to hit.
Damage remains 1d4.

Ignis Fatuus

Mind Point Cost: 2

Gesture, [Concentration]

Time Required:	1 action	Range:	60 feet	Duration:	Up to 6 turns
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The sorcerer selects a target within 60 feet. The recipient makes a secret **Judgment** preservation save against DC:13. If the victim fails, then a phantasm that takes root in the mind of the creature. The caster creates a single phantasmal object, creature, or other visible phenomenon of choice that is no larger than a 10-foot cube and because it is a phantasm, the image is only perceivable to the target for the duration. This spell has no effect on mindless undead, plant-monsters or constructs. However, the phantasm includes sound, temperature, and other stimuli, also evident only to the target. While a target is affected by the spell, the target treats the phantasm as if it were real. However, at the end of each subsequent turn, the target makes a secret **Logic** save against the original DC to see if logical flaws have been detected. If the victim uses its action to specifically investigate the phantasm, then the save is at advantage. Lastly, this spell requires concentration, meaning no reactions or spells can be occur while maintaining the phantasm. However, the maximum time the illusion can be maintained until the end of the caster's sixth subsequent turn.

Oversiphoned: 3 Mind Points
Judgment/Logic save (DC:14).

Sorcery

Improved Psychic Shield			Mind Point Cost: 4		
Verbal, Gesture			Requirement: <i>Psychic Shield</i>		
Time Required:	1 action	Range:	Touch	Duration:	8 hours
<p>By placing this protection on a touched target or oneself, the sorcerer grants the recipient advantage and a +3 bonus against any incoming attack that forces a Mind sub-attribute save or contest for the duration of the axiom. While it is in effect, any form of thought-reading, detection of lying, scrying, telepathy, <i>whispering wind</i> or other divinations which do not typically allow a save simply are unable to penetrate the protected mind. Further, this acts as resistance against damage to the Mind score, meaning that such mental attacks only inflict half damage (round down).</p>					
Oversiphoned: 7 Mind Points Recipient is immune to					
Indifference			Mind Point Cost: 3		
Verbal, Gesture			Requirement: <i>Vengeance</i>		
Time Required:	1 action	Range:	60 feet	Duration:	6 turns
<p>Similar to both <i>enfeeblement</i> and <i>maladroitness</i>, this axiom weakens an enemy; but rather than attacking its physical attributes, this axiom impairs the mental faculties. The sorcerer selects a target within range who can be visibly seen, then hurls a ball of amber light at that target by an attack of a d20 against its armor class. If the caster has <i>ranged fighting</i>, then any Agility bonus can be added to the to-hit value. If the cast further has a <i>hurling</i> skill, then the total Agility score is added in lieu of the bonus. Should the strike be successful, then d4 points of Mind damage are inflicted, but further, the target must make a Judgment preservation save (DC:15). Should the victim fail, then its Perception score acts as a value of 1 for its following six turns. The change in Perception score does not modify the Mind calculation; however, for any Perception checks made while under the effect, no bonus is added to the d20 roll.</p>					
Oversiphoned: 5 Mind Points The 1d20 attack is at advantage. Resilience save (DC:17).					
Inkodistance			Mind Point Cost: 2		
Verbal, Gesture, External			Requirement: <i>Secret</i>		
Time Required:	10 minutes	Range:	Touch	Duration:	1 year
<p>This axiom enchants paper and ink. One page and one phial of ink (only a 3-bit material cost) are sprinkled with copper shavings (another 2 bits of expense). This process allows for the page and ink to be separated by any distance so long as they remain on the same plane of existence. Words written on another paper using the ink to appear on the page originally bewitched; however, the writing must be performed by the same sorcerer who cast the axiom. This allows written messages up to 100 words to be used before the ink is consumed at the unusual rate. Another sorcerer who has the <i>inkodistance</i> power could attempt a Logic feat (DC:15) to be able to write on behalf of the original wizard; however, unless being able to observe the other page, success would not be known. Lastly, a person with the <i>magical reading</i> skill could attempt to write with the ink, but it would require a Logic feat (DC:16). The cost per page/ink combination of this special writing method is 5 bits.</p>					
Oversiphoned: 3 Mind Points Two pages and two ink vials can be enchanted.					
Inkoflex			Mind Point Cost: 3		
Verbal, Gesture, External			Requirement: <i>Inkodistance</i>		
Time Required:	10 minutes	Range:	Touch	Duration:	1 year
<p>This is an improvement upon <i>inkodistance</i>. The cost is a little higher, but the benefits typically outweigh that. Three pages and three vials of ink (a 9-bit material cost) are sprinkled with silver shavings, costing 21 bits. AS a result, the pages and ink can be separated by any distance so long as they remain on the same plane of existence. Words written on another paper using the ink to appear on the page originally enchanted. Unlike <i>inkodistance</i>, any person can write the message and it will appear on the corresponding page. Messages up to 100 words per one vial on ink can be used. This version of writing combination can be found in the available markets for around 20 bits per page and ink.</p>					
Oversiphoned: No benefit.					

Sorcery

Instant Wall		Mind Point Cost: 3	
Verbal, Gesture		Requirement: <i>Shimmering Armor</i>	
Time Required:	1 action	Range:	30 feet
		Duration:	10 minutes
<p>A wall of shimmering and translucent force springs into existence within the range from the caster. The size of the wall must be flat and up to 100 square feet with no dimension larger 10 feet, making the maximum area a 10 by 10 wall. However, it can be positioned in any three-dimensional angle. It can be free floating or resting on a solid surface. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall by the sorcerer's choice. Light passes through both directions. Spells and other magical effects that rely on line of sight are thwarted from extending through the through the dome in either direction; therefore, axioms such as <i>acid dart</i> and <i>blink</i> cannot penetrate to the other side. The wall, however, is subject to <i>disrupt magic</i>. Nothing can physically pass through the wall, preventing <i>vapor</i> and <i>passwall</i>. It is immune to all damage. A <i>disintegration</i> axiom destroys the wall instantly, however. The wall also extends into the ethereal plane, blocking ethereal travel through the wall, making <i>astral blood</i> and <i>astral dreaming</i> incapable of passing through.</p>			
Oversiphoned:		5 Mind Points	The wall can be up to 225 square feet, limited to 15 feet in one dimension.
Intervocalism		Mind Point Cost: 1	
Verbal			
Time Required:	1 action	Range:	10 miles
		Duration:	1 turn
<p>This axiom allows the sorcerer's voice to be heard in a different location. The location must be able to be seen or can be well-known; however, the maximum distance is 2 miles per point of Logic. Sight to the horizon is roughly three miles. Until the start of the sorcerer's next turn, using the rules of communication, his or her voice is projected to that distant location and can be heard at a normal volume by all in the area. However, this is a one-way messaging process, as the sorcerer cannot hear what is in that area without other means. Of course, this could also be used as close-ranged ventriloquism if so desired, which would change the chances of what the sorcerer could hear in response.</p>			
Oversiphoned: No benefit.			
Land Skiff		Mind Point Cost: 3	
Verbal, Gesture		Requirement: <i>Valet</i>	
Time Required:	1 minute	Range:	Self
		Duration:	4 hours
<p>The power of this axiom builds a floating, semi-translucent sled that hovers a few inches above the ground, which is centered on the caster. The skid can hold up to 500 pounds of weight and has room for two addition persons. When others are on the <i>land skiff</i>, they occupy the same space as the sorcerer. They can only use their own movement if leaving the skiff. The movement rate changes as the sorcerer commands it to move. It can reach movement speeds of 120 feet, which is 8 miles per hour, if maintaining a straight line. However, if veering the magic vessel at any angle, the movement speed drops to 20 feet per round. Once returning to a straight trajectory, the skiff gains an additional 20 feet each round; 20 feet, 40 feet, 60 feet, 80 feet, 100 feet, and topping out at 120 feet. If running at max speed for the duration, the skiff will cover 32 miles in four hours.</p>			
Oversiphoned:		5 Mind Points	Duration is 6 hours.

Sorcery

Lava Strike

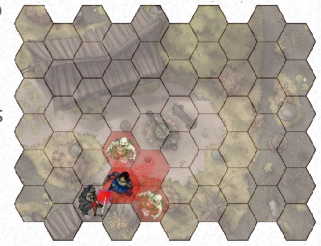
Verbal, Gesture

Mind Point Cost: 3

Requirement: *Fire Dart or Burning Hands*

Time Required:	1 action	Range:	Self	Duration:	30 seconds
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This axiom is a favorite of a battle mage. It empowers the sorcerer for his or her next 3 actions so that any melee attack that successfully strikes a target, including multiple-attack targets, molten sparks spray from the attack. The three hexes behind the victim become subject to damage from the spray. Those in those spaces must roll an **Agility** preservation save (DC:12) or suffer 2 points of fire damage.



Oversiphoned: 5 Mind Points

Fire damage is 3 points. Agility save (DC:14).

Life Static

Verbal, Gesture

Mind Point Cost: 5

Requirement: *Psychic Shield*

Time Required:	1 action	Range:	Touch	Duration:	8 hours
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When the recipient's lifesong is hidden behind this clamor of meta-noise, it grants total immunity to any effect that targets a **Mind** or **Spirit** sub-attributes; thus, *mind-dagger*, *fear*, and the like are ineffective against that target. Further any form of thought-reading, detection of lying, *scrying*, telepathy, *whispering wind* or other divinations cannot reach the target or gain information about him or her. For total clarity, this also grants immunity to damage to **Mind** and **Spirit** scores, even those combined with a physical attack such as *weapon of doubt*.

Oversiphoned: 8 Mind Points Two targets can be affected.

Lightning Bolt

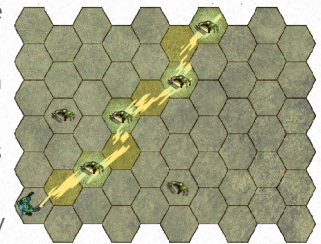
Verbal, Gesture

Mind Point Cost: 3

Requirement: *Spark*

Time Required:	1 action	Range:	45 feet	Duration:	Instantaneous
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Extending from the sorcerer's body, a bolt of lightning strikes the potential of several foes. The powerful arc extends for a total of 45 feet (or 9 hexes); however, its exact pattern is determined by the caster. For each five feet (one hex) traveled, the bolt can continue in its original direction or veer 60° left or 60° right, but it always re-orientates itself to be pointed in the original direction upon entering each new space. However, this means any nine "forward-moving" hexes may be used for the path of the *lightning bolt*. Any creature struck must make an **Agility** preservation save against DC:15. Those failing suffer lightning damage, or half if successfully saving. The first struck suffers 4d4 points of damage, the second 2d4 and each after only 1d4 through the range of all the targets.



Oversiphoned: 5 Mind Points

Arc length is 60 feet (12 hexes). Agility save (DC:17). Damage is 4d6, 2d6, 1d6, each permitted a save for half damage.

Lipo-Shield

Gesture

Mind Point Cost: 2

Time Required:	1 action	Range:	5 feet	Duration:	3 turns
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By walking over a surface that is covered by moss, fats or oily substances, which often are considered difficult terrain, the sorcerer can absorb 75 square feet (3 hexes) of the substances. By doing this, it will remove the difficult material and add +1 to the sorcerer's AC in the "other" category. It will not combine with other magical protections. This protection will last until the end of the caster's third subsequent turn.

Oversiphoned: 4 Mind Points 125 square feet (5 hexes) can be absorbed

Sorcery

Lock

Mind Point Cost: 1

Verbal, Gesture

Time Required:	1 action	Range:	30 feet	Duration:	1 year
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The sorcerer creates a semi-material locking mechanism to secure a specific item within range. This could be a chest, door, or window, basically anything a standard lock could protect, even if the item doesn't have a clasp or mechanism for one. The sorcerer can touch it to open or close as desired, and this creation will detect as magical if *detect magic* is used. Further, it exists for one year or until destroyed. If picked, the *lock* axiom has a DC:12 and is destroyed if successful.

Oversiphoned: No benefit.

Magic Eye

Mind Point Cost: 3

Verbal, Gesture

Requirement: *Detect Thoughts*

Time Required:	1 action	Range:	Special	Duration:	1 hour
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The sorcerer creates an invisible, magical eye within 60 feet at the time of manifestation. The eye hovers in the air for the duration and conveys visual information to the caster. The sensor has normal vision and darkvision out to 30 feet. Further, it can look in every direction. As an action, the caster can move the eye up to 30 feet in any direction. There is no limit to how far away the eye can move, but it cannot enter another plane of existence. A solid barrier blocks the eye's movement, but it can pass through an opening as small as one inch in diameter.

Oversiphoned: 5 Mind Points Darkvision is 60 feet. Movement is 45 feet.

Magic Seal

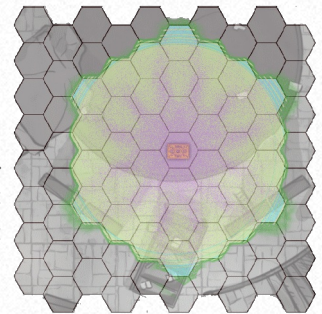
Mind Point Cost: 2

Verbal, Gesture

Requirement: *Detect Thoughts*

Time Required:	1 minute	Range:	10 feet	Duration:	Up to 6 months
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This axiom seals a door, chest, book, or other object that can be closed with a magical sigil that bars entry and prevents opening. The protected object can only be opened if broken or with some arcane interruption like *disrupt magic*. However, if the object is forced open by any means (physical or magical), the sigil explodes 18 feet omni-directionally to cover 37 hexes with the object in the center. The damage from this is 2d4 points of either blunt, fire or ice, chosen by the sorcerer at the time of creating the sigil. A successful **Agility** save (DC:13) halves the damage. This trap is similar to a time-lock safe as even the sorcerer does not have a password or secret way into the sealed item. However, the pending trap will expire after 6 months if it is not triggered to explode prior to that expiration time.



Oversiphoned: 4 Mind Points Agility save (DC:15). Base damage is 2d6.

Sorcery

Magma Siege Stone		Mind Point Cost: 4	
Verbal, Gesture		Requirement: <i>Pebble to Boulder</i>	
Time Required: 1 action	Range: Touch	Duration: 6 turns	
<p>The sorcerer creates a boulder-sized orb of force loaded into a catapult or trebuchet. Before the orb is fired, it is made of pure force and can only be destroyed by <i>anti-magic</i>, <i>disintegrate</i>, <i>disrupt magic</i> and the like. Once the orb has been fired, it strikes any point within the range of the catapult or trebuchet and shatters, spraying liquid fire that sticks to anything. Everyone within 30 feet of the shattered orb must make an Agility save (DC:18). Targets take 2d4 fire damage in a failed save and half as much on a successful one. Made or missed, anyone caught in the initial explosion will continue to burn, requiring three successful Resilience saves (DC:12) of suffer another d4 fire damage on a failed save and half as much on a successful one. Once a target makes three Resilience saves, the fire goes out personally. Those resistant to fire roll saves at advantage. The fire from the blast burns in the area for 10 minutes, and creatures that start their turn in the fiery area or move into the area suffer d4 points of fire damage. This is cumulative with personal burning damage should a target not leave the blast radius. The orb must be used before the end of the caster's sixth subsequent turn.</p>			
Oversiphoned: 7 Mind Points		Initial Agility save (DC:21). Initial blast damage is 2d6.	
Maladroitness		Mind Point Cost: 2	
Verbal, Gesture		Requirement: <i>Vengeance</i>	
Time Required: 1 action	Range: 60 feet	Duration: 6 turns	
<p>The sorcerer selects a target within range who can be visibly seen, then hurls a ball of dim light at that target by an attack of a d20 against its armor class. If the caster has <i>ranged fighting</i>, then any Agility bonus can be added to the to-hit value. If the cast further has a <i>hurling</i> skill, then the total Agility score is added in lieu of the bonus. Should the strike be successful, then d4 points of necrotic damage are inflicted against body, but additionally, the target must make a Resilience preservation save (DC:13). Should the victim fail, then its Agility score acts as a value of 1 for its next 6 subsequent turns. The change in Agility score does not modify the Body calculation; however, any competition, feat, save or values for damage of an attack will use the value of 1 when Agility is used in the formula.</p>			
Oversiphoned: 4 Mind Points		The 1d20 attack is at advantage. Resilience save (DC:15).	
Mark That One		Mind Point Cost: 3	
Gesture, [Concentration]		Requirement: <i>Mind Dagger</i>	
Time Required: 1 reaction	Range: 30 feet	Duration: Up to 1 hour	
<p>When the sorcerer observes a visible hostile creature within 30 feet successfully hit with a melee attack that damages oneself or an ally, the sorcerer can choose to use a reaction to cast this axiom. In that split-second a creature lets its guard down after it makes a successful attack, the magic batters its way into victim's mind. The creature that inflicted the triggering damage must make a Will save (DC:15). It takes a d4 of Mind damage on a failed save, or half as much damage on a successful one. On a failed save, until the spell ends, the sorcerer is able to monitor the unshielded mind of the recipient. However, concentration is required to maintain the tracking, which means the sorcerer cannot use reactions or cast other spells. Further, any combat attacks are at disadvantage. The monitor offers the following benefits against the target:</p> <ul style="list-style-type: none"> • As long as the target is on the same plane as the sorcerer, its location by direction and distance is known. • The target cannot become hidden from the sorcerer, and if it is invisible, it gains no benefits from this condition against the caster. • The target provokes a potential flee attack from the sorcerer, regardless of distance moved or if using an action to disengage. <p>If either the sorcerer or the target are knocked unconscious or killed, the spell ends early.</p>			
Oversiphoned: 5 Mind Points		Will save (DC:17). Damage is d6.	

Sorcery

Mass Veil		Mind Point Cost: 4	
Gesture		Requirement: <i>Veil</i>	
Time Required:	1 action	Range:	Touch
		Duration:	Up to 1 hour
<p>This will allow the caster and three additional persons of his or her size (or smaller) to become invisible by a shrouding illusion. Each effected recipient then acts as if under its own individual <i>veil</i> axiom. No restrictions exist for remaining within a distance of the caster. However, at the time of casting, those effected must be holding hands or making contact. Finally, this axiom can be cast in the midst of magical <i>silence</i> or if <i>muted</i>.</p>			
Oversiphoned:	5 Mind Points	Shroud illusion upon caster and four persons.	
	6 Mind Points	Shroud illusion upon caster and five persons.	
	7 Mind Points	Shroud illusion upon caster and six persons.	
	8 Mind Points	Shroud illusion upon caster and seven persons.	
	9 Mind Points	Shroud illusion upon caster and eight persons.	

Memory Meld		Mind Point Cost: 2	
Verbal, Gesture			
Time Required:	1 minute	Range:	Touch
		Duration:	Permanent
<p>This conveys a mental sharing with a target. The axiom transfers a single memory. This memory could be real, imaginary or repressed up to roughly 1 minute in length. If the target is willing, no save is needed. Incapacitated targets are considered willing. Otherwise, a successful Judgment preservation save against DC:13 will prevent the implantation. Further, there must be a way to continue to touch an unwilling target for the full minute to use this axiom. This will work upon unconscious and sleeping persons.</p>			
Oversiphoned:	5 Mind Points	Casting time is 2 minutes. The transferred memory can be up to 2 minutes.	

Mind Dagger		Mind Point Cost: 2	
Verbal, Gesture			
Time Required:	1 action	Range:	60 feet
		Duration:	Instantaneous
<p>Upon selecting a foe within the 60-foot range, the sorcerer creates a Mind contest with the victim. Each side rolls a d12 adding Judgment modifiers to the total. However, the sorcerer also gains +3 to the feat contest. Ties will not prevail, but if the sorcerer outscores the victim, then d6 points of Mind damage is inflicted. Creatures who have true mind-shielding or a hidden lifesong cannot be attacked in this way.</p>			
Oversiphoned:	4 Mind Points	The sorcerer rolls the d12 competition with advantage.	

Sorcery

Mirror Image

Mind Point Cost: 2

Gesture

Time Required:	1 action	Range:	Self	Duration:	Up to 6 turns
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This effect creates two duplicate illusory images of the sorcerer which stands next to him or her. For the duration of the axiom, the duplicate mimics all the behaviors of the caster, making it impossible to know which is fake and which is real without *true sight* or other senses that do not rely on vision. Any targeted attacks against the sorcerer might strike an image instead. When attacked, the GM will determine at random which target is actually being swung upon or fired at. If one of the images is the true target, then it has an AC of 10. If an image is struck, no damage harms the real sorcerer; however, that image will be destroyed. However, it can only be destroyed if successfully hit. Likewise, an area of affect spell, like fireball, can destroy all the images at once. Creatures who do not rely on vision are not affected by this glamour. The defense remains until the end of the sorcerer's sixth turn following its casting.

Oversiphoned: 3 Mind Points
Images have AC 11.

Mishap

Mind Point Cost: 2

Verbal, Gesture

Time Required:	1 reaction	Range:	30 feet	Duration:	Instantaneous
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In response to an enemy making a successful save, the sorcerer can use a reaction to unwind the luck. Selecting a target within range who is known to have made a successful save, this axiom forces another d20 roll with all the same modifiers, forcing it to be used as the resulting save instead. This final roll is forced, even if the original save had been made with advantage or disadvantage. However, this cannot invalidate the *chance* skill should this forced roll happen to be a "natural 1."

Oversiphoned: 3 Mind Points
Range is 40 feet.

Move In Haste

Mind Point Cost: 1

Verbal, Gesture

Time Required:	1 action	Range:	Self	Duration:	2 turns
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Cast on oneself, then the sorcerer can move as if using the *dash* skill, increasing his or her movement to double the normal rate. This can be performed even if a *dash* feature has been used previously without having a short rest. Movement in the round of casting is affected, and if movement has occurred before casting the axiom, then only whatever amount is left is doubled for that turn. Remember, movement calculations such as standing up are based off the normal movement rate. The length of time the increased movement lasts is until the end of the caster's second subsequent turn. Lastly, if this is cast and used to flee, in no way does this offer protection from opponent's flee-attacks.

Oversiphoned: No benefit.

Nauseating Breath

Mind Point Cost: 2

Verbal, Gesture

Time Required:	1 action	Range:	15 feet	Duration:	Instantaneous
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The caster breathes out a cloud (9 hexes) of sickly green gas. Anyone caught in the cloud must make a successful **Resilience** save (DC:13) or be stunned for d4 rounds. Helmets will not assist the save for this type of stunning effect. The affected target make another **Resilience** save (DC:13) at the end of each of its turns. On a successful save, the stunned effect ends. When breathing victims are stunned by this effect, they fail any **Body** save or feat; however, this automatic failures of the stun restriction do not apply to the subsequent saves to overcome the originating axiom effect.



Oversiphoned: No benefit.

Sorcery

Night Scar			Mind Point Cost: 2
Verbal, Gesture			
Time Required:	1 action	Range:	20 feet
		Duration:	28 days
<p>The caster uses a glamour to place a magical mark upon another creature. The target is allowed a Will save to negate the spell. This mark is only visible to the sorcerer and up to seven other creatures he or she chooses. To those able to see it, the mark is visible even in magical or normal darkness. Even if the target changes shape, turns invisible, or cloaks itself in an illusion, the mark remains visible.</p> <p>Oversiphoned: 3 Mind Points Duration is 35 days.</p>			
Obsequies			Mind Point Cost: 6
Verbal, Gesture			
Time Required:	1 action	Range:	Touch
		Duration:	Permanent
<p>Self-sacrifice to bring a freshly-dead ally back to life is the purpose of this axiom. The ally must have died within the previous five minutes or this axiom will not work. When cast, the sorcerer suffers [n] number of points of necrotic damage to reduce him or her to the exact number that causes death (negative Resilience). That value of points is transferred to the recipient, who is restored to life. If the Body points restored are greater than the recipient's maximum, then only the maximum amount can be received. Obviously this will only be used in extreme cases and likely only when the caster believes it is possible to be returned to life himself. If the sorcerer is protected from this type of damage in anyway, then the spell fails without helping the dead ally.</p> <p>Oversiphoned: No benefit.</p>			
Odious Goo Entity			Mind Point Cost: 3
Verbal, Gesture			
Time Required:	1 action	Range:	5 feet / 90 feet
		Duration:	Instantaneous
<p>A cloud of gray shadowy goo is summoned by the sorcerer and appears in an unoccupied space adjacent to the caster. The vile entity will move up to 90 feet to attack a target of the sorcerer's choosing. The goo-entity has a movement rate of 90 feet, and will acts on its own at the end of the sorcerer's turn. your choice that you can see ripping at the target's eyes, flowing into its mouth, and menacing it any way it can. The goo monster makes a melee attack on 3d20 with a +6 to hit bonus on each die. If successfully hitting, it delivers 5 to 7 points of damage: 4 necrotic points plus 1 point per successful die in the die pool. The dice can produce critical damage on a "natural 20." Additionally, the target must make a Resilience preservation save (DC:15). If succeeding, no further threat exists. On a failure, the goo makes its way into the mouth of the target; as a result, the victim is under the poisoned restriction as well as suffering an additional point of necrotic damage at the start of each of its following 6 rounds. The target can attempt another Resilience save at the end of each of its turns to spew the goo from its insides, which ends the ill effects. In the interim, the creature has an AC 14 and a total of 13 Body points.</p> <p>Oversiphoned: 5 Mind Points Attack on 4d20 with +7 bonus. Resilience save (DC:17).</p>			
Order to Stun			Mind Point Cost: 5
Verbal			
Time Required:	1 action	Range:	30 feet
		Duration:	4 turns
<p>This is a powerful upgrade from <i>stronger slumber</i>. Like the lesser version, it affects only a single target of the sorcerer's choosing within range. Any creature whose maximum Mind score is 20 or lower falls unconscious and will remain in that state until the end of its fourth subsequent turn. The target cannot be wakened short of magical means. Upon becoming conscious again, the victim is subject to being in a surprise round for assessing its surroundings. Creatures who do not sleep or are immune to charm cannot be affected by this axiom. Additionally, if one has resistance to charm, then a special Judgment save (DC:18) is permitted to avoid.</p> <p>Oversiphoned: No benefit.</p>			

Sorcery

Passwall		Mind Point Cost: 5	
Verbal, Gesture		Requirement: <i>Veil</i>	
Time Required:	1 action	Range:	30 feet
		Duration:	1 hour
<p>The axiom creates a passage in a visible surface made of wood, plaster or stone which is within range. The extradimensional opening can be created any size up to 5 feet wide, 8 feet tall and 20 feet deep; however, those dimensions cannot be changed after the casting. This ethereal cavity causes no instability to the original structure. The dimensional warp will exist for one hour or can be dismissed by the caster with the use of an action. Upon its expiration or dismissal, the barrier returns to its impassible state. Further, any creatures or objects inside the passage are safely ejected to the nearest unoccupied space.</p>			
Oversiphoned:	8 Mind Points	Duration is 90 minutes. Depth can be up to 30 feet.	
	10 Mind Points	Duration is 2 hours. Depth can be up to 40 feet.	
Pebble to Boulder		Mind Point Cost: 3	
Verbal, Gesture		Requirement: <i>Stature</i>	
Time Required:	1 reaction	Range:	40 feet
		Duration:	Instantaneous
<p>When the sorcerer throws a small rock towards one of his foes, this axiom can be used as a reaction to transmute the small stone into a boulder. This is triggered from the start of the throw, meaning the Mind points are used before rolling the success of the attack. The reaction grants the throw to have a minimum of 3d20 in the attacking die pool, but more might exist if other skills and conditions applied. The range attack is modified by Agility and the dice in the die pool are compared against the target's AC. If successful, the boulder slams into the intended victim, using the points from the die point plus the better bonus of the sorcerer's Agility bonus or 2 points. As an exception to the normal rules of range attacks, the boulder acts as if having a weapon weight of 3 points. This indicates damage will inflict a minimum of 6 points of blunt damage -- more with a high Agility or if a crit occurs. Finally, the victim must make a Resilience save (DC:10) or be stunned until the start of its next turn. Helmets can reduce the DC for the stunning effect.</p>			
Oversiphoned:	4 Mind Points	The die pool has 4d20. Resilience save (DC:11).	
Personal Airing		Mind Point Cost: 3	
Verbal, Gesture		Requirement: <i>Whispering Wind</i>	
Time Required:	1 action	Range:	500 miles
		Duration:	Instantaneous
<p>Very similar to <i>whispering wind</i>, the sorcerer can send messages to someone at a distance. However, in this case, only one recipient is permitted, who must known personally. The recipient will hear the message in his or her mind as if spoken in the voice of the caster. The recipient will recognize the caster as the sender, and up to 1 minute (6 combat rounds) is allowed to reply with a single-word response. No more than 35 words can be sent in the message to the recipient. Additionally, the recipient once knowing the sender and meaning of the message can choose to share immediately, action required if relevant, the magical dispatch, which will be sounded in the voice of the sending mage. The range is 500 miles. However, the message is limited to the plane of existence where the sorcerer resides at the time of casting.</p>			
Oversiphoned:	5 Mind Points	Range is 750 miles.	

Sorcery

Personal Silence

Mind Point Cost: 2

Gesture, [Concentration]

Time Required:	1 action	Range:	Touch / 500 feet	Duration:	Up to 10 minutes
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For the duration, the touched recipient, which must be of medium size or smaller, will be covered by a shroud illusion. All sounds emanating from the target will be greatly muted. While the GM may alter the adjustment for different conditions and races, the normal penalty is -3 for those needing to make **Perception** check against the quiet recipient. Moreover, the recipient will not be deafened by the illusion and will be able to hear sounds outside of oneself. That said, his or her **Perception** checks suffer the same -3 penalty when sound is a primary component of the check, whether coming from himself or an external source. An internal example would be if the target stepped on a trigger that creaked, that sound would be muffled making it difficult to be aware that this occurred. The external sounds are penalized as the recipient is no longer hearing their own ambient noises and external sounds become a bit overwhelming. Assuming the recipient is not oneself, casting magic while under the effect is possible but only if using a method that can be performed in silence, such as "silent prayers" or using an axiom that states it can be used in *silence*. This axiom requires concentration to maintain; thus, the caster who placed the shroud may not make reactions nor can cast any new spell during this time. While concentrating, the sorcerer is not required to keep the recipient in sight but if the distance between the two becomes greater than 500 feet, the shroud will dispel.

Oversiphoned: 4 Mind Points Personal

Petty Glamour

Mind Point Cost: 1

Gesture, [Concentration]

Time Required:	1 action	Range:	60 feet	Duration:	Up to 10 minutes
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The sorcerer creates an image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The glamour-illusion appears at a spot within range and lasts for the duration. The image is purely visual; it has no sound, smell, or other sensory effects. While existing, concentration is required, meaning the caster can take reactions and cannot cast new spells. On the sorcerer's initiative turn, by use of an action, he or she can move to the illusion to any spot within range. As the image changes location, the caster can alter its appearance so that its movements appear natural for the glamour. For example, if the caster creates an image of a creature and moves it, it can be altered to appear as if it is walking. Physical interaction with the image reveals it to be an illusion, because things can pass through it. After each round, an observer makes a **Logic** preservation save against DC:12 to notice the logical inconsistencies, such as no sound, etc.

Oversiphoned: 2 Mind Points Logic save (DC:13).

Phantasmal Distraction

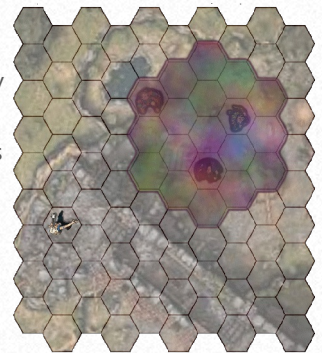
Mind Point Cost: 3

Gesture

Requirement: *Petty Glamour*

Time Required:	1 action	Range:	90 feet	Duration:	Up to 6 turns
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With this axiom, a mesmerizing pattern of images appear in the air for a moment then vanishes, potentially affecting creatures within a 25-foot diameter (19 hexes). Any sighted creature in the area must make a **Judgment** save against DC:15. Any creature failing the save is effectively charmed by the phantasm, drawn in thought about some of their most personally favorite memories. This distraction lasts until the end of the sorcerer's sixth subsequent turn. Creatures immune to charm are obviously not affected; however, those charmed are considered incapacitated and have a movement of zero. The spell ends for an individual creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor. This axiom can be cast despite *silence* or *mute*.



Oversiphoned: 5 Mind Points Judgment save (DC:17).

Sorcery

Polymorph		Mind Point Cost: 3	
Verbal, Gesture		Requirement: <i>Transmogrify</i>	
Time Required:	1 action	Range:	Self
		Duration:	Up to 1 hour
<p>This axiom allows the sorcerer to transform into the shape of a new being. The type of form taken can be anything physically touched previously, even if dead; however, reading or imagining a creature is not sufficient. The form is not illusionary but a real transformation; however, there are a limited set of properties that can become part of this hybrid existence. First, nothing bigger than a large-sized creature can take shape, and nothing tinier than a small-sized creature can form. How a creature moves: flight, leaping, swimming, burrowing are all transferable. While the method of movement is granted, the speed remains the same as the caster's normal, unarmored, unencumbered rate. Also, the vision of the creature, meaning normal, darkvision, night vision, echolocation or spirit sight can become part of the form's senses; however, blindsight, devil sight and tremorsense cannot be obtained. Furthermore, his or her original accuracy and range of sight remains the same. In other words, becoming a hawk does not allow its telescopic vision. Method of breathing, whether aerobic, amphibious, water-breathing or that it doesn't breathe, are all properties that come from the new form.</p> <p>If the creature has <i>savage form</i> or a monstrous attack, this can be used but not always to the full capacity. Poisons, acids, diseases, necrotic rot and curses as part of an attack will not become a component of the new form, only the physical biting, clawing or whatever is gained. Thus, while a sorcerer could polymorph into an acid ant, its corrosive spit would be useless. Additionally, the maximum dice used in an attack in the polymorphed form is 2d20, and only that can be achieved if the sorcerer or the creature is capable of inflicting that much by some normal attack. To clarify, if using <i>savage form</i> to attack, then a single attack using one or two dice in that die pool would be the most permitted. If the creature into which the caster has transformed has various appendages, the maximum number of appendages which could be used is two; even then, only 1d20 could be used in each die pool. Only if the creature whose form has been taken is capable of attacking different targets could the polymorphed version perform that. <i>Spinning moves</i> is non-functional in the transformed state.</p> <p>Other properties that do not transfer are cantrips, incantations, axioms or magical abilities. Resistances are not gained. Skills are not gained. Further, the sorcerer's current value of Body points remain the same - with the caveat that upon the initial change, the sorcerer's body will heal d6 points of damage, not to exceed the max. Other than that, the caster and all his possessions transmute into the form of the new being. While in the new shape, the caster retains his voice but is not able to cast other axioms or cantrips; however, if the sorcerer does retain divine power to cast incantations, assuming any physical or material focus is not required. Further, no sub-attribute scores change, and the caster gains the better of his own or the new being's natural AC up to a maximum of AC 14. As possessions are part of the transformation, no items use is permitted while in the new shape. As an action, the caster can choose to change form again, but no healing will occur.</p> <p>Finally, the energy signatures in the lifesong of a polymorphed being will identify that being as its actual, original existence. If divine magic is able to identify an entity, then the true details of a polymorphed creature would be known. While polymorph can be used to form into nearly any creature, there are a few exceptions. One cannot take the form of a celestial, construct, fiend, glitch or kami.</p>			
Oversiphoned:	5 Mind Points	Maximum amount in a die pool is 3d20. Still limited to two savage-form appendages. AC maximum is 15. Healing for initial change is 2d4.	

Sorcery

Possession

Mind Point Cost: 6

Verbal, Gesture, [Concentration]

Requirement: *Fear*

Time Required:	1 action	Range:	120 feet	Duration:	Special
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By use of this axiom, the sorcerer takes possession of another creature within range and in line of sight. The victim is allowed a **Will** preservation save against DC:24 to avoid the effect; however, if failing, the victim is held as if in a restrained restriction. During this time, the caster must continue concentrating until the possession occurs or until it fails. At the end of the victim's next turn, he or she makes another **Will** save against the same DC. If successful, then the *possession* fails. If failing the save, then the target is fully possessed the sorcerer. Either way, concentration is no longer required. When the sorcerer has possession of the victim, a personality, mindset and goals virtually identical to the caster invades the recipient body. In the presence of the sorcerer, the possessed performs precisely as instructed. While in possession of the victim, all skills may be used as part of the autonomous will; however, no skills that rely on spirit will be accessible, including divine powers. There sorcerer does not have any telepathic connection with the possessed nor is the caster aware of the explicit skill set available. This means should the possessed be sent away to perform a task, it will use the skills it has, even those unknown to the caster, to best achieve the goal. The target still has a sense of self-preservation and will regroup and reattempt actions that are suicidal. The victim remains possessed until released or freed, after which he/she/it no understanding of what transpired while under the effect. For each hour of possession, the victim is permitted another save to see if the internal will breaks itself free. The DC for the save is the original value but is lowered by 1 point for each hour that has passed since first being possessed.

Oversiphoned: 8 Mind Points Will save (DC:26).

Psychic Poison

Mind Point Cost: 3

Verbal, Gesture

Time Required:	1 action	Range:	Self / 30 feet	Duration:	1 hour
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The sorcerer creates a field of energy that acts like a mental trap if there is an attempt at magical or psionic spying. For the duration, anything that attempts divination magic that reads or discerns information about things within 30 feet of the caster, then the *psychic poison* will follow the portentous channel back to its source. The being behind the scry must make a **Will** save (DC:15), taking 2d4 points of **Mind** damage on a failure and further being unable to retrieve the desired information. If the save is success, the information gleaned still happens; however, at the cost of half the **Mind**-point damage. This could happen on incantations, axioms, psionics or the use of a magical device, which might be as benign as *discern language*.

Oversiphoned: 5 Mind Points Will save (DC:17). Psychic damage is 3d4.

Psychic Shield

Mind Point Cost: 2

Verbal, Gesture

Time Required:	1 action	Range:	Touch	Duration:	8 hours
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By placing this protection on a touched target or self, the spell-caster gives the recipient advantage against any incoming attack that forces a **Mind** sub-attribute save or contest for the duration of the axiom. While it is in effect, any form of thought-reading, detection of lying, scrying, telepathy, *whispering wind* or other divinations which do not typically allow a save used upon the effected target, a special **Judgment** preservation save (DC:14) is passively made and typically without knowledge it happened. If successful, the target is fully protected from mental intrusion and probing. Finally, this offers no buffer against damage to the **Mind** score as a result of a failed save, half damage from a successful save or direct damage, such as from a *weapon of nonsense*.

Oversiphoned: 4 Mind Points Competition saves at advantage and gain +3 bonus. Special Judgment save (DC:12).

Sorcery

Psychokinesis			Mind Point Cost: 4		
Verbal, Gesture			Requirement: Telekinesis		
Time Required:	1 action	Range:	60 feet	Duration:	5 minutes
<p>This is an improvement upon the <i>telekinesis</i>. The range is increased to 60 feet, and the movement rate becomes 2 feet per second. The total weight that can be affected is 50 pounds per point of current Logic score of the sorcerer. Finally, hypotenuse movement is also possible in the three dimensions. As with the lesser version, for every 100 pounds of a falling object, a d20 with no modifiers is rolled as a blunt attack against the opponent's AC. This does max out at the 5d20 rule.</p> <p>Oversiphoned: No benefit.</p>					
Quick Step			Mind Point Cost: 1		
Verbal, Gesture					
Time Required:	1 action	Range:	Touch	Duration:	1 hour
<p>Upon touching a creature, its movement rate increases by 10 feet until the spell completes. Multiple castings on the same individual will not increase speed.</p> <p>Oversiphoned: 2 Mind Points Two recipients can be selected.</p>					
Random Casualty			Mind Point Cost: 2		
Verbal, Gesture					
Time Required:	1 reaction	Range:	30 feet	Duration:	Instantaneous
<p>When the caster or an ally has been struck by an enemy, then a reaction can be used to cast this axiom. When the attack is determined to be a hit and will inflict damage, the injury is redirected to one of the attacker's allies, selected randomly. The new target must roll a Will preservation save (DC:13). If failing it, the injury and damage is transferred to the new target and leaves the original victim unharmed. Resistances and immunities of the new target would be calculated into the new value of damage delivered. If the save is successful, then the transfer failed and the ally will receive the damage at intended. If the attacker has no allies, then this axiom will not work. Further, if the attacker has allies but are unknown to the sorcerer, then the axiom will also fail.</p> <p>Oversiphoned: 4 Mind Points Range is 45 feet.</p>					
Razorscales			Mind Point Cost: 1		
Verbal, Gesture					
Time Required:	1 action	Range:	Self	Duration:	3 turns
<p>This transforms the caster's skin and outer clothing (including armor) into razor sharp scales. Any creature that grapples, shoves, trips or even makes a touch-based attack against the sorcerer until the end of his third subsequent turn, must roll an Agility save (DC:12). On a failed save, the creature takes d4 points of edged damage. A successful save avoids damage. Even if suffering damage, the competition or attack for contact will be rolled without adjustment.</p> <p>Oversiphoned: No benefit.</p>					
Relocate			Mind Point Cost: 5		
Verbal, Gesture			Requirement: Blink		
Time Required:	1 action	Range:	20 miles	Duration:	Instantaneous
<p>The caster teleports himself or herself from the current location to any other spot within 20 miles, arriving at exactly the spot desired. Objects brought along are limited only by the weight limit of what the caster can carry. Further, two additional willing subjects the same size or smaller (carrying gear within their weight capacities) can also be teleported. However, those additional subjects must be within 5 feet of the sorcerer at the time of its casting. If overburdened or the arrival location is already occupied, the sorcerer and traveling companions each suffer 2d4 body points of blunt damage, and the spell fails the transportation.</p> <p>Oversiphoned: 8 Mind Points Range is 35 miles. Three additional subjects can be transported.</p>					

Sorcery

Replica

Verbal, Gesture, [External]

Mind Point Cost: 5

Requirement: *Sectantur*

Time Required:	Special	Range:	Touch	Duration:	Permanent
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By means of this spell the magician can create a duplicate of any creature. The duplicate appears exactly the same as the real one; often used to infiltrate an organization. However, there are differences: the *replica* will have all of its sub-attributes at least one point lower than the original. As such, it will not be as strong, as smart, or as creative as the real version. This further means there will be gaps in knowledge the duplicate will have. Further, the entire being will radiate immediately with a *detect magic*, and *true sight* will reveal it for what it is. The creature is crafted from ice, stone and clay, mixed with either blood or flesh of the original. Creation requires one day of work for each point for **Body**, for each point for **Mind**, and for each point for **Spirit**; however, the *replica* can never have the values equal to what the blood or flesh of the original had at the time of gathering them. Further, powder of a crushed ruby is required for each three points. Thus, the absolute minimum version of a duplicate would be three days, while creating something that would pass as a human (9/9/9) would require about a month. After creation, the *replica* will be loyal to its creator; There is no special link between the two; thus, verbal explanation of what to do must be given. A *replica* will be believable as the original at first and only after the differences have time to reveal themselves will others be able to notice something is wrong. While the *replica* will have all the skills of the original, unless the attributes prevent them, any divine powers will fade away a little bit each month starting with the strongest ones. Incantations based on **Spirit** count equal to the points of their cost. Divine skills count equal to 1 point per 100 points of cost in karma. Thus, if the highest abilities are worth 4 points, the all of those would disappear after the first month. At the end of the next month, all the 3-pointers; and so on. Finally, these life-creations do not gather karma and cannot gain new skills.

* It is possible for a sorcerer to create a duplicate of oneself, but there is a reasonable chance the replica will believe it is the original and had created its master, which is an exception to the loyalty clause of the axiom. Being forced to work with one's original will create a faithless and treacherous attitude over time.

Oversiphoned: No benefit.

Repulsion

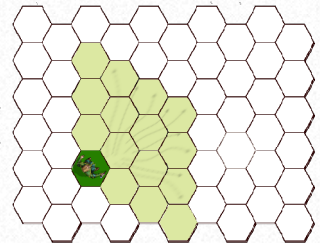
Verbal, Gesture

Mind Point Cost: 4

Requirement: *Wrecking*

Time Required:	1 action	Range:	15 feet	Duration:	6 turns
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When this axiom is cast, the sorcerer is able to create an area relative to his position, arcing 120° outward to 15 feet, that will cause any creature in the path of the area of effect to move away from his or her person. Any creature starting its turn or moving through the area of repulsion will be forced 15 feet in an opposite direction of the sorcerer from the hex first violating the area. If forced through additional hexes, these will not add to the movement. However, the 15 feet of repulsion will count against that creature's movement, and the full 15 feet will be used even if it exceed the creature's natural maximum. Should a solid object unable to topple, such as a wall, exists prior to the 15-foot pushing, then creature suffers 1 point of blunt damage for each 5 feet short of the total. If trapped against a wall when starting its turn, the creature would suffer 3 points of blunt damage. If still trapped in the repulsion area with movement remaining, then it can escape in a parallel direction of (but not towards) the caster at a cost of 15-feet of movement per hex. Also, as the caster moves, the area moves with him or her and rotates according to the direction faced. The *repulsion* lasts until the end of the caster's six turn following casting it.



Oversiphoned: No benefit.

Retro Motus

Verbal, Gesture

Mind Point Cost: 6

Requirement: *Teleport Sigil*

Time Required:	1 reaction	Range:	60 feet	Duration:	Instantaneous
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When any creature within 60 feet of the sorcerer uses method of instantaneous dimensional travel, such as *dimension door*, *teleport* or a method of shifting planes of existence, then this axiom can be used as a reaction to that event. The creature who made the dimensional travel must make a **Muse** preservation save (DC:24). If it fails, the teleportation or planar travel loops back upon itself, and the target reappears in the space it occupied before it traveled in this way.

Oversiphoned: 10 Mind Points
Muse save (DC:28).

Sorcery

Reverberation			Mind Point Cost: 3		
Verbal, Gesture			Requirement: <i>Fireball</i>		
Time Required:	1 action	Range:	60 feet	Duration:	Instantaneous
<p>This axiom is a converted alteration of the <i>fireball</i> axiom, specifically designed for battles on crowded streets. The magic creates a burst of concussive force that disorients victims without causing permanent harm. Each creature in the 25-foot diameter circle (19 hexes) centered on a point of the sorcerer's choosing must make a Resilience save (DC:15). Targets take 2d6 points of "potential" blunt damage on a failed save. Half that "potential" amount is calculated for those who make a successful one. The damage is only real if the inflicted amount were to reduce a target to zero Body points or lower; those victims fall unconscious immediately. Otherwise, 2 points of blunt damage are inflicted to those failing the original Resilience save and 1 point for those saving. All those knocked unconscious are reduced to precisely 1 Body points, are stable but unconscious. Such as target can be awakened as if under the asleep restriction.</p>					
Oversiphoned:		5 Mind Points	Resilience save (DC:17). Range is 70 feet. "Potential" damage is 2d8.		
Reverse Arrow			Mind Point Cost: 2		
Verbal, Gesture					
Time Required:	1 reaction	Range:	60 feet	Duration:	Instantaneous
<p>When an enemy within 60 feet uses some method of physical range attack against a single creature, such as shooting an arrow or hurling a hammer, then the sorcerer can use a reaction to cast this axiom. The sorcerer can know the potential outcome of the range attack before choosing this reaction. The creature who launched the attack must make a Judgment preservation save (DC:13). Upon failing this save, the missile becomes charmed in a what that at the halfway point, it spins, reserves itself and makes an attack against the originator of the attack. All dice are rolled normally and compared against attacker's AC rather than the intended target.</p>					
Oversiphoned:		3 Mind Points	Range: 70 feet. Judgment save (DC:14).		
Ruthless Assault			Mind Point Cost: 3		
Verbal, Gesture					
Time Required:	1 reaction	Range:	Special	Duration:	Until end of next turn
<p>As a reaction to an attempt of a melee attack, the caster gains the attack as if having advantage on the attack. This can neutralize being at disadvantage or will grant an extra die in the primary hand die pool plus the bonus damage. The state of being at advantage lasts until the end of the sorcerer's next turn, meaning if using an melee attack action on his or her next turn, advantage would still be in play. Further, one creature of the caster's choosing who is starts its next turn within 10 feet of the sorcerer and before the end of the caster's next turn gains the same advantage benefit for its one action.</p>					
Oversiphoned: No benefit.					
Sabotage Mark			Mind Point Cost: 3		
Verbal, Gesture			Requirement: <i>Fiery Crescendo</i>		
Time Required:	1 action	Range:	60 feet	Duration:	Instantaneous
<p>This axiom will infiltrate a victim's lifesong and select an explosive substance at random, such as explosive oil or high-grade alcohol flask, assuming it is on the being, causing the volatile substance to combust and inflict the like damage upon the target. However, the magic must overcome the protection of the lifesong, allowing the mark to roll a Will preservation save (DC:15) to prevent the explosion. This axiom can also be used against objects which are not protected by a lifesong, such as a barrel of grain alcohol; these require no save to combust. It is important to note that no other oils on the target will explode as a result of the initial explosion. Further, only volatile substances can be targeted; it will not set ablaze paper, wood or normal combustibles. Explosions are based on the substance; see Explosive Oil in the Market subsection.</p>					
Oversiphoned: No benefit.					

Sorcery

Sawtooth

Mind Point Cost: 3

Verbal, Gesture, External

Time Required:	1 action	Range:	Touch	Duration:	3 turns
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When enchanting a melee weapon, until the end of the caster's third following turn, that weapon will be imbued with a special dimensional warp. If successfully striking a target with that weapon and that target is wearing armor whose real weight is 20 pounds or more, then in addition to the normally inflicted damage from the strike, an ephemeral dimensional breach in the armor exists, effectively lowering the victim's AC by 1 point. Repeated strikes against the same victim will be cumulative with each strike from that weapon lowering another point. However, power of the weapon and all the holes in everyone's armor as a result revert to normal at the end of the axiom.

Oversiphoned: 5 Mind Points
Duration is 4 rounds.

Scattered Form

Mind Point Cost: 1

Verbal

Time Required:	1 action	Range:	5 feet	Duration:	Instantaneous
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When casting, the sorcerer's body briefly transforms, shattering into a horde of insects to attack nearby creatures before instantly reforming in the same location. Each adjacent creature, other than the caster, must roll an **Agility** save (DC:12), taking 2 points of piercing damage on a failure, or 1 point on a success.

Oversiphoned: No benefit.

Schmerz

Mind Point Cost: 5

Verbal, Gesture

Requirement: *Dirge Chamber*

Time Required:	1 action	Range:	60 feet	Duration:	3 turns
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When casting *schmerz*, the caster chooses a target and creates a magical link between their lifesongs. Until the end of the caster's next three turns, any damage he or she suffers will be shared with that target. The sorcerer still receives the inflicted damage, but a like amount is sent to the recipient as necrotic damage. This occurs every time the caster is harmed by **Body** damage; other damage or influences do not transfer. However, for each time incoming damage is sent to the target, the victim rolls a **Resilience** save (DC:15), and if successful, suffers only a single point of damage instead.

Oversiphoned: 8 Mind Points
Duration is 5 rounds. Resilience save (DC:18).

Scribe

Mind Point Cost: 1

Verbal, Gesture, [Concentration]

Requirement: *Valet*

Time Required:	1 action	Range:	10 feet	Duration:	Up to 1 hour
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The sorcerer summons a magical quill that writes down anything said by the caster. The quill can write on any surface. The quill will not scribe magic spells. The quill continues writing and does not run out of ink for the duration, so long as the sorcerer maintains his or her concentration.

Oversiphoned: 2 Mind Points
The

Sorcery

Scry		Mind Point Cost: 4	
Verbal, Gesture, External, [Concentration]		Requirement: <i>Whispering Wind</i>	
Time Required:	5 minutes	Range:	Self
		Duration:	Up to 10 minutes
<p>The caster can see and hear a particular creature you choose that is on the same plane of existence. However, this requires a magical focus item, such as a crystal ball or an ornate mirror. The item must be of significant value, at least 5,000 bits. The target must make a Judgment feat (DC:11), which is modified by the best condition in the table below. Note this is a feat, not a preservation save. If a target wishes, it can fail the save voluntarily if it wants to be observed. On a successful save, the target isn't affected and immune from the same person <i>scrying</i> for 24 hours. On a failed save, the axiom creates an invisible sensor within 10 feet of the target through which things can be seen and heard. The sensor moves with the target, remaining within 10 feet of it for the duration. While the <i>scrying</i> occurs, the caster must maintain concentration, making reactions and new spell-castings impossible.</p>			
Condition		DC Modification	
Caster has only secondhand knowledge of target		-6	
Caster has personally met target		0	
Caster has a picture or likeness of target		+1	
Caster has garment or possession of target		+2	
Caster is familiar with target		+3	
Caster has target's hair, finger nail or similar		+5	
Caster has blood of the target		+7	
Oversiphoned:	7 Mind Points	Duration is up to 15 minutes. Judgment feat (DC:14).	

Secret		Mind Point Cost: 1	
Gesture, External			
Time Required:	1 minute	Range:	Touch
		Duration:	1 week
<p>This axiom allows the sorcerer to write on parchment, paper, or other writing material, imbuing it with a shroud-illusion that lasts for a week. To the caster and any two creatures he or she designates at the time of casting, the writing appears normal and conveys whatever meaning intended when the note was written. To all others, the writing appears as if it were written in an unknown language and is unintelligible. Alternatively, the sorcerer could make the writing to appear to be an entirely different message, written in different handwriting in any language in which the caster is literate. Should the writing have <i>arcane disruption</i> cast on it, then both the original script shroud will disappear. Furthermore, a creature with truesight can read the hidden message. While unlikely to need to do so, this axiom can be cast in <i>silence</i>, only requiring the writing of the note and materials to create it.</p>			
Oversiphoned:	2 Mind Points	The caster and three creatures can read the writing.	

Sorcery

Sectantur

Mind Point Cost: 3

Gesture, External

Time Required:	1 action	Range:	Touch	Duration:	Up to 1 week
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By the use of this magical power, the sorcerer can turn any object under one pound and no longer than one-foot in any dimension into a location device. The object does not reveal anything about its surroundings, but it could be used in conjunction with a *scry* with a +6 bonus, assuming the object is on the subject being viewed. Otherwise, this object allows the sorcerer to know its location so long as it is still on the same plane of existence. That location is relative from the sorcerer in cardinal points and distance without the exact location being known. Requesting a location from the object can be performed seven times before the object loses its charm. Once checking that many times, the spell effect expires. Finally, if the sorcerer has *magomathematics*, then he or she can decipher the teleport coordinates from the location, similar to *teleport sigil* on a **Perception** feat against DC:15.

Oversiphoned: 4 Mind Points

Location requests can be performed nine times.
Duration is up to 8 days.

See Invisible

Mind Point Cost: 2

Verbal

Time Required:	1 action	Range:	Self	Duration:	1 hour
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th: 17%; color: #696969;">Duration:

1
hour

For the duration, the sorcerer sees all invisible creatures as if they were visible. Additionally, those invisible will appear with a dim glow to him or her, allowing the caster to know the seen creature is actually invisible.

Oversiphoned: 3 Mind
Points

Duration is 90 minutes.

Seeking Missile

Mind Point Cost: 1

Verbal

Time Required:	1 reaction	Range:	Self	Duration:	Instantaneous
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In response to a failed missile attack where every die in the die pool fails to strike the intended target, the sorcerer can use a reaction to cast this axiom. As a result, the sorcerer knew the project was going to miss, and this axiom causes the projectile to change direction in mid-air to strike a different foe within 20 feet of the original target. The "second" attack against the different foe is at disadvantage.

Oversiphoned: No benefit.

Sorcery

Servant Army		Mind Point Cost: 3	
Verbal, Gesture		Requirement: Valet	
Time Required:	1 action	Range:	90 feet
		Duration:	Up to 1 hour
<p>The sorcerer creates a number of invisible, mindless, shapeless forces that perform simple tasks at his or her command. Roll 3d4 to determine how many servants are created. Each servant obeys any verbal commands that the caster issues (no action required but speaking rules may apply). However, if no commands are given, a servant does nothing as it awaits the next command. Once given a command, each servant performs its task to the best of its ability until its task is completed. It then waits for the next command. The servants can run and fetch things, open unstuck doors, and hold chairs as well as clean and mend. A servant can also be used for common laborious tasks, if carefully directed. The servants are no better or faster at tasks than a basic or unskilled commoner would be. The servants can serve food or wine at a banquet, help dig earthworks, row a ship, act as porters, fold clothes, or assist in a farmer's fields. Each servant can perform only one activity at a time, but it repeats the same activity continuously if told to do so. This allows the sorcerer to command one servant to perform a repetitive task and then turn his or her attention elsewhere if remaining within range. Servants can open only normal doors, drawers, lids, and so forth. For any calculation where Strength would need to be used in a calculation, it is considered to be a score of 3, allowing them to carry 30 pounds, and push or drag 75 pounds. They can trigger traps and such, but they can exert only 75 pounds of force, which may not be enough to activate certain pressure plates and other devices. A servant's speed is 15 feet. The servants cannot attack in any way, and are never allowed to make an attack roll. The servants cannot be killed but can be destroyed by anti-magic or other disruption. If the sorcerer attempts to send a servant beyond 90 feet, that servant ceases to exist.</p>			
Oversiphoned:		5 Mind Points	Duration is 90 minutes.
Shadow Path		Mind Point Cost: 5	
Gesture		Requirement: Shadow Turf	
Time Required:	10 minutes	Range:	Special
		Duration:	8 hours
<p>This axiom is both a shroud and a glamour that will hide a path or road of the sorcerer's choosing, while simultaneously creating an illusory path that starts at any point within range 200 feet. The illusory path continues in a direction chosen for up to a number of miles equal to the caster's Logic score. This illusory path avoids obstacles. It will not provide bridges, stairs, ladders, ramps, or other methods to travel through impassable terrain. The path will not cross cliffs or rivers more than four feet deep. A creature following the original path must make a Muse save (DC:21) when it comes to the start of the illusory path. On a failed save, the creature follows the illusory path as if it were the real one. If the path moves through difficult terrain, the creature believes the path slopes and twists to justify its reduction in speed. On a successful save, the creature sees both paths, but the illusory path appears shadowy. This axiom can be cast in <i>silence</i> or if magically muted.</p>			
Oversiphoned:		8 Mind Points	Duration is 12 hours.
Shadow Turf		Mind Point Cost: 4	
Gesture		Requirement: Strong Glamour	
Time Required:	10 minutes	Range:	Special
		Duration:	24 hours
<p>The caster uses a combination of glammers and shrouds to make natural terrain in a 150-foot cube look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area will not be changed in appearance. The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to be aware of the illusion. However, unless touching the area, observers must explicitly state they are inspecting it; if doing so, a Perception save is needed against DC:17 to become cognizant that it is an illusion. Even if a creature discerns the illusion exists, traveling at a slower pace (-15 movement) is required to ensure safe travel when traversing through it. This axiom can be cast despite <i>silence</i> or <i>mute</i>.</p>			
Oversiphoned:		7 Mind Points	Duration is 48 hours.

Sorcery

Shape Water		Mind Point Cost: 1	
Verbal, Gesture			
Time Required:	1 action	Range:	10 feet
		Duration:	Up to 30 minutes
<p>This skill affects an area of water that can be seen within range and that fits within a 5-foot cube (up to 125 cubic feet), which can be manipulated in one of the following ways:</p> <ul style="list-style-type: none"> • Change the flow of the water as the sorcerer directs, up to 5 feet in any direction. It is not enough to cause damage. • Cause the water to form into simple shapes and animate as desired in any direction. • Alter the water's color or opacity. The effected water will be changed in the same way throughout. • The sorcerer freezes the water if there are no creatures in it. <p>If this axiom is cast a second time, the original shaped-water effect is dismissed.</p>			
Oversiphoned:	2 Mind Points	Affected area is up to 500 cubic feet with 5 feet being the minimum and 10 feet being the maximum for any single dimension.	

Shark Tracking		Mind Point Cost: 2	
Verbal, Gesture, [Concentration]			
Time Required:	1 action	Range:	Self
		Duration:	Up to 8 hours
<p>By having a bit of the target's blood, the sorcerer can track as if having the <i>tracker</i> skill for purpose of pursuing that specific target. No other targets could be tracked. The amount of blood is minimal; even a drop would be sufficient. It can be retrieved from weapons and or from a source up to one year old. The blood used is destroyed in the process of the casting. This allows the sorcerer to have a subtle sense of the direction and movement, sometimes seeing traces of the tracked being's lifesong or a shadowy movement left behind as an echo. Perhaps even the target's odor lingers in a direction. All of this translates to same as the <i>tracker</i> skill. However, if the sorcerer is a tracker, this axiom will not combine to grant any additional bonuses for following the target. The entity tracked can be anything that has blood; therefore, constructs, elementals and undead are unable to be pursued by this magic. Finally, this axiom requires concentration, meaning while the effect continues up to 8 hours, the sorcerer cannot cast other spells or use reactions.</p>			
Oversiphoned:	No benefit.		

Shelter Other		Mind Point Cost: 2	
Verbal, Gesture, [Concentration]			
Time Required:	1 action	Range:	Touch / 15 feet
		Duration:	Up to 15 minutes
<p>This axiom creates a magical connection between the sorcerer and an ally, such that any personally-targeting spells, either axioms or incantations, that would harm the ally are redirected to the sorcerer instead. Whenever the caster is within 15 feet of that creature and whenever it is forced to make a save against a spell or is targeted by a spell attack, the spell targets the sorcerer instead. If the spell forces a save, the sorcerer makes one's own save and suffers the effects based on success or failure. If the spell is an attack requiring to strike an AC, then the sorcerer's AC is used instead. This effect ends early if the chosen creature is ever more than a mile away from the caster. Lastly, to maintain this protection, the sorcerer must maintain concentration and apply all the penalties from that.</p>			
Oversiphoned:	No benefit.		

Shield		Mind Point Cost: 1	
Verbal			
Time Required:	1 action	Range:	Self
		Duration:	6 turns
<p>This creates an invisible force around the caster which effectively gives him or her "half-cover" but can move freely without the restriction of being stuck in place as happens under normal cover. This protection lasts until the end of the sorcerer's sixth subsequent turn.</p>			
Oversiphoned:	2 Mind Points	Duration is 9 rounds.	

Sorcery

Shieldbearer

Mind Point Cost: 1

Verbal, Gesture, [Concentration]

Time Required: 1 action	Range: Touch / 10 feet / 60 feet	Duration: Up to 3 turns
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After the sorcerer touches a shield, it animates, hovers and moves to protect a target chosen within 10 feet of the caster. Until the end of the sorcerer's third following turn and while concentration is maintained, the shield hovers within the chosen creature's space and grants the appropriate armor class and other protections as if the creature were using it with the *shield-use* skill. If the target is currently wielding a shield, then this axiom offers no benefit beyond looking impressive, even if it provides a better AC. Once the shield's recipient has been chosen, it cannot be changed for the duration of the spell, which also requires concentration, meaning the sorcerer can use no reactions, cannot cast new axioms or divine incantations, and any combat attack will be made at disadvantage. If shield-protected being moves more than 60 feet away from the sorcerer, becomes invisible or line of sight becomes blocked, then the axiom ends early. When the spell ends, the floating shield falls gently to the ground at the chosen creature's feet.

Oversiphoned: 2 Mind Points
Duration is 5 rounds.

Shimmering Armor

Mind Point Cost: 1

Verbal, Gesture

Time Required: 1 action	Range: Touch	Duration: 8 hours
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This allows an unarmored and willing creature to become protected by a shimmering force of magical armor. The target's base is AC 14. The spell can be dismissed at the will of the sorcerer by taking an action. It can only be used on a recipient who is not wearing armor, but the axiom allows the recipient to use its **Logic** modifier to adjust its AC. After casting this axiom, it cannot be cast again until the sorcerer uses a short rest.

Oversiphoned: 2 Mind Points
Two separate recipients can be protected.

Shuriken of Shadow

Mind Point Cost: 1

Verbal, Gesture

Time Required: 1 action	Range: 30 feet	Duration: Instantaneous
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The sorcerer selects a target within range, and the target must be visibly seen even if using darkvision. The caster hurls a wickedly-bladed, black dart at that target by an attack of a d20 against its armor class. If the caster has *ranged fighting*, then any **Agility** bonus can be added to the to-hit value. If the caster further has a *hurling* skill, then the total **Agility** score is added in lieu of the bonus. If the caster is in dim light or darker, then the 1d20 is made with advantage. Likewise, if the target is in direct sunlight, then its AC acts as if 2 points higher. A successful strike inflicts d4 points of piercing damage against the enemy's **Body** score.

Oversiphoned: 2 Mind Points
Damage is d6.

Sigil Drift

Mind Point Cost: 4

Verbal, Gesture, [Concentration]

Time Required: 1 minute	Range: 60 feet	Duration: Up to 1 hour
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All magical glyphs and symbols within range faintly glow and can be safely read and identified if the sorcerer is familiar with the spell or rune that created them. In addition, the caster can select one of the glyphs or symbols and move it safely to another suitable surface within range without triggering its effects. This axiom prevents the sorcerer from triggering glyphs and symbols within range while maintaining concentration but such prevention does not extend to other creatures should they disrupt the glyph. Further, prevention from triggering the symbol does not protect the caster should the effect embedded in it erupt.

Oversiphoned: No benefit.

Sorcery

Silence

Mind Point Cost: 2

Gesture, [Concentration]

Time Required:	1 action	Range:	90 feet	Duration:	Up to 10 minutes
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For the duration, a 20-foot-radius sphere centered on a point chosen within range is covered with a shroud illusion. No sound can be created within or pass through this space. Any creature or object entirely inside the sphere are effectively deafened while entirely inside the area. Casting is rarely possible while in *silence*. If using divine powers, then the "silent prayers" must be used. All axioms that are not reactions or specifically stated usable within *silence* are unable to be cast within the sphere. The *silence* will remain up to 10 minutes as long as the sorcerer maintains concentration, which means no reactions can be taken and no new spells can be cast.

Oversiphoned: No benefit.

Skeleton Key

Mind Point Cost: 1

Gesture

Time Required:	1 action	Range:	Touch	Duration:	Instantaneous
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Attempts to open a lock. Standard locks are DC:9. Roll a d20 plus **Logic** score to open. This can be cast in magical silence.

Oversiphoned: No benefit.

Skip Moment

Mind Point Cost: 3

Verbal, Gesture

Requirement: *Hideaway*

Time Required:	1 action or reaction	Range:	Touch	Duration:	3 turns
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With this axiom, the sorcerer forces a target through a dimension where time works differently. What seems like an instant will equate to 30 seconds of time passing from the location left. This effectively sends the recipient forward in time 30 seconds. This is tracked in the game by initiative, having the target roll during each round but not allowed to its turn until reappearing. Upon the start of the target's third subsequent turn, it will reappear and able to use that turn; however, if using this axiom on oneself, then the reappearance seems like the casting just completed, and thus no action or movement can be taken. When reentering from the temporal dimension, the recipient will reappear in the same space vacated, or the closest empty space. From the perspective of those remaining, it is as if the target simple does not exist for those few moments. The casting is uses as an action when placed oneself or a willing target. However, if selecting a hostile creature, the sorcerer would use an action to establish a successful touch-based attack. Then he or she would use a reaction to cast this effect. However, when pushing a combative opponent through the para-dimension, releasing one's grip must be perfect. The sorcerer must roll a **Judgment** save (DC:16) or be dragged into the vortex with the victim and reappearing on the victim's turn as well.

Oversiphoned: 5 Mind Points

The caster can choose from 2 to 4 rounds for the duration before reappearing. The duration must be selected at the time of casting.

Sorcery

Sleep

Verbal, Gesture

Mind Point Cost: 1

Time Required:	1 action	Range:	20 feet	Duration:	2 turns
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The sorcerer forces from up to four targets within range to fall into an enchanted slumber. Creatures in a 60-degree cone up to 20 feet from the caster are potential victims. However, only those having a maximum Mind score of 10 or lower can be affected. Qualifying adversaries closest to the caster will become a victim. If more than one are equidistant, then the one with the lowest current Mind is selected first. When a target is determined to be a victim, then tally its maximum **Mind** score. When another target becomes a victim, add its **Mind** score to the running total. When either four victims or 40 total points of **Mind** score have been affected, then no more prey of this axiom are selected. A slept creature is under the unconscious restriction but can be awakened as the asleep restriction. If the victim is still asleep at the end of a its second turn following being affected, it will awaken on its own; however, it is subject to being in a surprise round for assessing its surroundings. This axiom can only affect anthropoids and atavistoids. However, elves, any beings who are immune (or even resistant) to charm, persons with a shielded mind, and those who do not sleep cannot be affected even if they are part of an affected phylum.



Oversiphoned: 2 Mind Points Duration is 4 rounds.

Slick

Verbal, Gesture

Mind Point Cost: 1

Time Required:	1 action	Range:	30 feet	Duration:	Permanent
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With this axiom, the sorcerer places an oily material over a 10-ft diameter surface (7 hexes), which acts as difficult terrain. It can be placed over an occupied area. Further, any creature starting its turn in the area or moving into it, not using flight or other means to avoid the surface, must make an **Agility** feat (sub-attribute plus bonuses) against DC:9 or fall prone when attempting to move. Depending on the surface, the oil might be absorbed or dried out after between 6 and 48 hours.

Oversiphoned: 3 Mind Points Surface area is 12 adjacent hexes in any pattern.

Slow

Verbal, Gesture

Mind Point Cost: 2

Time Required:	1 action	Range:	30 feet	Duration:	6 turns
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When targeting a single opponent, that victim must make a **Judgment** preservation save against a DC:13. If failing the save, then that creatures movement is lowered by 20 feet. If that reduction causes the effected to be at zero or lower, then the target is under the restrained restriction. However, this effect cannot be cast again upon the same target as it is not cumulative. The duration of the affliction is until the end of the victim's sixth turn under the effect.

Oversiphoned: 4 Mind Points Two separate targets can be selected for a simultaneous spell birth.

Snow Boots

Verbal, Gesture

Mind Point Cost: 1

Time Required:	1 action	Range:	Touch	Duration:	8 hours
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This axiom creates pockets of light force around the legs and feet of oneself or a willing recipient that is Large size-category or smaller. The magical force allows one to hover slightly above snowy or muddy surfaces. For the duration, moving through difficult terrain made of ice, snow or mud will not cost you extra movement nor risk one's feet slipping. The magic can even allow walking over quicksand as if it were difficult terrain without the fear of sinking. However, this will offer not help on a liquid surface or falling from a height.

Oversiphoned: 2 Mind Points Two separate targets can be selected for a simultaneous spell birth.

Sorcery

Spark

Mind Point Cost: 1

Verbal, Gesture

Time Required:	1 action	Range:	30 feet	Duration:	Instantaneous
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The sorcerer selects a target within 30 feet who can be visibly seen, then hurls a bolt of electricity at that target as a d20 against its armor class. If the caster has *ranged fighting*, then any **Agility** bonus can be added to the to-hit value. If the cast further has a *hurting* skill, then the total **Agility** score is added in lieu of the bonus. If successful, then d4 points of lightning damage is inflicted against **Body**.

Oversiphoned: 2 Mind Points Victim blinded until the end of its next turn on failed Resilience save (DC:12).

Sprint

Mind Point Cost: 3

Verbal, Gesture

Requirement: *Quick Step*

Time Required:	1 action	Range:	30 feet	Duration:	6 turns
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Upon selecting a single target, the caster increases the recipient's movement by 20 feet until the end of the recipient's sixth subsequent turn. In addition to this, the target is at advantage for any **Agility** save or feat. This is effective for reversing the effects of a ghoul or spells like *ghoul touch* and *slow*.

Oversiphoned: 5 Mind Points Two separate targets can be selected for a simultaneous spell birth.

Spry-foot

Mind Point Cost: 4

Verbal, Gesture

Requirement: *Sprint*

Time Required:	1 action	Range:	Touch	Duration:	1 hour
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Upon touching a willing creature, the target's movement is unaffected by difficult terrain, and spells, illusions and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained. The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

Oversiphoned: 7 Mind Points Duration is 2 hours.

Stature

Mind Point Cost: 2

Verbal, Gesture, [Concentration]

Time Required:	1 action	Range:	30 feet	Duration:	Up to 6 turns
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Selecting a creature or an object seen within range, the sorcerer makes it grow larger or smaller until the end of the target's six subsequent turn; however, the results are restricted size categories between small and large. The creature or object must not be worn or carried by another. If the target is unwilling, it can make a **Resilience** preservation save against DC:13. On a success, the spell has no effect. If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by the affected returns to normal size at once. This axiom can be cast in *silence*, but the duration requires concentration, meaning the caster may not use reactions or cast new spells while the effect is maintained. If enlarging is chosen, then the target doubles in all dimensions, increases in weight by eightfold, moves to one higher Size Category and gains advantage on all saves for body sub-attributes; additionally, all d20 attacks gain a +1 bonus if growing to the Large size category. If making the target smaller, then it is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category — from Medium to Small, or from Large to Medium. Large and Huge creatures who are reduced suffer a -1 penalty to all d20 attacks. Until the axiom ends, a reduced target also has disadvantage on body sub-attribute saves.

Oversiphoned: 3 Mind Points Range is 40 feet. Duration is up to 8 rounds.

Sorcery

Stature Exanimate

Mind Point Cost: 4

Verbal, Gesture

Requirement: *Stature*

Time Required:	1 minute	Range:	Touch	Duration:	8 hours
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This effect is an enhancement of the *stature* spell; however, it can only target inanimate objects. There is no size restriction for this axiom, but like its predecessor, the object cannot be worn or carried by another when enchanting. If shrinking the object, it can be reduced to 25% of its original dimensions; however, its weight is not exactly proportional being only reduced to 10% of its original weight. Thus a three-foot barrel with a 20-inch diameter, weighing 200 lbs. would become 9 inches tall with a 5-inch diameter, weighing 20 lbs. If growing the object, it will triple in dimension and ten times in weight. Thus that same barrel would be 9 feet tall with a 5-foot diameter; plus, it would weigh 2000 lbs.

Oversiphoned: 7 Mind Points Duration is 16 hours.

Stolen Breath

Mind Point Cost: 2

Verbal, Gesture

Time Required:	1 action	Range:	30 feet	Duration:	Up to 3 turns
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The axiom draws breath from a victim. The sorcerer chooses one target within range. That target must succeed on a **Resilience** save (DC:13) or spectral claws reach into its chest and rip the air out of its lungs. On a failure, it immediately begins [asphyxiating](#) without the benefit of holding its breath. This means that the victim instantly suffers a degree of exhaustion. However, no more than one degree of exhaustion from asphyxiation can occur within a 24-hour period. Further, for a victim who failed its save, it makes another **Resilience** save against the original DC at the end of its next turn. If succeeding that save, the effects end and the victim can breath again. Otherwise, the victim adds an additional round of time of asphyxiation and is under the [restriction](#) of the same name. These saves continue at the end of each turn until either the save is made or the third subsequent turn under the effect. If the victim exceeds the total number of rounds permitted while being in the state of asphyxiation, its **Body** score will immediately becomes zero, resulting in unconsciousness with the victim immediately breathing again. Thus, this axiom will not bring about death to the victim by itself. Obviously, creatures that don't need to breathe are unaffected by this axiom.

Oversiphoned: 3 Mind Points Duration is 4 rounds. Resilience save (DC:14).

Stone Spiders

Mind Point Cost: 5

Verbal, Gesture, External

Requirement: *Pebble to Boulder*

Time Required:	1 action	Range:	30 feet	Duration:	6 turns
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The sorcerer casts this axiom on three small stone pebbles in range, no two of which can be more than 30 feet apart. The pebbles grow and turn into constructs that look like stone spiders. The constructs grow to size-category: Huge. The constructs created with this axiom are friendly to the caster and his or her companions. They obey any verbal commands that the caster issues to them (not an action), using the rules of communication. If the sorcerer doesn't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. Each stone spider has 27 **Body** points (6s for sub-attributes); can move 60 feet; have AC 19; and have a savage form die pool with 3d20 (+6 to hit, +2 to damage above the dice). Each has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. The constructs have immunity to poison and **Mind** damage. Further, if their bite is successful, the victim must make a **Judgment** save (DC:16) or suffer d4 **Mind** points and fall under the poisoned restriction through the duration of the axiom. If not destroyed prior, the constructs revert back to pebbles at the end of the sixth subsequent turn of the sorcerer.

Oversiphoned: 8 Mind Points Duration is 8 rounds.

Sorcery

Strix Cloud			Mind Point Cost: 2
Verbal, Gesture			Requirement: <i>Connecronism</i>
Time Required: 1 action	Range: 60 feet	Duration: Instantaneous	
<p>When casting the <i>strix cloud</i> two shadowy clouds appear, swirling around and engulfing a single target within 60 feet. Effectively, this is a 2d20 attack against the victim's AC with no bonuses to hit and each die inflicting d4 points of necrotic damage. However, if any d20 does strike, then that glob of necrotic energy adheres itself to the victim's lifesong where upon the caster's next turn it will drain another point of blood. Since the force is not physical, removing it by hand is not an option. However, it is subject to <i>disrupt magic</i> and other similar means.</p> <p>Oversiphoned: 3 Mind Points Three shadowy clouds appear.</p>			
Strong Glamour			Mind Point Cost: 3
Gesture, [Concentration]			Requirement: <i>Petty Glamour</i>
Time Required: 1 action	Range: 90 feet	Duration: Up to 10 minutes	
<p>The sorcerer creates a glamour-illusion of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a visible spot within range and lasts for the duration. Of course the axiom requires concentration, meaning the caster cannot take reactions or cast new spells. The glamour seems completely real, including sounds, smells, and temperature appropriate to the thing depicted; however, sufficient heat or cold cannot be created to cause damage nor can sound be loud enough to deafen. As long as the sorcerer is within range of the illusion, he or she can use a turn to cause the image to move to any other spot within range. As the image changes location, it can be altered so its appearance and movements appear natural. Similarly, the caster can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example. Physical interaction with the image reveals it to be an illusion, because things can pass through it. Otherwise, one would have to explicitly examine the illusion, finding flaws if making a Logic save against DC:15.</p> <p>Oversiphoned: 5 Mind Points Logic save (DC:17)</p>			
Stronger Slumber			Mind Point Cost: 2
Verbal, Gesture			Requirement: <i>Sleep</i>
Time Required: 1 action	Range: 20 feet	Duration: 2 turns	
<p>This is an improved version of the <i>sleep</i> axiom; however, this affects only a single target of the sorcerer's choosing within range. Any creature whose <u>current Mind</u> score is 13 or lower are subject to this charm. This means it is popular to attempt on other sorcerers who have been observed casting several axioms. Any creature whose <u>maximum Mind</u> score is 10 or lower will fall asleep with no save. Any other target must roll a Judgment preservation save (DC:13). On a successful save, the slumber is fought off and the axiom's duration ends. On a failed save, the victim falls unconscious and will remain in that state until the end of its second subsequent turn. However, the target can be wakened as under the asleep restriction. When waking, the victim is subject to being in a surprise round for assessing its surroundings. Creatures who do not sleep or are immune to charm cannot be affected by this axiom. Additionally, if one has resistance to charm, then a special Judgment save (DC:13) is permitted to avoid.</p> <p>Oversiphoned: 4 Mind Points Creatures whose current Mind score is 15 or lower are subject to the charm. Judgment save (DC:15).</p>			
Sudden Formation			Mind Point Cost: 2
Verbal, Gesture			Requirement: <i>Telekinesis</i>
Time Required: 1 action	Range: 30 feet	Duration: Instantaneous	
<p>The sorcerer observes up to four creatures, who must be willing to accept the relocation. After choosing these creatures, the sorcerer can immediately move those targets to a maximum of 15 feet each; however, the total movement used can only be half of the the sorcerer's normal movement. Once the caster ends these movement, each creatures chosen is permitted to use an available reaction to move an additional 10 feet without provoking a flee attack.</p> <p>Oversiphoned: 5 Mind Points The total movement used is equal to the sorcerer's normal movement.</p>			

Sorcery

Summon Equine Beings

Mind Point Cost: 2

Verbal, Gesture

Time Required:	Up to 30 minutes	Range:	2 miles	Duration:	Up to 8 hours
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The caster is able to summon one type of the following equine or quasi-equine beings to his location. Naturally, this spell works only outdoors. The caster begins humming and singing and continues uninterrupted until the called appear or thirty minutes has elapsed. First, the GM must determine what, in any, creatures are in range. If unknown, then the table below can be used for random response on a d20:

d20	Result
1-5	No response
6-12	3d4 ponies, burros, or donkeys
13-16	2d4 horses or mules
17-18	d6 centaurs
19	d4 pegasi/hippocampi
20	d2 unicorns

The odds of any hippocampi appearing in a forest would be nil, but if cast near the ocean or shoreline, it might respond. If the summoner requests the beings to assist in combat, the respondents are considered free-willed but would consider the caster a friend. If asked to perform tasks and treated friendly, the called beings might remain with the sorcerer up to 8 hours. Conversely, if someone in the area cast this axiom and the party's horses feel the urge to respond, then such creatures would be allowed a **Mind** competition against the caster to resist.

Oversiphoned: No benefit.

Supreme Fortune

Mind Point Cost: 4

Verbal, Gesture

Requirement: *Mishap*

Time Required:	1 action	Range:	Touch	Duration:	Up to 3 turns
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The recipient of this spell gains a unique "double-advantage" on three rolls, be they attribute checks, saves, or single die of an attack die pool it makes before the end of its third turn after receiving this probability-altering axiom. When using this benefit, the recipient rolls two extra d20s and uses the highest of the three for its roll, but it can only be applied to a single die. Once this benefit is used three times, the spell ends, or at the end of the recipient's third turn regardless if uses remain.

Oversiphoned: No benefit.

Symbolize Lifesong

Mind Point Cost: 4

Verbal, Gesture, External

Requirement: *Scry*

Time Required:	2 rounds	Range:	Touch	Duration:	Instantaneous
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This axiom is very similar to the invocation *hearken lifesong*; however, the process of casting and creation of the symbol require a longer casting time. Unlike the priestly ability, this axiom not only allows the sorcerer to hear and see the lifesong but the pattern is transcribed into a complex glyph. Also unlike *hearken lifesong*, the sorcerer does not rely on mnemonic recognition when comparing lifesong patterns but rather the sorcerer can use *glyph analysis* to compare different written patterns. The sorcerer does not gain direct knowledge of bestial-kingdom, gender, immunities or other details but merely transcribes the unique pattern on to paper. While unlikely to be cast during combat, the casting time would encompass two turns. The first action, which would require touching the subject until the start of the next turn. The second action would be for the sorcerer to hover his or her hand over a paper to form the magical symbol, which will have some visible aspects to it; however, much of the lifesong pattern will be invisible to anyone without reading it magically. Further, this written glyph can be used as a graven image with the power as if it were fresh blood for any magics that enhance the effects based on such thing; e.g. *scry*.

Oversiphoned: No benefit.

Sorcery

Telekinesis

Mind Point Cost: 2

Gesture

Time Required:	1 action	Range:	20 feet	Duration:	2 minutes
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This spell allows the sorcerer to target a single non-living object weighing up to 100 pounds and move it in any direction, including defying gravity within a 20-foot radius of the caster. The speed of movement is 1 foot per second. Only one dimension can be traversed at one time. Therefore moving an object from one location 10 feet to near the caster, then raise it 20 feet in the air would require 30 seconds to complete, during which concentration would be needed; thus the sorcerer could not use any reactions or cast new spells during this time. Objects bundled together in a sack or tied up can be affected as a single object so long as nothing living is part of the mix. While this is rarely used as a combat spell, it is possible to levitate something heavy then drop in on an opponent. For every 100 pounds of a falling object, a d20 with no modifiers is rolled as a blunt attack against the opponent's AC. This axiom can be cast despite *silence* or *mute*. The maximum duration of *telekinesis* is two minutes, 120 seconds or until the start of the caster's twelfth subsequent turn.

Oversiphoned: No benefit.

Teleport

Mind Point Cost: 6

Verbal, Gesture

Requirement: *Relocate*

Time Required:	1 action	Range:	10 feet	Duration:	Instantaneous
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This axiom teleports the sorcerer and up to 1500 pounds (persons or objects) from the current location to any other spot on the same plane of existence. The location must be known and visited previously by the caster or an exact distance and direction selected to successfully transport. Optionally, the caster could know the teleport sigil pattern to the precise coordinates. Objects brought along are limited only by the weight limit of what the caster can carry. Additional travelers must be within 5 feet of the sorcerer at the time of its casting. If overburdened or the arrival location is already occupied, the sorcerer and traveling companions each suffer 2d4 body points of blunt damage, and the spell fails the transportation. However, if the area has an active *teleport sigil*, then this will hold those teleporting in a pocket-dimension for up to one minute before failing in case the occupied space is cleared in that time.

Oversiphoned: 10 Mind Points
Damage upon failure is 2 points.

Teleport Sigil

Mind Point Cost: 5

Verbal, Gesture, External

Requirement: *Magomathematics Skill*

Time Required:	10 minutes	Range:	10 feet	Duration:	1 month
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This creates a magical glyph of teleport coordinates for the location. The sorcerer draws a 10-foot circle on the group with chalk and ink, a consumed cost of 100 bits. When doing so, for the next month this location has an active sigil the circle acts as its own teleport coordinates. Due to the relativity of the ubiquiverse, coordinates are constantly changing even for locations that seem to be fixed locations. However, the circle defines its own static signature and is affixed to the physical position. Therefore, the teleport can be made to the circle rather than the actual location, meaning this pattern can be copied to a scroll or other image and given to a teleporter who is not familiar with the point. The glyph loses its potency after one month. Once it has expired, recasting it will produce a new pattern, making previously distributed scrolls and images moot and will fail. However, it can become permanent if this axiom is recast on an active sigil every day for one month. Lastly, a *teleport sigil* can be used for *blink*, *dimension door*, *relocation* and *teleport*. Further, this spell can be performed inside a *silence* effect.

Oversiphoned: No benefit.

Sorcery

Tentacle Guard

Mind Point Cost: 1

Verbal, Gesture, [Concentration]

Time Required:	1 action	Range:	Self	Duration:	3 turns
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Two 10-foot long green tentacles sprout from the right and left sides of the sorcerer's body. These serve in two ways. First, these can grab heights and walled surfaces to permit the sorcerer to climb up vertical surfaces at the same movement speed as the caster's walking speed. The second option, which cannot be enacted unless standing on a flat surface, these long, additional arms can act to occupy or challenge three hexes in front of the sorcerer. Hostile creatures, however, can only occupy those guarded hexes by forcing a challenge. The hostile creature can use either **Strength** or **Agility** at their choice, but the tentacles will always use **Strength** as if having a value of 4. If challenging a space in front of the caster and the tentacles win, the caster may move through that space without requiring a second check for his torso to pass. Once cast, these tentacles remain until the end of the sorcerer's third subsequent turn.

Oversiphoned: 2 Mind Points Tentacle Strength acts as if having a value of 5.

Thanatos

Mind Point Cost: 4

Verbal, Gesture

Time Required:	1 action	Range:	Touch	Duration:	3 turns
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This necromantic axiom fills the wounds of a being with magical sphacelus, lasting for the recipient's next three turns. This could grant a bonus to the target's melee attacks. To calculate, determine the total points of damage. For each full 10 points, the target gains +1 necrotic damage to each individual melee attack. Thus, if a fighter with 24 **Body** max has only 4 points remaining, then he or she would gain +2 necrotic damage; this bonus would count towards each target, but not die pool if a "multi-strike" were made. If cast again before the duration is up, then the first enchantment is ruined and replaced by the second casting's values; the bonuses do not stack. Lastly, the recipient cannot be a construct or undead; however, all other categories of life can receive the necromancy.

Oversiphoned: No benefit.

Thicken Damage

Mind Point Cost: 2

Verbal, Gesture

Time Required:	1 reaction	Range:	30 feet	Duration:	Instantaneous
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When casting any axiom that produces damage against a single opponent within 30 feet, then the sorcerer may use a reaction to add this axiom to the result. When rolling damage for the original spell, the sorcerer's player can choose to reroll as many of the damage dice as desired; however, the second result of the new die rolls must be used - for better or worse.

Oversiphoned: No benefit.

Torus Of Destruction

Mind Point Cost: 2

Verbal, Gesture

Time Required:	1 action	Range:	Self	Duration:	3 turns
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Upon casting, a visible, circular energy surrounds the sorcerer. This magical power can be either cold, fire or lightning at the choice of the caster but remains that energy type until the end of the sorcerer's third subsequent turn. The height of the torus is equal to the height of the caster but offers no obscuring effect. Any creature starting its turn in a hex adjacent to the caster or moving through an adjacent hex, be it friend, foe or neutral, will suffer 1 point of damage of the appropriate energy type. The caster may use this offensively, moving to a space that will make an opponent begin its turn in an adjacent hex. Or it may be used defensively, so that only those who approach the sorcerer suffer the incidental damage.

Oversiphoned: 3 Mind Points Duration is 5 rounds.

Sorcery

Touch of the Pitohuis

Mind Point Cost: 1

Verbal, Gesture

Time Required:	1 reaction	Range:	Touch	Duration:	Special
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This axiom is a reaction when a successful touch-based attack has been successful. The attempt to touch can be known before choosing to expend the option to use the reaction. As a result, d4 points of poison damage are delivered, and the victim must make a **Resilience** save (DC:12). If successful, only half the damage is delivered (round down). However, if failing, then the victim also suffers being under the poisoned restriction until the end of its next turn.

Oversiphoned: 2 Mind Points Damage is d6. Resilience save (DC:13).

Transmogrify

Mind Point Cost: 2

Verbal, Gesture

Time Required:	1 action	Range:	Self	Duration:	30 minutes
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The axiom alters the form of the sorcerer from the options below. While the spell lasts, the caster may end one option as an action to gain the benefits of another option as a second action.

• **Appearance:** *The sorcerer chooses a new appearance by altering height, weight, facial features, voice, hair length, coloration and distinguishing characteristics. Gaining the appearance of a different race is possible; however, the limitations prevent the mage from becoming anything other than a bipedal creature of the same size category. No additional limbs can be grown either – not even a monkey tail. Lastly, no attributes are modified from this change.*

• **Aquatic Adaptation:** The caster sprouts gills and webbing, allowing him or her to breathe underwater and swim at the same rate as the normal movement. However, worn armor will still have the restrictions as before the change. Be sure to refer to the [underwater](#) rules for additional details.

• **Body Weapons:** One set of claws, fangs, horns or other natural body weapons can be grown; however, this axiom only permits a single "appendage" as defined in *savage form* to be created by the change. This means a lizardfolk or batfolk could have two appendages as a result of this axiom as they might have already had one. For the duration of this option of the axiom the sorcerer is proficient in the *savage form* fighting skill; thus, attacks from the "appendage" can be combined with martial arts and spinning moves only. Lastly, attacks from these weapons are considered to be "of quality" but not magical, which will still allow the striking of special creatures such as lycanthropes or others that require silver. Spell-casting that requires gestures cannot be used during this time, even if the body alteration did not involve one's hands.

Oversiphoned: 3 Mind Points Ending one option and gaining another requires only one action.

True Sight

Mind Point Cost: 6

Gesture

Time Required:	1 action	Range:	Touch	Duration:	1 hour
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This axiom grants a willing creature touched by the sorcerer the ability to see things as they truly are. For the duration, the creature has darkvision, can see things invisible, can detect magic at will, will automatically detect hidden and secret doors, and becomes capable of seeing into the border Ethereal Plane. The range of vision extends 120 feet. This axiom can be cast despite *silence* or *mute*.

Oversiphoned: 10 Mind Points Two separate targets can be selected for a simultaneous spell birth.

Sorcery

Twisted Throw

Mind Point Cost: 1

Gesture

Time Required:	1 reaction	Range:	30 feet	Duration:	Instantaneous
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This axiom is used as a reaction to an attempt of a ranged attack with a thrown weapon. This means the **Mind** points are consumed before the attack is made, which may seem confusing since no attack rolls result from the use of this axiom. However, the target of the attack must have been previously hit successfully by some combat attack, but not necessarily by this hurling method. Further, the intended target must have been viewed by the sorcerer within the last three rounds but does not have to be currently in view. When hurling the weapon (not a spell that uses *hurling*), the weapon alters its path to move towards that creature, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within range and there is a path large enough for the weapon to travel to the target, the target must make an **Agility** save (DC:12). On a failed save, the target suffers damage as if the all the dice in the used die pool all struck successfully, and the sorcerer becomes aware of the target's current location. On a successful save, no damage is inflicted and the sorcerer cannot be sure of the victim's its location unless observed by some other means. This reaction axiom can be used within magical silence.

Oversiphoned: 2 Mind Points Range is 40 feet.

Undead Freedom

Mind Point Cost: 3

Verbal, Gesture

Time Required:	1 action	Range:	30 feet	Duration:	Instantaneous
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This axiom breaks the bond between the controller and the servant undead. This does not steal control but rather breaks the existing control, reverting the undead creature to a "free-willed" creature with a hatred towards all living beings. When targeting an undead creature within range, the sorcerer enters a d12 competition against the controlling entity, even if the entity is not present or aware of the attempt to break control. The sorcerer will use his or her **Logic** sub-attribute for the roll, while the controlling entity will use either **Faith** or **Will**, whichever is more appropriate. However, because this is not a fight for control, the sorcerer gains a bonus +3 to the competition.

Oversiphoned: 5 Mind Points the sorcerer gains a bonus +4 to the competition.

Unpickable Lock

Mind Point Cost: 2

Verbal, Gesture, External

Time Required:	1 action	Range:	Touch	Duration:	1 month
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The caster touches a lock, animating its interior workings and imbuing them with the will to fight attempts to open it without the proper key. Until the spell ends, all ability checks to pick the lock are made with disadvantage.

Oversiphoned: 4 Mind Points Duration is 2 months.

Upshot

Mind Point Cost: 1

Gesture

Time Required:	1 reaction	Range:	Self	Duration:	Instantaneous
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When rolling an **Agility**, **Logic**, or **Will** feat (not a save) and the player dislikes the result, then a reaction is used to reroll the d20 feat. Additionally a bonus 1d4 is rolled and added to the d20 roll; however, the sum of the two dice must be used, even if it is lower.

Oversiphoned: 2 Mind Points Bonus d6 is rolled and added to the d20 reroll.

Sorcery

Valet

Mind Point Cost: 1

Gesture

Time Required:	1 action	Range:	60 feet	Duration:	1 hour
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This axiom creates an invisible, mindless, shapeless force that performs simple tasks at the command of the sorcerer until the spell ends. The *valet* springs into existence in an unoccupied space on the ground within range. While it is unlikely to be attacked, it can be destroyed by physical damage. It has AC 14 due to being amorphous and invisible. Further it acts as having only 1 **Body** point. For any calculation where **Strength** of the valet would need to be used in a calculation, it is considered to be a score of 1. However, the *valet* can only have a total encumbrance of 10 pounds and does not change speed based on weight. In response to verbal commands, the *valet* have a movement rate of 20 feet and can interact with an object. The *valet* can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. The *valet* can manage only one command at a time, will perform the task to the best of its ability until it completes the task, then waits for the next command. If given a task that would move it more than 60 feet away from the sorcerer, the spell ends. Lastly, while likely to be unnecessary, this axiom can be cast in magical silence.

Oversiphoned: 2 Mind Points
Duration is 90 minutes.

Vapor

Mind Point Cost: 3

Gesture

Time Required:	1 action	Range:	Touch	Duration:	5 minutes
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Upon touch, the sorcerer transforms a willing creature, along with all of its possessions into a gaseous cloud for the axiom's duration. While in this form, the target has only a flying speed of 25 feet for movement. However, entering the space of other creatures does not incur a movement penalty. The recipient is also resistance to all non-magical damage, even those which are silver or "weapons of quality." It also has advantage for all body saves. The misty existence can maneuver through small holes and cracks, but liquids act as solid surfaces to a creature in this form. The cloud cannot fall and will hover, even if stunned or incapacitated. Further the gaseous being cannot talk, cannot manipulate objects, cannot attack, cannot drop anything it was previously carrying, and cannot cast magic. The recipient may end the spell at its will (not the caster's will) or if it reaches zero or fewer body points. This axiom can be cast despite *silence* or *mute*.

Oversiphoned: 6 Mind Points
Duration is 10 minutes. Recipient is immune to all non-magical physical damage. Recipient is resistant to alchemical, fire, cold, lightning, necrosis and smite.

Veil

Mind Point Cost: 1

Gesture

Time Required:	1 action	Range:	Touch	Duration:	Up to 1 hour
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A creature the caster touches, including self, becomes shrouded by an illusion until the spell ends. Anything the target is wearing or carrying is invisible if it is on the target's person. The spell ends for a target that attacks or casts a spell. This axiom can be cast despite *silence* or *mute*.

Oversiphoned: 2 Mind Points
Two separate targets can be selected for simultaneous casting.

Sorcery

Veiled Deception			Mind Point Cost: 3		
Gesture [Concentration]			Requirement: Veil		
Time Required:	1 action	Range:	90 feet	Duration:	Up to 1 hour
<p>The caster becomes invisible while simultaneously creating an illusory double which appears where standing within 90 feet when casting. The double lasts for the duration, but the invisibility ends if attacking or casting a spell. The double's illusory existence can definitely cause confusion for which image is real. However, attention can only be given to one, the real or illusory double, at a time. On subsequent turns, the caster can use an action to move the glamour up to twice the normal speed, make it gesture, speak, and behave in whatever way chosen. Additionally, the caster can see through its eyes and hear through its ears as if located where it exists. On each turn as a free action, the caster can switch from using the illusion's senses to using his or her own and vice versa (but only one switching). While using the senses of the glamour, the caster is blind and deaf regarding his or her own surroundings.</p> <p>Oversiphoned: No benefit.</p>					
Vengeance			Mind Point Cost: 1		
Verbal					
Time Required:	1 reaction	Range:	60 feet	Duration:	Instantaneous
<p>When a sorcerer received body damage by a creature within 60 feet, then he or she may point his finger at the offender and curse one that inflicted damage, who becomes engulfed in black flames, inflicting 2 points of necrotic damage in vengeance.</p> <p>Oversiphoned: No benefit.</p>					
Venomfire			Mind Point Cost: 2		
Verbal, Gesture					
Time Required:	1 action	Range:	30 feet	Duration:	Instantaneous
<p>The sorcerer creates a long stream of flaming venom which is wielded like a whip. However, it is not tangible; thus, it cannot perform special maneuvers like <i>whip steal</i> or tripping an opponent. The sorcerer must have <i>melee fighting</i> to wield this stream of deadly energy; otherwise, the axiom will fail. Over the following three rounds, the sorcerer can make a melee attack with the energy whip against a creature within the weapon reach. On a successful hit, the target receives the normal effects of a whip but also 2 points of fire damage. Further, the victim must make a Resilience save (DC:13). On a failed save, the creature is also poisoned until the end of the axiom's duration.</p> <p>Oversiphoned: 4 Mind Points Strength save (DC:15). Poison is potent up to four turns of failing saves.</p>					
Venomous Spew			Mind Point Cost: 2		
Verbal, Gesture					
Time Required:	1 action	Range:	30 feet	Duration:	Instantaneous
<p>The caster spits a glob of congealed venom at a foe. The sputum creates an attack of a d20 against the victim's armor class. If the caster has either <i>ranged fighting</i> or <i>foul-play</i>, then the Agility bonus can be added to the to-hit value. If the caster both skills, then the total Agility score is added in lieu of the bonus. On a successful hit, the target hit takes d4 Body points of poison damage, and the sticky venom forces the target to make a Strength save (DC:13) at the end of its next turn. In the interim, the victim is under the poisoned restriction. On a failure, it takes an additional d4 points from the poison. On a success, it scrapes the sticky poison off and the spell ends. For the duration, the target must repeat the Strength save at the end of each of its turns. A successful save will end the effect. However, up to three turns of failing saves can occur before the poisonous glob loses its potency.</p> <p>Oversiphoned: 4 Mind Points Strength save (DC:15). Poison is potent up to four turns of failing saves.</p>					

Sorcery

Verbalize

Mind Point Cost: 1

Gesture

Time Required:	1 action	Range:	Self	Duration:	3 turns
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Until the end of the sorcerer's third subsequent turn, the sorcerer is able to axioms without using the verbal component. This axiom has no effect on any other sound, but it allows casting silently or if under the effects of *mute*. To be clear, even this axiom can be called into effect during magical silence.

Oversiphoned: 2 Mind Points Duration is 5 rounds.

Verbotten

Mind Point Cost: 6

Verbal, Gesture

Requirement: *Disrupt Magic*

Time Required:	10 minutes	Range:	Touch	Duration:	1 week
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The caster creates a ward against magical travel that protects up to 40,000 square feet of floor space to 30 feet above the floor. For the duration, creatures cannot teleport into the area or use portals, such as those created by the planar gates to enter the area. The axiom protects the area against planar travel, and therefore prevents creatures from accessing the area by way of the astral, ethereal, or any plane shift.

Oversiphoned: 10 Mind Points Duration is 2 weeks.

Viper Dart

Mind Point Cost: 1

Verbal, Gesture

Time Required:	1 action	Range:	30 feet	Duration:	Instantaneous
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The sorcerer selects a target within range who can be visibly seen, then hurls a writhing bolt of energy at that target by an attack of a d20 against its armor class. If the caster has *ranged fighting*, then any **Agility** bonus can be added to the to-hit value. If the cast further has a *hurling* skill, then the total **Agility** score is added in lieu of the bonus. A successful strike inflicts d6 points of poison damage plus being under the poisoned restriction until the end of its next turn. However, the victim is permitted a **Resilience** save (DC:12) for half the damage and avoidance of the poisoned restriction.

Oversiphoned: 2 Mind Points The 1d20 attack is at advantage to hit. Base damage remains d6. Resilience save (DC:13).

Vocalink

Mind Point Cost: 2

Verbal, Gesture

Time Required:	1 action	Range:	Touch	Duration:	24 hours
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The sorcerer touches one willing ally, which permits the caster and this ally to communicate verbally no matter how much distance is between them - as long as the two are on the same plane of existence. The caster will hear what the ally speaks, no matter the volume, and vice versa. The sorcerer does not hear any other sounds from the ally's location. This axiom works on any creature with a **Mind** score of 7 or greater, but the magic does not bestow any ability to comprehend an unknown language. Either the sorcerer or the ally can end the spell at any time.

Oversiphoned: 3 Mind Points Duration is 36 hours.

Sorcery

Volcanic Rage

Verbal, Gesture

Mind Point Cost: 4

Time Required:	1 action	Range:	Self	Duration:	3 turns
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Using part of glamour and part a summoning from within the earth itself, the burning magma wraps around the sorcerer. Until the axiom ends which is the end of the caster's third subsequent turn, the sorcerer gains resistance to all fire damage and to non-magical bludgeoning, piercing, and slashing damage. Further, any melee weapons the sorcerer uses act as if they were empowered by an *infusion of fire*. for the duration, the caster can use a reaction whenever someone enters an adjacent hex to cause the volcanic rage to boil over, forcing creatures in all adjacent hexes to make a **Resilience** save. Victims take d4 fire damage and d4 bludgeoning damage if they fail the save; half as much on a success.

Oversiphoned: 5 Mind Points
Duration is 5 rounds.

Voltaic-Arc

Gesture

Mind Point Cost: 2

Requirement: *Spark*

Time Required:	1 action	Range:	30 feet or one weapon	Duration:	Varies
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The sorcerer creates a surge of lightning to fly from his or her hand to a target within 30 feet, requiring a d20 attack against its AC. If the caster has *ranged fighting*, then any **Agility** bonus can be added to the to-hit value. If the cast further has a *hurling* skill, then the total **Agility** score is added in lieu of the bonus. If striking, then d6+1 points of lightning damage is delivered. Optionally, the gesturing requirement of the axiom can be performed while maintaining grip on a weapon and delivering the arc from the weapon as well. When incorporating a weapon, it offers two choices for delivery. The first is an immediate hurling of an electrical arc through the weapon for the same values as if it had been thrown by hand. The second option is to maintain the charge in the weapon until the sorcerer's following turn. On that next action, the sorcerer can wield that weapon to strike with as a normal combat attack. If successfully hitting the target with the combat attack, the additional d6+1 points of damage is delivered as well. However, if the attack misses, then the magical lightning in the weapon dissipates. Lastly, this spell can be used in *silence* if (and only if) selecting the second option to charge a weapon.

Oversiphoned: 4 Mind Points
Damage is 2d4+3.

Wall of Force

Verbal, Gesture

Mind Point Cost: 4

Requirement: *Fortress or Instant Wall*

Time Required:	10 minutes	Range:	30 feet	Duration:	24 hours
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This axiom is a better form of the *instant wall*; however, it is designed to be a defensive measure with the possibility of becoming permanent. The *wall of force* has all the same size restrictions (100 square feet and 10-foot per dimension), positioning and what the force prevents. It also has a stronger resistance to the *disintegration* attack, as the *wall* is permitted a survival check (DC:13) to prevent destruction. Moreover, if it is cast 28 days consecutively in the same location, then there is an optional method to make it a permanent magical force. On the 28th day or after, if oversiphoning to create the *wall* again, its duration becomes permanent.

Oversiphoned: 10 Mind Points
Only used when making wall permanent.

Sorcery

Waresense

Mind Point Cost: 3

Verbal, Gesture, External

Time Required:	1 minute	Range:	Touch	Duration:	Up to 1 year
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The sorcerer creates a mystical connection with a single inanimate object touched. When that object is damaged, moved, or touched at any later time, the sorcerer is instantly aware of this fact. If another creature physically touches the warded object, the sorcerer additionally receives a mental image of the creature. For purposes of divination spells (such as *scrying*), the image of the creature that disturbed the object grants "first-hand" knowledge as if the two had met. This effect activates when the object is disturbed for any reason, whether someone touches it or pokes it with a pole, a cat walks upon it, or an earthquake knocks it over. This spell ends as soon as the effect is activated. The casting requires sand and prepared reagents worth 500 bits. Because of its costly material components, most sorcerers reserve this axiom to protect valuable, out-of-the-way items. This spell is considered a magical trap. It can be as such with double the sorcerer's **Logic** acting as the DC, but it can only be disarmed by magical methods. Optionally, the sorcerer can designate a password that allows another creature to handle the object without sounding the mental alarm.

Oversiphoned: 5 Mind Points When becoming aware of the object being disturbed, the sorcerer can perform

Warning Shout

Mind Point Cost: 1

Verbal

Time Required:	1 action	Range:	½ mile	Duration:	Instantaneous
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The caster can speak 5 words which are magically amplified so that every creature within a half a mile can hear them. Deaf creatures cannot hear the words. Sleeping creatures are automatically awakened by the words. These words cannot be used to perform an attack based on sound nor can act as a separate action. While these words are incredibly loud, they do not damage nearby creatures.

Oversiphoned: 2 Mind Points Eight words can be spoken.

Watchdog

Mind Point Cost: 4

Verbal, Gesture

Time Required:	1 action	Range:	30 feet	Duration:	8 hours
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The axiom conjures a phantom hound in a seen and unoccupied space within range, where it remains for the duration, until it is dismissed as an action, or until the caster moves further than 150 feet away from it. The hound is invisible to all creatures except sorcerer (and those able to see invisible). Further, it is non-corporeal and cannot be harmed physically. When a size-2 category or larger creature comes within 30 feet of the *watchdog* without first speaking the secret word specified upon casting, then the hound starts barking loudly. The phantom has spirit sight, can see invisible creatures and even into the Ethereal Plane. As such, it ignores illusions. While the hound cannot move, at the start of each of the sorcerer's turns, it will try to bite one creature being hostile if that foe is within 5 feet of its position. The hound attacks on a d20 using the mage's **Judgment** score as a modifier. On a hit, it inflicts 2d4 point of piercing damage.

Oversiphoned: 7 Mind Points Watchdog has movement rate of 30 feet after being triggered.

Sorcery

Web		Mind Point Cost: 2	
<i>Gesture, [Concentration]</i>			
Time Required:	1 action	Range:	60 feet
		Duration:	Up to 15 minutes
<p>The caster conjures a mass of sticky webbing at a location within range. The web fills a plane 20 feet by 20 feet and 5 feet deep, which can reside wherever it can be anchored; otherwise it will occupy the lowest layer of the terrain. The sticky area is considered rough terrain for traversing. Further, the sorcerer must concentrate to maintain its existence, which prevents him or her from taking reactions or casting during that time. Any being which starts its turn in the web-area must make a Strength preservation save against DC:13. On a failed save, the creatures suffer the restrained restriction while in the webbing or until it breaks free. A restrained creature may use its action to make another Strength check against the original DC to free itself. The webbing is flammable and will burn at a rate of a 5-foot cube (1 hex) per combat round. However, any creature caught in a burning cube at the start of its turn will suffer d4 points of fire damage.</p>			
Oversiphoned:	4 Mind Points	Strength save (DC:15). Concentration is not required.	

Weighty Chest		Mind Point Cost: 1	
<i>Gesture</i>			
Time Required:	1 action	Range:	Touch
		Duration:	1 week
<p>This axiom enchants a chest, book, package or any non-living object no greater than 5 feet in any dimension. When the object is touched by anyone other than the caster, the effective weight of the object becomes two to five (d4+1) times the weight of the creature touching it, making it extremely difficult to move; however, the sorcerer can handle it as if it were its natural weight. The weight is only effective when the touch of the item is initiated by another. Thus, it could not be hurled by the caster to pin down a victim.</p>			
Oversiphoned:	2 Mind Points	Duration of the enchantment lasts for 2 weeks.	

Whirlwind Blade		Mind Point Cost: 2	
<i>Verbal, Gesture</i>			
Time Required:	1 reaction	Range:	30-foot beyond
		Duration:	Special
<p>In response to attempting an attack with a hurled weapon, this axiom is used as a reaction. This means the Mind points are expended before the dice pools for the attack are rolled. When throwing the weapon at the first target, the sorcerer's normal range attack is made and damage calculated, except the weight of the weapon is added as if it were worth 2 points, despite being a range attack. Furthermore, the magic of this axiom allows the weapon to continue on in a straight path up to an additional 30 feet beyond the first target. Assuming there are targets beyond that line up in a perfect line from the caster to the first target, then up to three additional opponents can be struck by the thrown weapon, so long as they are within the range of the first target. Each subsequent target is attacked at 1d20, using Agility as the attack modifier and weapon weight worth 1 point, again despite being a ranged attack. Finally, if the targets behind the first are not in line, then the additional attacks cannot strike them. Nonetheless, at the end of the possible targets, the weapon remains floating in mid-air in a space of choice which can be seen within 5 feet of the last target attempted to hit. It will remain spinning until the start of the sorcerer's next turn. For another creature to grab it requires an action and an Agility check (DC:14). On the sorcerer's next turn, assuming it is not in another's possession, he or she may use an action to recall the weapon instantly to hand. If choosing not to recall the weapon, it falls to the ground.</p>			
Oversiphoned:	3 Mind Points	Up to four additional opponents can be struck.	

Sorcery

Whispering Wind

Verbal, Gesture

Mind Point Cost: 2

Time Required:	1 action	Range:	200 miles	Duration:	Instantaneous
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With this axiom, the sorcerer can send messages to beings with whom he or she is familiar. The recipients hear the message in their minds, recognize the caster as the sender, assuming they know the caster, but answers in return are not permitted. The number of targets is based on the number of words in the message. The formula is the number of words times recipients cannot exceed 20. A twenty-word message could be sent to a single target. However, two recipients could only hear up to ten words. Further, five targets would be limited to four words. But even twenty people could receive one word. If a target is not known to the sorcerer, then that recipient must be in sight. Otherwise the range is 200 miles for those well known to the mage. However, the message is limited to the plane of existence where the sorcerer resides at the time of casting.

Oversiphoned: 3 Mind Points Range is 350 miles. Maximum number of words formula is 30.

Wind Compass

Gesture

Mind Point Cost: 1

Time Required:	1 action	Range:	Self	Duration:	24 hours
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While casting this spell the sorcerer chooses a compass direction ("north" or "southeast" for example). While walking in that direction a pleasant tune plays softly in the sorcerer's ear. The tune isn't distracting, and stops if walking in any other direction. A compass direction must be chosen rather than the direction towards a landmark or a specific individual. Until this axiom ends, the caster cannot become lost except by magical means. Not that it would likely be done, this axiom could be cast in silence.

Oversiphoned: No benefit.

Windstorm

Verbal, Gesture, [Concentration]

Mind Point Cost: 2

Time Required:	1 action	Range:	Self (to 40 feet)	Duration:	Up to 6 turns
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A line of strong wind 40-feet long and 15-feet wide blasts from the caster in a direction chosen for the duration of the axiom. Each creature that starts its turn in the line must succeed on a **Strength** preservation save of DC:13 or be pushed 10 feet in a direction following the wind. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving against or through the blast. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It acts like an *arcane disruption* against magical mists and clouds, such as *fog of war*. The axiom requires concentration, meaning the sorcerer cannot use reactions or cast new spells; however, upon each of his or her turns before the spell ends, the direction in which the line blasts may be changed. This axiom has no verbal component; thus, it can be cast in *silence*. The wind lasts up to the sixth following turn after its casting.

Oversiphoned: 4 Mind Points Duration is 9 rounds. Strength save (DC:15).

Wing Gift

Verbal, Gesture

Mind Point Cost: 4

Time Required:	1 action	Range:	Touch	Duration:	Special
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The recipient of this axiom grows a pair of magnificent wings. The target gains a flight speed equal to 150% of the normal walking speed. The wings are often angelic-looking but may take any form the sorcerer chooses. Armor and clothing worn by the recipient will be destroyed if they interfere with the growth of the wings. If the armor is indestructible, then the spell fails. This spell only effects willing creatures and remains in effect until the recipient completes a long rest.

Oversiphoned: 7 Mind Points Flight speed is double walking speed.

Sorcery

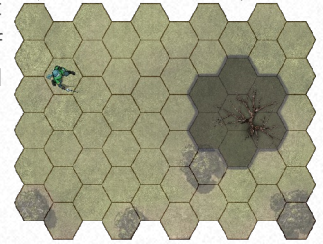
Withering Circle

Mind Point Cost: 2

Verbal, Gesture

Time Required:	1 action	Range:	60 feet	Duration:	Instantaneous
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The caster summons necrotic energy to manifest in a 15-foot-diameter circle centered on a point within range. Each creature in that area must make a **Resilience** save (DC:13), taking d6 points of necrotic damage if failing the save. No damage is inflicted if it is successful. Nonmagical vegetation in that area withers and grass turns black.



Oversiphoned: 4 Mind Points Resilience save (DC:15).

Word Stone

Mind Point Cost: 3

Verbal, Gesture, External

Time Required:	1 action	Range:	Touch	Duration:	Special
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The axiom requires a gemstone, valued like a ruby or better. It glows faintly in caster's hand, which allows the sorcerer to imprint a message of up to 25 words or a single image into the gem. A password or phrase is added. Until the password is spoken, the gem waits, but if used, the gem will recite the message or show the silent image. The message or vision may only be played from the stone once.

Oversiphoned: 5 Mind Points Either a message of up to 50 words or the image with two seconds of sound is imprinted.

Wraithstrike

Mind Point Cost: 1

Verbal, Gesture

Time Required:	1 reaction	Range:	Self	Duration:	Instantaneous
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The hands of the sorcerer and any weapons held become skeletal and insubstantial and can easily pass through armor. By making an attempt with a melee weapon with no more than 5-foot reach, the sorcerer can use a reaction to add this effect onto the attempted attack. This means the **Mind** points are expended before rolling the attack dice. However, for the primary hand die pool, the sorcerer gains advantage on for a melee attack against creatures wearing armor or using shields.

Oversiphoned: No benefit.

Wrecking

Mind Point Cost: 3

Verbal, Gesture

Time Required:	1 action	Range:	60 feet	Duration:	Instantaneous
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This attack can be used against living and non-living targets. It is often used to inflict battering damage against structures; however, it can target a creature as well. When selecting a target within range, the sorcerer creates a ball of force magic that strikes the target. This brunt can be small and target chains or be a larger force that attempts to break through a portcullis. If this a structure, then it is treated in brute force with advantage on the roll; thus, a d20 (rolled twice) against the DC of the object. For example, breaking a solid wooden door is a DC:17. Also, each roll gains the sorcerer's **Perception** score to the rolls. However, if the target is a living target or even a construct monster, as opposed to the default of thrown magical damage, it acts as a physical 2d20 bludgeoning attack (with **Perception** score as part of the to hit roll) against the opponent's AC, inflicting a point for each successful d20, +2 as if a heavy weapon, and the **Perception** modifier.

Oversiphoned: 5 Mind Points Two separate targets of either type can be selected simultaneously for a single casting.

Religion

At the risk of violating the separation of system and game-world, below are listed several religions and deities in the Enchanted Realms world. GMs are free to incorporate these or use their own. Part of the reason for the inclusion is to show the balance of incantations and abilities granted by the gods. Even in some cases, different pantheons offer very different spells and grant special abilities. If creating custom pantheon lists for available incantation, it is recommended to have a total of 200 to 220 total points, distributed reasonably between point ranges.

However, religion is more than a spell list. It is more than good or evil, following dogma or being free from societal rules. Religion is a practice and a belief in an ideology and philosophy. When a character makes a divine accord to serve a deity, this is a serious pact. Power is given from the god(s) in trade of service. Should there be a lack of adherence to the deity's interests over several and severe incidents, there will be consequences. Typically, this comes in the form of admonition from peer-priest or church authority but becomes harsher if the service does not align properly. However, the gods are not timeless and omniscient; therefore, it could be months maybe even years before the retribution occurs. This judgment is left to the GM.

On the flip side, the priesthood offers many opportunities to gain role-playing karma from the GM for performing properly as a holy one in the service of a deity. Destroying symbols and icons of a religion that is opposite of the priest's philosophy might earn a few points of karma. Interacting and influencing political figures to implement plans and goals that further the work of the church could yield even more. While often thought of as the healer in the dungeon, the priest character can become so much more.

Dyadiki

Dyadiki is a human religion of universal forces of good versus evil. Then manifestation of each come in various forms. Below is a list of deities and their provinces. Temples and churches are rarely dedicated to a single form, but rather a representation of goodness, where any of the good powers may be worshiped. Certain wings or areas may be dedicated for specific followers and priests of a specific god. The evil powers, however, are the exception - as they rarely have public places of worship. Usually a sect of one particular evil deity will build a secret shrine where only followers of that god know its location.

Each god is specialized of watching over certain influences; however, the greater ideology is that the gods are more like a hive-mind or faces of a cosmic and nearly omnipotent entity. For this reason, all worshipers of a goodly-aligned deities are welcome at any temple building. That said, each sect dedicated to one of the aspects of the gods does organize into more detailed ideology and hierarchal orders of authority.

Deity	Morality and Ethics	Influence	Province
<i>Universal</i>	Neutral	Everything	All
Arael	Good	Water, Sky and Truth	Sea/Water, Sky
Barachiel	Good	Blessings	Life
Israfael	Good	Music	Knowledge, Nature
Jhudiel	Good, Order	Responsibility and Honor	Community, Nature
Sachiel	Good, Individualism	Charity and Wealth	Earth, Life
Uriel	Good	Light, Weather	Fire, Nature, Sky
Zuriel	Good, Order	Judgment and Wisdom	Knowledge, War
Azrael	Evil, Change	Death, Night and Vengeance	Death, War
Baale	Evil	Chaos, Destruction and Evil	Calamity, Deception, Sea
Maalik	Evil, Order	Fire and the Netherworld	Death, Fire
Tamiel	Evil, Opportunism	Secrets and Stealth	Deception, War

Universal

Universalism	
Cost:2	Aid Movement , Alter Fate , Analyze Portal , Bane , Battle Cry , Bless Meal , Blood Wind , Bolt , Bread Crumbs , Breathsense , Burden , Celestial Fist , Chain of Eyes , Clarity , Compelled Duel , Compose Mind , Create Flame , Death Perception , Decompose , Detect Magic , Devout Combat , Disarm Foe , Discern Language , Divine Deterrence , Divine Sacrifice , Exhaustion , Favor , Find the Boss , Fog of War , Free Will , Gibberish , Grace , Guiding Bolt , Infusion of Fire , Infusion of Ice , Infusion of Lightning , Lacuna , Lift , Mask Spirit , Negative Treatment , Perceive Insanity , Rapid Warmth , Refresh , Remote Listening , Re-preserve , Resist Cold , Resist Fire , Resist Lightning , Sail , Self-Reflection , Showers , Snow Shape , Sorcery Bane , Static Shield , Surrender , Sustenance , Thicket , Torch , Touch of Appraisal , Tranquility , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Weapon of Doubt , Weapon of Nonsense
Cost:3	Absorb Song , Acclimate , Animal Spy , Aplomb , Aura of Glory , Blood Bond , Blood Reprisal , Brambles , Branding Smite , Burrowing Claws , Chaotic Fate , Clarity of Mind , Cloak of Bravery , Curse of Woe , Damage Ward , Darkness , Darkvision , Death Armor , Downpour , Dragonskin , Echoes of Cowardice , Extend Breath , Gentle Repose , Glorify , Guard Spirit , Icy Backlash , Infusion of Chaos , Iron Gut , Misstep , Momentary Mind Bastion , Mute , Native Port , Necrozone , Rapport , Reveal , Smear , Thick Air , Tremor , Turn Undead , Twist of Fate , Weapon Return

Religion

Universal priests, referred to as Dyadikian priests, are those who do not specialize but rather worship the holistic form of all the Dyadiki deities. They are often the bureaucrats and officials over temples that are shared among the disciplines.

Culturally, universalists fall into two categories. Most are scholars who have an obsession with church dogma, history and development. These cloistered priests are the ones who seek the secrets of the cosmos, studying a single detail for years. Universalists tend to be the ones who perform *magical research* and similar skills.

However, in the other category, there are a few who are undecided about the church specialties and choose to worship the wider aspects of the religion. The universalists who become adventurers are in this smaller group, often tending to make use of the church to aid their own goals. Because of this, the universalists have been given a bad reputation by specific Deity worshipers, and in response to this notoriety, there exists a Board of Inquisitioners to manage rogue universalists acting in ways that tarnish the image of the churches.

These priests have access to every incantation of the twelve provinces; however, they are not able to cast any power above that which costs three Spirit points. Further, if the incantation is considered a specialty, as only one or two provinces grant it, then it is not available to universal priests either. While it is possible for a Dyadikian to later become dedicated to a specific face of the gods, the ceremony for a universalist to enter one comes at the cost of retraining the *divine accord*; thus losing the ability to cast all incantations; plus, the process sacrifices two Faith points; thus, afterwards if the total Spirit score is below 10 points, then all divine abilities, including those depending upon *divine accord* are lost.

Arariel

	Water Province	Sky Province
Cost:2	Analyze Portal , Battle Cry , Bless Meal , Blood Wind , Celestial Fist , Compose Mind , Death Perception , Detect Magic , Devout Combat , Divine Sacrifice , Exhaustion , Favor , Fog of War , Free Will , Gibberish , Grace , Infusion of Ice , Lacuna , Mask Spirit , Refresh , Remote Listening , Resist Cold , Showers , Snow Shape , Sorcery Bane , Sustenance , Thicket , Touch of Appraisal , Tranquility , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Weapon of Doubt , Weapon of Nonsense	Aid Movement , Analyze Portal , Battle Cry , Bless Meal , Blood Wind , Bolt , Breathsense , Celestial Fist , Compose Mind , Death Perception , Detect Magic , Devout Combat , Divine Sacrifice , Exhaustion , Favor , Favorable Wind , Fog of War , Free Will , Grace , Infusion of Lightning , Lacuna , Lift , Mask Spirit , Perceive Insanity , Refresh , Remote Listening , Resist Lightning , Sail , Showers , Snow Shape , Sorcery Bane , Static Shield , Sustenance , Thicket , Torch , Tranquility , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Updraft , Weapon of Doubt , Weapon of Nonsense
Cost:3	Acclimate , Animal Spy , Aplomb , Aquatics , Blood Reprisal , Charm Aquatic Life , Chaotic Fate , Clarity of Mind , Cloak of Bravery , Combined Effort , Damage Ward , Downpour , Dragonskin , Echoes of Cowardice , Elemental Infusion , Extend Breath , Gentle Repose , Glorify , Guard Spirit , Icy Backlash , Infusion of Chaos , Iron Gut , Misstep , Mute , Native Port , Necrozone , River Eyes , Smear , Tremor , Turn Undead	Animal Spy , Aplomb , Aura of Glory , Branding Smite , Clarity of Mind , Cloak of Bravery , Downpour , Dragonskin , Echoes of Cowardice , Elemental Infusion , Extend Breath , Gentle Repose , Glorify , Guard Spirit , Icy Backlash , Infusion of Chaos , Misstep , Momentary Mind Bastion , Mute , Native Port , River Eyes , Thick Air , Turn Undead , Weapon Return
Cost:4	Abolish Shadows , Anti-Cold Shell , Contingent Health , Deathsense , Desecrated Glow , Free Movement , Ghoul Touch , Hallow , Holy Storm , Immobilize , Remove Disease , Revive , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing , Water Walking , Weapon of Nightmares	Abolish Shadows , Banner , Blind , Free Movement , Hallow , Holy Storm , Locus , Necrosayance , Remove Disease , Revive , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing , Weapon of Nightmares
Cost:5	Anti-Venom , Astral Blood , Hypothermia , Obsessions , Quell Fire , Slow Wound , Taint Cuisine , Wall of Water	Air Steps , Blindsight , Calm Winds , Lightning , Renew Breath , Solar Flare , Target of All , Volatile Torch
Cost:6	Breath of the Elements , Defense , Deluge , Noxious Fumes , Protection from Ice , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage	Airy Shadow , Blood Lightning , Breath of the Elements , Closure of Confusion , Defense , Deluge , Noxious Fumes , Protection from Lightning , Ride the Lightning , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage , Zephyr Dancing
Cost:7	Elemental Breath , Frost Gaze , Rejuvenating Waters , Water Summoning	Elemental Breath
Cost:8	Howling Chain , Taint Body of Water	Howling Chain , Instill Vulnerability , Sky Drop
Cost:9	Burning Blood , Elemental Body , Smog	Elemental Body , Smog , Sunray
Cost:10		Chariot of the Sun
Cost:11	Lasting Breath , Tsunami	Lasting Breath
Cost:12	Great Worm of the Sea	

Arariel, the deity of Sky and Sea in the Dyadiki religion, who is artistically represented as a young, spry guardian with golden weapons, which are sometimes declared to be made from orichalcum. He is seen as lord of rivers and seas, who sends rain and refreshment from the sky. Arariel is said to wet the pastures with dew and rain abounding in heavenly water. His celestial abode is depicted with streams that flow honey. Those who oppose him are stricken with disease. In religious texts, Arariel is said to be the maintainer of truth and punish those who lie.

Priests of Arariel are typical men, although a few priestesses are permitted, and must be well trained in melee weapons. From a

Religion

game perspective, this means the ability to use two dice on an attack. The holy symbol of Arariel is a hand with an eye in the palm. This is commonly viewed in temples, shrines and places dedicated this god. While not the judges of the religion, the clergy of Arariel often work with Zuriel priests during discovery of urban crime and punishment, including being part of the judicial court process to ensure veracity of the testimony presented. Depending on one's view, Arariel has no holy days -- or everyday is one. A common phrase among Arariel's devout is "Everyday is due the truth."

As a bonus ability, those who gain *divine accord* with this god slowly gain a passive +1 to AC against lightning for each bonus of Resilience. In other words, an Arariel with with a 4 Resilience would have a +1 AC against lightning, but one with a 9 Resilience would be +3 AC versus lightning.

The ranking structure among the ordained are as follows:

- Initiate: trainee in the church not yet completing *divine accord*
- Hakham: the rank and title of most in the priesthood
- Savora: this is the leader of a group, usually a temple but it could be other organizations
- Godol: there is only one Godol, who is the highest title in the sect

Barachiel

Life Province	
Cost:2	Aid Movement , Bless Meal , Breathsense , Burden , Chain of Eyes , Clarity , Create Flame , Detect Magic , Devout Combat , Divine Deterrence , Divine Sacrifice , Favor , Find the Boss , Free Will , Gibberish , Lacuna , Lesser Acupressure , Lift , Mask Spirit , Perceive Insanity , Rapid Warmth , Recruit Medic , Refresh , Remote Listening , Re-preserve , Resist Cold , Resist Fire , Resist Lightning , Sail , Self-Reflection , Sorcery Bane , Surrender , Sustenance , Torch , Tranquility , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage
Cost:3	Absorb Song , Acclimate , Animal Spy , Aura of Glory , Blood Bond , Combined Effort , Darkvision , Delay Disease , Dragonskin , Echoes of Cowardice , Extend Breath , Gentle Repose , Greater Acupressure , Guard Spirit , Iron Gut , Momentary Mind Bastion , Native Port , Rapport , Reveal , Turn Undead
Cost:4	Abolish Shadows , Capitulation , Contingent Health , Exultation , Harmonic Shabti , Hypnotic Evulsion , Larvated Tone , Lifesilt , Locus , Necrosayance , Poison Ward , Radiance , Remove Disease , Revive , Spirit Sight , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing , Water Walking , Zealot's Charge
Cost:5	Anti-Venom , Circle of Privacy , Deeper Darkvision , Life Bolt , Renew Breath , Slow Wound , Status
Cost:6	Defense , Free Curse , Hearken Lifesong , Life's Grace , Protection from Fire , Protection from Ice , Protection from Lightning , Stone Bones , Tongues , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage
Cost:7	Borrow , Breath of Life , Exorcism , Pair to Other , Treat Mass Wounds
Cost:8	Instill Vulnerability , Regenerate
Cost:9	Horde of Healing
Cost:10	Restore
Cost:11	Instant Refuge

The Mother of Grace is another name by which the winged goddess Barachiel is known. She appears as a tall and gaunt, middle-aged woman wearing long robes, who has an enlarged belly suggesting that the goddess is in the early stages of pregnancy. Despite being round in the belly, many of her other features might be mistaken as Fey for someone unfamiliar with the sect, as images of Barachiel also have large butterfly wings sprouting from her back.

The Church of Barachiel is generally symbiotic to other churches. While there are a few smaller shrines, to date there is not a temple that is exclusively designed for the worship and business of Barachiel. The clergy, who are mostly women, settle in where other structures of worship have been built. Further, everyone shares the same title once gaining *divine accord*, which is Sister (or Brother in the rare case of a male cleric). Because this is a female-dominated worship, traditions in culture of Dyadiki worship results in blessings and endowments from heritage being passed down by the matriarchs of the families. Often the culture still tends to be patriarchal, but there are clear traditions and governances that belong to women, legal inheritance being among them.

Upon reaching a Faith score of 6, priests of Barachiel gain a special skill of *diagnosis* that can be used once per day. The cleric can gain an instant knowledge of what ails a subject with a quick examination requiring only a standard action. At the start of the priest's following turn, with no checks required, the healer automatically knows the nature of any wounds, diseases or curses from which the subject suffers.

Israfel

Religion

	Knowledge Province	Nature Province
Cost:2	Aid Movement , Alter Fate , Analyze Portal , Bless Meal , Bread Crumbs , Breathsense , Chain of Eyes , Clarity , Compose Mind , Death Perception , Detect Magic , Devout Combat , Discern Language , Divine Sacrifice , Favor , Find the Boss , Free Will , Grace , Infusion of Fire , Know Other , Lacuna , Lift , Mask Spirit , Negative Treatment , Perceive Insanity , Refresh , Remote Listening , Re-preserve , Resist Cold , Resist Fire , Resist Lightning , Sail , Self-Reflection , Snow Shape , Sorcery Bane , Static Shield , Surrender , Thicket , Torch , Touch of Appraisal , Tranquility , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Weapon of Nonsense	Alter Fate , Bane , Battle Cry , Bless Meal , Blood Wind , Bolt , Bread Crumbs , Burden , Celestial Fist , Chain of Eyes , Clarity , Compelled Duel , Compose Mind , Create Flame , Decompose , Detect Magic , Devout Combat , Disarm Foe , Discern Language , Divine Deterrence , Divine Sacrifice , Exhaustion , Find the Boss , Fog of War , Foundation of Stone , Gibberish , Grace , Infusion of Ice , Infusion of Lightning , Lacuna , Leaf Into Dagger , Lift , Refresh , Remote Listening , Resist Cold , Resist Fire , Resist Lightning , Sail , Shows , Snow Shape , Sorcery Bane , Static Shield , Surrender , Sustenance , Thicket , Torch , Touch of Appraisal , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Weapon of Doubt
Cost:3	Absorb Song , Acclimate , Animal Spy , Blood Bond , Clarity of Mind , Echoes of Cowardice , Gentle Repose , Glorify , Guard Spirit , Momentary Mind Bastion , Native Port , Rapport , Reveal , Thick Air , Turn Undead , Twist of Fate , Weapon Return	Absorb Song , Animal Spy , Aplomb , Brambles , Burrowing Claws , Cloak of Bravery , Combined Effort , Damage Ward , Darkness , Downpour , Dragonskin , Echoes of Cowardice , Elemental Infusion , Extend Breath , Flitter , Gentle Repose , Guard Spirit , Icy Backlash , Infusion of Chaos , Native Port , Rapport , Smear , Thick Air , Tremor , Turn Undead
Cost:4	Arcane Disruption , Bewildering Charm , Crown of the Grave , Deathsense , Desecrated Glow , Disrupt Thaumaturgy , Ghoul Touch , Hallow , Harmonic Shabti , Hypnotic Evulsion , Intellectual Redoubt , Larvated Tone , Lifesilt , Locate , Locus , Necrosayance , Remove Disease , Spirit Sight , Suggestive Fear , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing , Weapon Boon	Arcane Disruption , Capitulation , Disrupt Magic , Exultation , Harden Armor , Harmonic Shabti , Holy Storm , Hypnotic Evulsion , Intellectual Redoubt , Larvated Tone , Lifesilt , Sculpt , Spirit Sight , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing
Cost:5	Anti-Venom , Astral Blood , Slow Wound , Sorcery Curse , Status	Locate , Anti-Venom , Assemble Armor , Calm Winds , Circle of Privacy , Hypothermia , Land Lair , Maggots , Spineless , Taint Cuisine
Cost:6	Defense , Free Curse , Grave Robbery , Protection from Fire , Ride the Lightning , Tongues , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage	Call the Beast , Briers , Closure of Confusion , Defense , Deluge , Free Curse , Protection from Ice , Protection from Lightning , Ride the Lightning , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage
Cost:7	Bedevilment , Borrow , Charnel Fire , Disturb Sleep , Exorcism	Elemental Breath , Frost Gaze , Greater Sculpt , Hidden Lodge
Cost: 8	Chain of Madness , Déjà Vu , Enlighten Undead , Imbue Undead	
Cost: 9	Know Magic	Treestaff
Cost:10		Bloody Thorns , Gateway
Cost:11	Commune with Thought , Hindsight	Lasting Breath

Music and Art are the things of importance to those who worship Israfel. This goddess takes on many forms when referenced in the religious writings, appearing as animated sculptures or characters of a painting. She once sent word to her followers in lyrics to a symphony that only they could hear. Thus, her physical form is rarely described, although she is always designated as female and beautiful.

Her church consists of musicians and artists, and her holy ground rarely joins with classic temple structures. Instead, her priests and priestesses form cultural centers for learning and art. Rather than temples, these places are called Lyceums. It is here that the philosophy of beautification is professed, along with other ideologies. Skills of music, poetry, writing, painting, sculpting and many other arts can be learned at a Lyceum. Politics, governance and debate often occur in theaters housed on a campus; however, traditional training in law is not part of any curriculum, as ideological topics tend to be discussed by theories and ideals rather than in practice. However, this goddess grants a special bonus for her priests who have a Faith score of 5 or higher; they can use karma to learn a language faster than 14 days. This is based on the formula of 14 minus Faith; thus, a priest with Faith 7 could learn a new language in only 7 days by using karma for this skill.

Because the organization is closer to an institution of learning than that of a church, the titles of the priesthood are likewise similar:

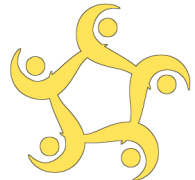
- **Isrhyminist:** a follower of Israfel; someone without *divine accord*
- **Advisor:** the title of someone newly ordained
- **Orator:** the title of someone who routinely has direct students or disciples
- **Ideologuean:** a non-teaching priest who is involved in research, on sabbatical, or performing missionary work
- **Meister:** (Meisterin for women) this is a church leader who is in charge of the organization of a specific disciple of art, such as the Meister of Poetry
- **Lehsherr:** this is the title of the high priest who holds the highest title in a Lyceum

Jhudiel

Religion

	Community Province	Nature Province
Cost:2	Aid Movement , Alter Fate , Analyze Portal , Battle Cry , Bless Meal , Bread Crumbs , Breathsense , Burden , Celestial Fist , Chain of Eyes , Clarity , Compose Mind , Create Flame , Detect Harmful Gas , Detect Magic , Devout Combat , Disarm Foe , Discern Language , Divine Deterrence , Divine Lock , Divine Sacrifice , Favor , Favorable Wind , Find the Boss , Foundation of Stone , Free Will , Grace , Infusion of Ice , Lacuna , Lift , Mask Spirit , Perceive Insanity , Rapid Warmth , Refresh , Remote Listening , Resist Fire , Sail , Self-Reflection , Snow Shape , Sorcery Bane , Surrender , Sustenance , Torch , Touch of Appraisal , Tranquility , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage	Alter Fate , Bane , Battle Cry , Bless Meal , Blood Wind , Bolt , Bread Crumbs , Burden , Celestial Fist , Chain of Eyes , Clarity , Compelled Duel , Compose Mind , Create Flame , Decompose , Detect Magic , Devout Combat , Disarm Foe , Discern Language , Divine Deterrence , Divine Sacrifice , Exhaustion , Find the Boss , Fog of War , Foundation of Stone , Gibberish , Grace , Infusion of Ice , Infusion of Lightning , Lacuna , Leaf Into Dagger , Lift , Refresh , Remote Listening , Resist Cold , Resist Fire , Resist Lightning , Sail , Showers , Snow Shape , Sorcery Bane , Static Shield , Surrender , Sustenance , Thicket , Torch , Touch of Appraisal , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Weapon of Doubt
Cost:3	Absorb Song , Acclimate , Animal Spy , Aplomb , Aura of Glory , Blood Bond , Branding Smite , Burrowing Claws , Clarity of Mind , Cloak of Bravery , Combined Effort , Damage Ward , Darkvision , Delay Disease , Dragonskin , Echoes of Cowardice , Extend Breath , Gentle Repose , Guard Spirit , Iron Gut , Momentary Mind Bastion , Native Port , Rapport , Reveal , Thick Air , Turn Undead	Absorb Song , Animal Spy , Aplomb , Brambles , Burrowing Claws , Cloak of Bravery , Combined Effort , Damage Ward , Darkness , Downpour , Dragonskin , Echoes of Cowardice , Elemental Infusion , Extend Breath , Flitter , Gentle Repose , Guard Spirit , Icy Backlash , Infusion of Chaos , Native Port , Rapport , Smear , Thick Air , Tremor , Turn Undead
Cost:4	Anti-Cold Shell , Banner , Capitulation , Contingent Health , Exultation , Free Movement , Hallow , Harmonic Shabti , Hypnotic Evulsion , Intellectual Redoubt , Lifesilt , Locate , Locus , Necrosayance , Poison Ward , Remove Disease , Revive , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing , Water Walking , Weapon Boon , Zealot's Charge	Arcane Disruption , Capitulation , Disrupt Magic , Exultation , Harden Armor , Harmonic Shabti , Holy Storm , Hypnotic Evulsion , Intellectual Redoubt , Larvated Tone , Lifesilt , Sculpt , Spirit Sight , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing
Cost:5	Anti-Venom , Assemble Armor , Circle of Privacy , Deeper Darkvision , Renew Breath , Status	Locate , Anti-Venom , Assemble Armor , Calm Winds , Circle of Privacy , Hypothermia , Land Lair , Maggots , Spineless , Taint Cuisine
Cost:6	Champion's Strength , Defense , Free Curse , Protection from Fire , Sanctify , Stone Bones , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage	Call the Beast , Briers , Closure of Confusion , Defense , Deluge , Free Curse , Protection from Ice , Protection from Lightning , Ride the Lightning , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage
Cost:7	Borrow , Greater Sculpt , Hidden Lodge , Pair to Other	Elemental Breath , Frost Gaze , Greater Sculpt , Hidden Lodge
Cost:8	Discern Lies , Instill Vulnerability	
Cost:9	Know Magic	Treestaff
Cost:10	Chance	Bloody Thorns , Gateway
Cost:11		Lasting Breath
Cost:12	Eputation	

Similar to Israfel, Jhudiel holds a more conceptual province than many deities. The god, however, is far more pragmatic than theoretical. Jhudiel is the personification of Honor and Responsibility. In the local language his name in lowercase means order and brotherhood. He is symbolized as an invisible spirit, wandering through society correcting the chaos caused by inattentiveness, procrastination and apathy. His holy symbol is a pentagon formed by the shape of five people.



Jhudiel's church has two distinct orders, one of community and one of nature. While they are technically co-mingled and share holy grounds, these two orders have different methods of achieving and restoring order. In urban and populated areas, the church of Jhudiel is an active group of community organizers. Priests, typically known as "Brothers," (or "Sisters" for women), organize projects for members of the community to join, build local centers, create mentor programs, offer services for boarding animals, cleaning up trash and other various helpful things for the community. Those belonging to the nature order often work to preserve the niches of animals, plant trees, clean rivers from human dumping and even fight fires.

Any priest of Jhudiel can use a standard action to touch an ally and remove one negative condition affecting the ally and transfer it to oneself. This transfer lasts a number of rounds equal points of Faith of the priest, but it can be ended at the will of the priest, without an action, upon his or her turn. At the end of the transfer duration, the condition reverts to the original creature, unless it has ended or is removed by another effect. This can be performed once per day.

Sachiel

Religion

	Earth Province	Life Province
Cost:2	Aid Movement , Analyze Portal , Bane , Battle Cry , Bless Meal , Blood Wind , Bread Crumbs , Burden , Celestial Fist , Compelled Duel , Compose Mind , Death Perception , Decompose , Detect Magic , Detect Metals and Minerals , Devout Combat , Divine Sacrifice , Favor , Foundation of Stone , Free Will , Grace , Guiding Bolt , Infusion of Fire , Infusion of Ice , Lacuna , Refresh , Remote Listening , Re-preserve , Resist Fire , Snow Shape , Sorcery Bane , Sustenance , Thicket , Touch of Appraisal , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Weapon of Nonsense	Aid Movement , Bless Meal , Breathsense , Burden , Chain of Eyes , Clarity , Create Flame , Detect Magic , Devout Combat , Divine Deterrence , Divine Sacrifice , Favor , Find the Boss , Free Will , Gibberish , Lacuna , Lesser Acupressure , Lift , Mask Spirit , Perceive Insanity , Rapid Warmth , Recruit Medic , Refresh , Remote Listening , Re-preserve , Resist Cold , Resist Fire , Resist Lightning , Sail , Self-Reflection , Sorcery Bane , Surrender , Sustenance , Torch , Tranquility , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage
Cost:3	Absorb Song , Animal Spy , Aplomb , Blood Reprisal , Brambles , Burrowing Claws , Clarity of Mind , Cloak of Bravery , Combined Effort , Damage Ward , Darkness , Death Armor , Echoes of Cowardice , Elemental Infusion , Gentle Repose , Glorify , Infusion of Chaos , Iron Gut , Misstep , Native Port , Necrozone , Rapport , Smear , Tremor , Turn Undead	Absorb Song , Acclimate , Animal Spy , Aura of Glory , Blood Bond , Combined Effort , Darkvision , Delay Disease , Dragonskin , Echoes of Cowardice , Extend Breath , Gentle Repose , Greater Acupressure , Guard Spirit , Iron Gut , Momentary Mind Bastion , Native Port , Rapport , Reveal , Turn Undead
Cost:4	Negative Treatment , Abolish Shadows , Anti-Cold Shell , Banner , Capitulation , Contingent Health , Crown of the Grave , Deathsense , Disrupt Magic , Extract Poison , Free Movement , Ghoul Touch , Hallow , Harden Armor , Immobilize , Lifesilt , Locate , Locus , Necrosayance , Poison Ward , Remove Disease , Revive , Sculpt , Shrine for the Undead , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage	Abolish Shadows , Capitulation , Contingent Health , Exultation , Harmonic Shabti , Hypnotic Evulsion , Larvated Tone , Lifesilt , Locus , Necrosayance , Poison Ward , Radiance , Remove Disease , Revive , Spirit Sight , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing , Water Walking , Zealot's Charge
Cost:5	Circle of Privacy , Land Lair , Maggots , Spineless	Anti-Venom , Circle of Privacy , Deeper Darkvision , Life Bolt , Renew Breath , Slow Wound , Status
Cost:6	Airy Shadow , Breath of the Elements , Closure of Confusion , Defense , Grave Robbery , Protection from Fire , Protection from Lightning , Sanctify , Stone Bones , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage	Defense , Free Curse , Hearken Lifesong , Life's Grace , Protection from Fire , Protection from Ice , Protection from Lightning , Stone Bones , Tongues , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage
Cost:7	Earth Reaver , Elemental Breath , Greater Sculpt	Borrow , Breath of Life , Exorcism , Pair to Other , Treat Mass Wounds
Cost:8	Commune with Earth , Howling Chain	Instill Vulnerability , Regenerate
Cost:9	Elemental Body , Treestaff	Horde of Healing
Cost:10	Bloody Thorns	Restore
Cost:11	Lasting Breath	Instant Refuge
Cost:12	Crystalbrittle	

Sachiel is the god of charity and wealth. Often depicted as a well-dressed rotund man, this deity appears in religious parables. Some tales discuss how he appears to those in need and provides in a material way, while in other stories the god gives advice on business and investments. The moral of most parables is that a person must be faithful and prosperous to himself so that he can help others. "A poor person rarely gives aid of value" is one of the adages of his church. Another proverb states "Intention is good, but coin is better."

Many merchants and business owners worship Sachiel routinely. Wealthier ones keep priestly advisors on retainer for financial advice. Priests of Sachiel have a unique ability to *commune with market*, which requires the rector to spend half an hour to investigate the economic hub of the area, chat to shop keepers and get "a feel" for the place. At the end of this time the cleric gains a powerful supernatural insight into the economy, and strong ideas of how to make money in this town. He or she will learn the main imports and exports of the economic hub, what are the more rare and the abundant commodities, what the area needs as well as what it actually wants. This divine insight lasts for roughly one month.

Uriel

Religion

	Fire Province	Nature Province	Light Province
Cost:2	Analyze Portal, Bane, Battle Cry, Bless Meal, Bread Crumbs, Celestial Fist, Compelled Duel, Create Flame, Death Perception, Decompose, Detect Magic, Devout Combat, Divine Sacrifice, Exhaustion, Gibberish, Grace, Guiding Bolt, Infusion of Fire, Infusion of Lightning, Lacuna, Mask Spirit, Rapid Warmth, Remote Listening, Re-preserve, Resist Fire, Sorcery Bane, Sustenance, Torch, Treat Minor Body Damage, Treat Minor Mind Damage, Treat Minor Spirit Damage, Weapon of Doubt	Alter Fate, Bane, Battle Cry, Bless Meal, Blood Wind, Bolt, Bread Crumbs, Burden, Celestial Fist, Chain of Eyes, Clarity, Compelled Duel, Compose Mind, Create Flame, Decompose, Detect Magic, Devout Combat, Disarm Foe, Discern Language, Divine Deterrence, Divine Sacrifice, Exhaustion, Find the Boss, Fog of War, Foundation of Stone, Gibberish, Grace, Infusion of Ice, Infusion of Lightning, Lacuna, Leaf Into Dagger, Lift, Refresh, Remote Listening, Resist Cold, Resist Fire, Resist Lightning, Sail, Showers, Snow Shape, Sorcery Bane, Static Shield, Surrender, Sustenance, Thicket, Torch, Touch of Appraisal, Treat Minor Body Damage, Treat Minor Mind Damage, Treat Minor Spirit Damage, Weapon of Doubt	Aid Movement, Analyze Portal, Battle Cry, Bless Meal, Blood Wind, Bolt, Breathsense, Celestial Fist, Compose Mind, Death Perception, Detect Magic, Devout Combat, Divine Sacrifice, Exhaustion, Favor, Favorable Wind, Fog of War, Free Will, Grace, Infusion of Lightning, Lacuna, Lift, Mask Spirit, Perceive Insanity, Refresh, Remote Listening, Resist Lightning, Sail, Showers, Snow Shape, Sorcery Bane, Static Shield, Sustenance, Thicket, Torch, Tranquility, Treat Minor Body Damage, Treat Minor Mind Damage, Treat Minor Spirit Damage, Updraft, Weapon of Doubt, Weapon of Nonsense
Cost:3	Absorb Song, Acclimate, Aplomb, Aura of Glory, Blood Bond, Blood Reprisal, Branding Smite, Chaotic Fate, Cloak of Bravery, Curse of Woe, Damage Ward, Death Armor, Dragonskin, Echoes of Cowardice, Elemental Infusion, Gentle Repose, Glorify, Guard Spirit, Heat Metal, Infusion of Chaos, Iron Gut, Momentary Mind Bastion, Mute, Reveal, Smear, Turn Undead	Absorb Song, Animal Spy, Aplomb, Brambles, Burrowing Claws, Cloak of Bravery, Combined Effort, Damage Ward, Darkness, Downpour, Dragonskin, Echoes of Cowardice, Elemental Infusion, Extend Breath, Flitter, Gentle Repose, Guard Spirit, Icy Backlash, Infusion of Chaos, Native Port, Rapport, Smear, Thick Air, Tremor, Turn Undead	Animal Spy, Aplomb, Aura of Glory, Branding Smite, Clarity of Mind, Cloak of Bravery, Downpour, Dragonskin, Echoes of Cowardice, Elemental Infusion, Extend Breath, Gentle Repose, Glorify, Guard Spirit, Icy Backlash, Infusion of Chaos, Misstep, Momentary Mind Bastion, Mute, Native Port, River Eyes, Thick Air, Turn Undead, Weapon Return
Cost:4	Abolish Shadows, Anti-Cold Shell, Arcane Disruption, Banner, Disrupt Magic, Free Movement, Hallow, Immobilize, Lifesilt, Locate, Poison Ward, Remove Disease, Revive, Sculpt, Treat Moderate Body Damage, Treat Moderate Mind Damage, Treat Moderate Spirit Damage, Weapon of Nightmares	Arcane Disruption, Capitulation, Disrupt Magic, Exultation, Harden Armor, Harmonic Shabti, Holy Storm, Hypnotic Evulsion, Intellectual Redoubt, Larvated Tone, Lifesilt, Sculpt, Spirit Sight, Treat Moderate Body Damage, Treat Moderate Mind Damage, Treat Moderate Spirit Damage, Water Breathing	Abolish Shadows, Banner, Blind, Free Movement, Hallow, Holy Storm, Locus, Necrosayance, Remove Disease, Revive, Treat Moderate Body Damage, Treat Moderate Mind Damage, Treat Moderate Spirit Damage, Water Breathing, Weapon of Nightmares
Cost:5	Anti-Venom, Blindsight, Blood Lust, Calm Winds, Obsessions, Radiant Halo, Solar Flare, Spineless, Target of All, Volatile Torch	Locate, Anti-Venom, Assemble Armor, Calm Winds, Circle of Privacy, Hypothermia, Land Lair, Maggots, Spineless, Taint Cuisine	Air Steps, Blindsight, Calm Winds, Lightning, Renew Breath, Solar Flare, Target of All, Volatile Torch
Cost:6	Breath of the Elements, Death Throes, Defense, Hellfire Burst, Protection from Fire, Protection from Ice, Torus of Terror, Treat Serious Body Damage, Treat Serious Mind Damage, Treat Serious Spirit Damage	Call the Beast, Briars, Closure of Confusion, Defense, Deluge, Free Curse, Protection from Ice, Protection from Lightning, Ride the Lightning, Treat Serious Body Damage, Treat Serious Mind Damage, Treat Serious Spirit Damage	Airy Shadow, Blood Lightning, Breath of the Elements, Closure of Confusion, Defense, Deluge, Noxious Fumes, Protection from Lightning, Ride the Lightning, Treat Serious Body Damage, Treat Serious Mind Damage, Treat Serious Spirit Damage, Zephyr Dancing
Cost:7	Disturb Sleep, Elemental Breath, Exorcism	Elemental Breath, Frost Gaze, Greater Sculpt, Hidden Lodge	Elemental Breath
Cost:8	Instill Vulnerability		Howling Chain, Instill Vulnerability, Sky Drop
Cost:9	Burning Blood, Elemental Body, Sunray	Treestaff	Elemental Body, Smog, Sunray
Cost:10	Chariot of the Sun, Flame Strike	Bloody Thorns, Gateway	Chariot of the Sun
Cost:11	Lasting Breath	Lasting Breath	Lasting Breath
Cost:12	Crystalbrittle		

“Light either reveals to show or glares to obscure” is one of the idioms of the Church of Uriel. Being the god of light, Uriel is the keeper and revealer of secrets. In paintings and sculptures, Uriel is often depicted as a very tall, thin man of middle age, having clumps of yellowish hair. Additionally, the personification of Uriel commonly wears goggles or a magnifying loupe; this is to accentuate the concept of the deity's sharp and penetrating eyes.

The Church often fills the role of detective, investigator and scientists, especially in smaller villages when such roles are not easily filled by the community. As such, the Uriel Church has ties into several secret society memberships and hordes covert knowledge which may not fit well into polite society. It is not uncommon for one of the regional churches to be investigating otherworldly escapades, performing monster autopsies, or training secret sorcery classes to apprentices -- not that the public at large would be appear of this.

Upon reaching a Faith score of 4, a priest of Uriel will gain special resistances against the weather. Rain, snow and fog will not

Religion

penalize Perception checks. These holy worshipers can move through snow-covered and icy terrain at normal movement. Wind effects, whether natural or magical, affect a priest as if he or she had 2 points more of Strength or one Size Category higher, depending on the description of the effect.

Titles in the Uriel Church are designated as follows:

- Aspirant: the title of someone newly ordained
- Deacon: the title of a priest having served for three or more years
- Investigator: the title of a priest who performs discovery for the Church
- Archimandrite: the title of a priest in charge of a Cathedral
- Archdeacon or Bishop: the title of a priest in charge of a geographical region of churches
- Archbishop: the papal title of a priest over all the Uriel Churches

Zuriel

	Knowledge Province	War Province
Cost:2	Aid Movement , Alter Fate , Analyze Portal , Bless Meal , Bread Crumbs , Breathsense , Chain of Eyes , Clarity , Compose Mind , Death Perception , Detect Magic , Devout Combat , Discern Language , Divine Sacrifice , Favor , Find the Boss , Free Will , Grace , Infusion of Fire , Know Other , Lacuna , Lift , Mask Spirit , Negative Treatment , Perceive Insanity , Refresh , Remote Listening , Re-preserve , Resist Cold , Resist Fire , Resist Lightning , Sail , Self-Reflection , Snow Shape , Sorcery Bane , Static Shield , Surrender , Thicket , Torch , Touch of Appraisal , Tranquility , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Weapon of Nonsense	Aid Movement , Alter Fate , Bane , Battle Cry , Battle Fate , Bless Meal , Blood Wind , Bolt , Bread Crumbs , Burden , Celestial Fist , Clarity , Compelled Duel , Create Flame , Death Perception , Detect Magic , Devout Combat , Disarm Foe , Discern Language , Divine Sacrifice , Exhaustion , Favor , Find the Boss , Fog of War , Free Will , Gibberish , Grace , Guiding Bolt , Infusion of Fire , Infusion of Ice , Infusion of Lightning , Lacuna , Remote Listening , Re-preserve , Resist Fire , Showers , Sorcery Bane , Static Shield , Surrender , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Weapon of Nonsense
Cost:3	Absorb Song , Acclimate , Animal Spy , Blood Bond , Clarity of Mind , Echoes of Cowardice , Gentle Repose , Glorify , Guard Spirit , Momentary Mind Bastion , Native Port , Rapport , Reveal , Thick Air , Turn Undead , Twist of Fate , Weapon Return	Acclimate , Animal Spy , Blood Bond , Blood Reprisal , Branding Smite , Chaotic Fate , Cloak of Bravery , Combined Effort , Curse of Woe , Damage Ward , Darkness , Darkvision , Death Armor , Downpour , Dragonskin , Echoes of Cowardice , Find the Gap , Glorify , Misstep , Momentary Mind Bastion , Mute , Necrozone , Turn Undead , Weapon Return
Cost:4	Arcane Disruption , Bewildering Charm , Crown of the Grave , Deathsense , Desecrated Glow , Disrupt Thaumaturgy , Ghoul Touch , Hallow , Harmonic Shabti , Hypnotic Evulsion , Intellectual Redoubt , Larvated Tone , Lifesilt , Locate , Locus , Necrosayance , Remove Disease , Spirit Sight , Suggestive Fear , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing , Weapon Boon	Arcane Disruption , Banner , Bewildering Charm , Blind , Capitulation , Contingent Health , Crown of the Grave , Deafen , Deathsense , Disrupt Thaumaturgy , Ghoul Touch , Hallow , Harden Armor , Immobilize , Larvated Tone , Revive , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Weapon Boon , Zealot's Charge
Cost:5	Anti-Venom , Astral Blood , Slow Wound , Sorcery Curse , Status	Anti-Venom , Assemble Armor , Astral Blood , Blood Lust , Slow Wound , Sorcery Curse , Target of All
Cost:6	Defense , Free Curse , Grave Robbery , Protection from Fire , Ride the Lightning , Tongues , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage	Blood Lightning , Champion's Strength , Closure of Confusion , Death Throes , Defense , Deluge , Sanctify , Stone Bones , Torus of Terror , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage
Cost:7	Bedevilment , Borrow , Charnel Fire , Disturb Sleep , Exorcism	Animate Objects , Bedevilment , Borrow
Cost:8	Chain of Madness , Déjà Vu , Enlighten Undead , Imbue Undead	Déjà Vu , Heartseeker , Instill Vulnerability , Regenerate
Cost:9	Know Magic	Burning Blood
Cost:10		Gateway
Cost:11	Commune with Thought , Hindsight	
Cost:12		Epuration

Often Zuriel is viewed as the god of war; however, his province more properly aligns with Order, Wisdom and Justice. It is because of these characteristics he is the deity consulted for matters of war; in turn, many of the artistic representations of Zuriel is as a general or a strategist examining a map or surveying a battle field. However, there are a few portrayals of him as scholarly judge, disciplining the delinquents of society, often represented in paintings as worshipers of Maalik.

Many of this deific sect become political Magistrates or lesser judges of the courts. While a judgeship may occur for a person not of the Church, it is rare. However, in addition to being the law of the land in many ways, this church also employs a private church army to enforce and dispense justice should it become necessary.

Priests of Zuriel have a special ability when gaining the fourth point of Faith. One can bestow resolve upon willing targets, who will receive divine boldness, which adds 2 temporary Body points that last for 1 minute (6 rounds). This special ability can be performed the number of times per day equal to the priest's Faith bonus value; thus, once at score 4, but twice at 6.

Titles of the Church of Zuriel are as follows:

- Novice: the title of someone newly ordained
- Myrmidon: the title of the conscription troops serving the Church
- Commander: the title of someone leading a group

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- Reverend: the title of a priest in a leadership position over Commanders or in charge of a project or association
- Crusader: the title of a layman or priest who leads a church militia of troops
- Champion: the title of the most renowned Crusader
- Justice: the title of a priest who holds the highest title in a Temple
- High Justice: the papal title of a priest over all the Zuriel Churches

Azrael

	Death Province	War Province
Cost:2	Bane , Bless Meal , Blood Wind , Burden , Celestial Fist , Clarity , Compose Mind , Create Flame , Death Perception , Decompose , Detect Magic , Devout Combat , Discern Language , Divine Sacrifice , Exhaustion , Infusion of Fire , Infusion of Ice , Infusion of Lightning , Lacuna , Mask Spirit , Negative Treatment , Refresh , Remote Listening , Re-preserve , Self-Reflection , Sorcery Bane , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage	Aid Movement , Alter Fate , Bane , Battle Cry , Battle Fate , Bless Meal , Blood Wind , Bolt , Bread Crumbs , Burden , Celestial Fist , Clarity , Compelled Duel , Create Flame , Death Perception , Detect Magic , Devout Combat , Disarm Foe , Discern Language , Divine Sacrifice , Exhaustion , Favor , Find the Boss , Fog of War , Free Will , Gibberish , Grace , Guiding Bolt , Infusion of Fire , Infusion of Ice , Infusion of Lightning , Lacuna , Remote Listening , Re-preserve , Resist Fire , Showers , Sorcery Bane , Static Shield , Surrender , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Weapon of Nonsense
Cost:3	Absorb Song , Acclimate , Blood Bond , Blood Reprisal , Cloak of Bravery , Curse of Woe , Darkness , Death Armor , Echoes of Cowardice , Extend Breath , Gentle Repose , Guard Spirit , Icy Backlash , Iron Gut , Momentary Mind Bastion , Necrozone , Rapport , Turn Undead	Acclimate , Animal Spy , Blood Bond , Blood Reprisal , Branding Smite , Chaotic Fate , Cloak of Bravery , Combined Effort , Curse of Woe , Damage Ward , Darkness , Darkvision , Death Armor , Downpour , Dragonskin , Echoes of Cowardice , Find the Gap , Glorify , Misstep , Momentary Mind Bastion , Mute , Necrozone , Turn Undead , Weapon Return
Cost:4	Abolish Shadows , Arcane Disruption , Blind , Contingent Health , Crown of the Grave , Deafen , Deathsense , Desecrated Glow , Disrupt Magic , Extract Poison , Ghoul Touch , Harmonic Shabti , Lifesilt , Necrosayance , Poison Ward , Produce Disease , Remove Disease , Revive , Shrine for the Undead , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing	Arcane Disruption , Banner , Bewildering Charm , Blind , Capitulation , Contingent Health , Crown of the Grave , Deafen , Deathsense , Disrupt Thaumaturgy , Ghoul Touch , Hallow , Harden Armor , Immobilize , Larvated Tone , Revive , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Weapon Boon , Zealot's Charge
Cost:5	Anti-Venom , Astral Blood , Blood Lust , Lightning , Maggots , Renew Breath , Slow Wound , Status , Taint Cuisine , Venom	Anti-Venom , Assemble Armor , Astral Blood , Blood Lust , Slow Wound , Sorcery Curse , Target of All
Cost:6	Airy Shadow , Death Throes , Defense , Grave Robbery , Hellfire Burst , Torus of Terror , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage	Blood Lightning , Champion's Strength , Closure of Confusion , Death Throes , Defense , Deluge , Sanctify , Stone Bones , Torus of Terror , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage
Cost:7	Borrow , Charnel Fire , Exorcism , Reanimation	Animate Objects , Bedevilment , Borrow
Cost:8	Enlighten Undead , Flesh Shiver , Heartseeker , Imbue Undead , Instill Vulnerability , Regenerate , Taint Body of Water	Déjà Vu , Heartseeker , Instill Vulnerability , Regenerate
Cost:9	Burning Blood	Burning Blood
Cost:10	Flame Strike , Restore	Gateway
Cost:12		Euration

Azrael's worshipers revel in the night and admire all things nocturnal. The followers of Azrael do not worship in hope of favors but instead honored and placated in hopes to keep evil away. Religious cautionary tales talk of this god not being appeased and releasing his minions. While attempting to push this philosophy, his priests do not necessarily hide their allegiance, but often they do not function well in society as their methods are less than moral. As a result, many priests of Azrael attempt to not have a public face as a worshiper. This does create risk with the god who enjoys having his ego assuaged.

Lower-ranked priests, who have not had time to get dirty yet, act as open missionaries who warn doom if proper homage is not given. Meanwhile higher-rank priests will establish hidden temples where the real work is done. The church does have one day of reasonable popularity mostly due to the unique festivities surrounding Azrael's holy day. September 13th is the date of celebration which is similar to the holiday of Halloween on Earth. People on all rungs of society dress up in costume, and it is said that Azrael's minions come out this night to blend with the revelers. Those not "in disguise" may make a tasty treat for her undead.

Finally, the church of Azrael loves the state of war and battle. Followers are almost always trying to perform clandestine acts that will promote a fight, even if it is merely a bar brawl. For many of his followers, witnessing violence is arousing, erotic, lewd and seductive. Better skilled members perform this on a grander scale to actually disrupt politics and misrepresent things to goad states and nations into going to war. Often the targets are based upon vengeance; however, the timing may continue over generations just to continue the lust of it.

When gaining a score of 4 Faith, priests of Azrael can cast the sorcery spell *appropriation* as a divine power requiring only 1 point of Spirit as a cost. At Faith 6, one can cast *transmogrify* as a divine power requiring only 2 Spirit cost. Finally, upon reaching the

Religion

eight point of Faith, the dark priest can *polymorph* with a casting cost of 3 Spirit points.

Baale

	Calamity Province	Deception Province	Sea Storms Province
Cost:2	<u>Alter Fate, Bane, Battle Cry, Bless Meal, Bolt, Compelled Duel, Decompose, Detect Magic, Devout Combat, Divine Sacrifice, Exhaustion, Fog of War, Gibberish, Guiding Bolt, Infusion of Fire, Infusion of Lightning, Lacuna, Negative Treatment, Remote Listening, Resist Fire, Showers, Sorcery Bane, Static Shield, Surrender, Thicket, Treat Minor Body Damage, Treat Minor Mind Damage, Treat Minor Spirit Damage, Weapon of Doubt, Weapon of Nonsense</u>	<u>Aid Movement, Alter Fate, Analyze Portal, Bane, Bless Meal, Blood Wind, Bolt, Chain of Eyes, Create Flame, Death Perception, Decompose, Detect Magic, Devout Combat, Discern Language, Divine Sacrifice, Exhaustion, Fog of War, Free Will, Gibberish, Infusion of Fire, Infusion of Ice, Infusion of Lightning, Lacuna, Negative Treatment, Remote Listening, Resist Cold, Resist Fire, Resist Lightning, Showers, Snow Shape, Sorcery Bane, Thicket, Torch, Touch of Appraisal, Treat Minor Body Damage, Treat Minor Mind Damage, Treat Minor Spirit Damage, Weapon of Doubt</u>	<u>Analyze Portal, Battle Cry, Bless Meal, Blood Wind, Celestial Fist, Compose Mind, Death Perception, Detect Magic, Devout Combat, Divine Sacrifice, Exhaustion, Favor, Fog of War, Free Will, Gibberish, Grace, Infusion of Ice, Lacuna, Mask Spirit, Refresh, Remote Listening, Resist Cold, Showers, Snow Shape, Sorcery Bane, Sustenance, Thicket, Touch of Appraisal, Tranquility, Treat Minor Body Damage, Treat Minor Mind Damage, Treat Minor Spirit Damage, Weapon of Doubt, Weapon of Nonsense</u>
Cost:3	<u>Blood Reprisal, Brambles, Chaotic Fate, Curse of Woe, Damage Ward, Darkness, Downpour, Echoes of Cowardice, Icy Backlash, Infusion of Chaos, Misstep, Momentary Mind Bastion, Mute, Necrozone, Smear, Tremor, Turn Undead, Twist of Fate</u>	<u>Animal Spy, Blood Reprisal, Brambles, Chaotic Fate, Curse of Woe, Darkness, Darkvision, Death Armor, Downpour, Dragonskin, Echoes of Cowardice, Infusion of Chaos, Misstep, Mute, Smear, Tremor, Turn Undead, Twist of Fate, Weapon Return</u>	<u>Acclimate, Animal Spy, Aplomb, Aquatics, Blood Reprisal, Charm Aquatic Life, Chaotic Fate, Clarity of Mind, Cloak of Bravery, Combined Effort, Damage Ward, Downpour, Dragonskin, Echoes of Cowardice, Elemental Infusion, Extend Breath, Gentle Repose, Glorify, Guard Spirit, Icy Backlash, Infusion of Chaos, Iron Gut, Misstep, Mute, Native Port, Necrozone, River Eyes, Smear, Tremor, Turn Undead</u>
Cost:4	<u>Arcane Disruption, Bewildering Charm, Blind, Crown of the Grave, Deafen, Deathsense, Desecrated Glow, Disrupt Magic, Extract Poison, Ghoul Touch, Immobilize, Shrine for the Undead, Suggestive Fear, Treat Moderate Body Damage, Treat Moderate Mind Damage, Treat Moderate Spirit Damage, Weapon of Nightmares</u>	<u>Abolish Shadows, Anti-Cold Shell, Arcane Disruption, Bewildering Charm, Blind, Extract Poison, Free Movement, Harden Armor, Hypnotic Evulsion, Immobilize, Larvated Tone, Seduction, Spirit Sight, Suggestive Fear, Treat Moderate Body Damage, Treat Moderate Mind Damage, Treat Moderate Spirit Damage, Water Breathing, Water Walking, Weapon of Nightmares</u>	<u>Abolish Shadows, Anti-Cold Shell, Contingent Health, Deathsense, Desecrated Glow, Free Movement, Ghoul Touch, Hallow, Holy Storm, Immobilize, Remove Disease, Revive, Treat Moderate Body Damage, Treat Moderate Mind Damage, Treat Moderate Spirit Damage, Water Breathing, Water Walking, Weapon of Nightmares</u>
Cost:5	<u>Blood Lust, Lightning, Maggots, Obsessions, Slow Wound, Sorcery Curse, Target of All</u>	<u>Anti-Venom, Astral Blood, Blindsight, Blood Lust, Circle of Privacy, Land Lair, Obsessions, Spineless, Target of All, Taint Cuisine</u>	<u>Anti-Venom, Astral Blood, Hypothermia, Obsessions, Quell Fire, Slow Wound, Taint Cuisine, Wall of Water</u>
Cost:6	<u>Airy Shadow, Blood Lightning, Call the Beast, Briers, Closure of Confusion, Death Throes, Defense, Deluge, Noxious Fumes, Protection from Ice, Ride the Lightning, Sanctify, Torus of Terror, Treat Serious Body Damage, Treat Serious Mind Damage, Treat Serious Spirit Damage</u>	<u>Airy Shadow, Blood Lightning, Call the Beast, Briers, Closure of Confusion, Death Throes, Defense, Noxious Fumes, Protection from Lightning, Ride the Lightning, Torus of Terror, Treat Serious Body Damage, Treat Serious Mind Damage, Treat Serious Spirit Damage</u>	<u>Breath of the Elements, Defense, Deluge, Noxious Fumes, Protection from Ice, Treat Serious Body Damage, Treat Serious Mind Damage, Treat Serious Spirit Damage</u>
Cost:7	<u>Animate Objects, Bedevilment, Charnel Fire, Disturb Sleep, Pair to Other</u>	<u>Bedevilment, Disturb Sleep, Exorcism, Pair to Other</u>	<u>Elemental Breath, Frost Gaze, Rejuvenating Waters, Water Summoning</u>
Cost:8	<u>Chain of Madness, Déjà Vu, Howling Chain, Instill Vulnerability, Taint Body of Water</u>	<u>Chain of Madness, Discern Lies</u>	<u>Howling Chain, Taint Body of Water</u>
Cost:9	<u>Smog</u>	<u>Smog</u>	<u>Burning Blood, Elemental Body, Smog</u>
Cost:11			<u>Lasting Breath, Tsunami</u>
Cost:12	<u>Crystalbrittle</u>		<u>Great Worm of the Sea</u>

Details for deity

Maalik

Religion

	Death	Fire
Cost:2	Bane , Bless Meal , Blood Wind , Burden , Celestial Fist , Clarity , Compose Mind , Create Flame , Death Perception , Decompose , Detect Magic , Devout Combat , Discern Language , Divine Sacrifice , Exhaustion , Infusion of Fire , Infusion of Ice , Infusion of Lightning , Lacuna , Mask Spirit , Negative Treatment , Refresh , Remote Listening , Re-preserve , Self-Reflection , Sorcery Bane , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage	Analyze Portal , Bane , Battle Cry , Bless Meal , Bread Crumbs , Celestial Fist , Compelled Duel , Create Flame , Death Perception , Decompose , Detect Magic , Devout Combat , Divine Sacrifice , Exhaustion , Gibberish , Grace , Guiding Bolt , Infusion of Fire , Infusion of Lightning , Lacuna , Mask Spirit , Rapid Warmth , Remote Listening , Re-preserve , Resist Fire , Sorcery Bane , Sustenance , Torch , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Weapon of Doubt
Cost:3	Absorb Song , Acclimate , Blood Bond , Blood Reprisal , Cloak of Bravery , Curse of Woe , Darkness , Death Armor , Echoes of Cowardice , Extend Breath , Gentle Repose , Guard Spirit , Icy Backlash , Iron Gut , Momentary Mind Bastion , Necrozone , Rapport , Turn Undead	Absorb Song , Acclimate , Aplomb , Aura of Glory , Blood Bond , Blood Reprisal , Branding Smite , Chaotic Fate , Cloak of Bravery , Curse of Woe , Damage Ward , Death Armor , Dragonskin , Echoes of Cowardice , Elemental Infusion , Gentle Repose , Glorify , Guard Spirit , Heat Metal , Infusion of Chaos , Iron Gut , Momentary Mind Bastion , Mute , Reveal , Smear , Turn Undead
Cost:4	Abolish Shadows , Arcane Disruption , Blind , Contingent Health , Crown of the Grave , Deafen , Deathsense , Desecrated Glow , Disrupt Magic , Extract Poison , Ghoul Touch , Harmonic Shabti , Lifesilt , Necrosayance , Poison Ward , Produce Disease , Remove Disease , Revive , Shrine for the Undead , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing	Abolish Shadows , Anti-Cold Shell , Arcane Disruption , Banner , Disrupt Magic , Free Movement , Hallow , Immobilize , Lifesilt , Locate , Poison Ward , Remove Disease , Revive , Sculpt , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Weapon of Nightmares
Cost:5	Anti-Venom , Astral Blood , Blood Lust , Lightning , Maggots , Renew Breath , Slow Wound , Status , Taint Cuisine , Venom	Anti-Venom , Blindsight , Blood Lust , Calm Winds , Obsessions , Radiant Halo , Solar Flare , Spineless , Target of All , Volatile Torch
Cost:6	Airy Shadow , Death Throes , Defense , Grave Robbery , Hellfire Burst , Torus of Terror , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage	Breath of the Elements , Death Throes , Defense , Hellfire Burst , Protection from Fire , Protection from Ice , Torus of Terror , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage
Cost:7	Borrow , Charnel Fire , Exorcism , Reanimation	Disturb Sleep , Elemental Breath , Exorcism
Cost:8	Enlighten Undead , Flesh Shiver , Heartseeker , Imbue Undead , Instill Vulnerability , Regenerate , Taint Body of Water	Instill Vulnerability
Cost:9	Burning Blood	Burning Blood , Elemental Body , Sunray
Cost:10	Flame Strike , Restore	Chariot of the Sun , Flame Strike
Cost:11		Lasting Breath
Cost:12		Crystalbrittle

Details for deity

Tamiel

Religion

	Deception	War
Cost:2	Aid Movement , Alter Fate , Analyze Portal , Bane , Bless Meal , Blood Wind , Bolt , Chain of Eyes , Create Flame , Death Perception , Decompose , Detect Magic , Devout Combat , Discern Language , Divine Sacrifice , Exhaustion , Fog of War , Free Will , Gibberish , Infusion of Fire , Infusion of Ice , Infusion of Lightning , Lacuna , Negative Treatment , Remote Listening , Resist Cold , Resist Fire , Resist Lightning , Showers , Snow Shape , Sorcery Bane , Thicket , Torch , Touch of Appraisal , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Weapon of Doubt	Aid Movement , Alter Fate , Bane , Battle Cry , Battle Fate , Bless Meal , Blood Wind , Bolt , Bread Crumbs , Burden , Celestial Fist , Clarity , Compelled Duel , Create Flame , Death Perception , Detect Magic , Devout Combat , Disarm Foe , Discern Language , Divine Sacrifice , Exhaustion , Favor , Find the Boss , Fog of War , Free Will , Gibberish , Grace , Guiding Bolt , Infusion of Fire , Infusion of Ice , Infusion of Lightning , Lacuna , Remote Listening , Re-preserve , Resist Fire , Showers , Sorcery Bane , Static Shield , Surrender , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Weapon of Nonsense
Cost:3	Animal Spy , Blood Reprisal , Brambles , Chaotic Fate , Curse of Woe , Darkness , Darkvision , Death Armor , Downpour , Dragonskin , Echoes of Cowardice , Infusion of Chaos , Misstep , Mute , Smear , Tremor , Turn Undead , Twist of Fate , Weapon Return	Acclimate , Animal Spy , Blood Bond , Blood Reprisal , Branding Smite , Chaotic Fate , Cloak of Bravery , Combined Effort , Curse of Woe , Damage Ward , Darkness , Darkvision , Death Armor , Downpour , Dragonskin , Echoes of Cowardice , Find the Gap , Glorify , Misstep , Momentary Mind Bastion , Mute , Necrozone , Turn Undead , Weapon Return
Cost:4	Abolish Shadows , Anti-Cold Shell , Arcane Disruption , Bewildering Charm , Blind , Extract Poison , Free Movement , Harden Armor , Hypnotic Evulsion , Immobilize , Larvated Tone , Seduction , Spirit Sight , Suggestive Fear , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing , Water Walking , Weapon of Nightmares	Arcane Disruption , Banner , Bewildering Charm , Blind , Capitulation , Contingent Health , Crown of the Grave , Deafen , Deathsense , Disrupt Thaumaturgy , Ghoul Touch , Hallow , Harden Armor , Immobilize , Larvated Tone , Revive , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Weapon Boon , Zealot's Charge
Cost:5	Anti-Venom , Astral Blood , Blindsight , Blood Lust , Circle of Privacy , Land Lair , Obsessions , Spineless , Target of All , Taint Cuisine	Anti-Venom , Assemble Armor , Astral Blood , Blood Lust , Slow Wound , Sorcery Curse , Target of All
Cost:6	Airy Shadow , Blood Lightning , Call the Beast , Briers , Closure of Confusion , Death Throes , Defense , Noxious Fumes , Protection from Lightning , Ride the Lightning , Torus of Terror , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage	Blood Lightning , Champion's Strength , Closure of Confusion , Death Throes , Defense , Deluge , Sanctify , Stone Bones , Torus of Terror , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage
Cost:7	Bedevilment , Disturb Sleep , Exorcism , Pair to Other	Animate Objects , Bedevilment , Borrow
Cost:8	Chain of Madness , Discern Lies	Déjà Vu , Heartseeker , Instill Vulnerability , Regenerate
Cost:9	Smog	Burning Blood
Cost:10		Gateway
Cost:12		Euration

Tamiel is at times called the Shadow Queen. She has few temples or shrines. Those that exist are difficult to recognize as such, as these are often hidden, appearing as something else, or left abandoned. However, for special nights the followers of the church gather to lead the people in paying their respects to things that are far worse than death. Vile rituals have been reported, but few know what truly occurs.

Despite existing in a dualistic pantheon where most of the culture views things as good vs. evil, Tamiel relies on worshipers of the religion. That does not necessarily mean they worship her, but rather that there is a healthy fear of her presence. This fear feeds her power, even if those exuding it are not her followers. As such, should there be a holy war, church members act as spies and assassins. Their contributions to such wars is rarely recognized, which is also by Tamiel's design.

The true identity of church members is rarely known, as the church operates much like a secret society, members often appear as having whole others lives, perhaps even members of another church. Followers are taught to strike from dark places and take little wherever they go. They loathe the blunt-force war tactics of Zuriel to be pointless. Instead, worshipers of the Shadow Queen believe that people are terrorized when leaders are taken from them and a terrorized leaderless people are easily conquered and controlled. In the chaos and cruelty of war and hopelessness, the priests find refugees ripe for conversion.

Ordained members of the Tamiel Church gain a special power when earning 6 points of Faith. An evil cleric can whisper a hypnotizing litany of empty promises. Each enemy within 30-foot that can hear must succeed a Will save (DC:12 plus Faith bonus) or become fascinated, effectively under the stunned restriction until the end of the victim's next turn. Every round this is used forces a new save even if continued as consecutive actions. The cleric can use this power a number of rounds per day equal to one's Faith bonus, but these rounds do not need to be consecutive. This is a mind-affecting effect.

Feluperi

The worshiping of the Feluperi religion is the reverence to the gods of the jzaka, panther-wolfmen of the grasslands and jungles. They worship four quadruplet deities without a ruling god over the others; however, from a cultural perspective, Qualiga tends to hold the most power in the pack. Safety and betterment for all jzaka is a central theme of the religion, although there are different viewpoints of how this might be achieved. Additionally, there is often an undertone of redemption and re-emerging to a greater spiritual existence, as the jzaka believe they were once a race of spirits or celestials who have fallen to mortality due the *Great Disaster*.

Religion

The details of the *Great Disaster* vary by the holy writings, but the central message is that evil outsiders, often described as dybbuks, were allowed to co-exist with the celestial jzaka, resulting in their corruption. This also contributes to the species' tendency towards xenophobia. Additionally, prior to their capitulation, the jzaka believe their angelic status allowed them a strong kinship with the animals of the world. As part of the atonement for the fall, the jzaka tend to domesticate and breed animals in hopes of finding that spark within them to find the way back to their prior radiant existence.

The jzaka tend to live in smaller communities, known as packs. These are often related families. Inbreeding is not uncommon in jzaka society and is often encouraged to promote certain characteristics that become known for specific family bloodlines. Marriage is not a practice of the jzaka, but courtship and wooing rituals are expected before a breeding occur. Timing is important as females are unable to participate in copulation except for when they are at the height of their estrous cycle (in season).

Further, these packs are nearly always ruled by a matriarchal council as part of their theocracy. Typically, but not always, Qualiga priestesses will have a majority of the leadership.

Deity	Morality and Ethics	Influence	Province
<i>Qualiga</i>	Neutral	Nature, Politics and Time	Community, Nature, Sea/Water
<i>Fortidus</i>	Neutral	Astrology, Travel and Hunting	Earth, Sky/Light
<i>Somnia</i>	Neutral	Afterlife, Death and Prophecy	Death, Nature
<i>Pluvo</i>	Neutral	Knowledge and Weather	Knowledge, Sky/Light

As for the devoted pious with *divine accord* dedicated to one of the Feluperi, they gain a few special abilities. The universal power among all priests of the Feluperi is gaining one's Faith bonus to all saves against Agility. Other powers are listed under each of the worshiped deities. Incantations available only to the Feluperi religion are denoted by the 🌹 symbol.

Qualiga

Religion

	Community Province	Nature Province	Time (Water) Province
Cost:1	Prestidigitation	Prestidigitation	Prestidigitation
Cost:2	Aid Movement , Alter Fate , Analyze Portal , Battle Cry , Bless Meal , Bread Crumbs , Breathsense , Burden , Celestial Fist , Chain of Eyes , Clarity , Compose Mind , Create Flame , Detect Harmful Gas , Detect Magic , Devout Combat , Disarm Foe , Discern Language , Divine Deterrence , Divine Lock , Divine Sacrifice , Favor , Favorable Wind , Find the Boss , Foundation of Stone , Free Will , Grace , Immobilize Animal , Infusion of Ice , Lacuna , Lift , Mask Spirit , Perceive , Insanity , Rapid Warmth , Refresh , Remote Listening , Resist Fire , Sail , Self-Reflection , Snow Shape , Sorcery Bane , Speak with Animals , Surrender , Sustenance , Torch , Touch of Appraisal , Tranquility , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage	Alter Fate , Bane , Battle Cry , Bless Meal , Blood Wind , Bolt , Bread Crumbs , Burden , Celestial Fist , Chain of Eyes , Clarity , Compelled Duel , Compose Mind , Create Flame , Decompose , Detect Magic , Devout Combat , Disarm Foe , Discern Language , Divine Deterrence , Divine Sacrifice , Exhaustion , Find the Boss , Fog of War , Foundation of Stone , Gibberish , Grace , Immobilize Animal , Infusion of Ice , Infusion of Lightning , Lacuna , Leaf Into Dagger , Lift , Refresh , Remote Listening , Resist Cold , Resist Fire , Resist Lightning , Sail , Showers , Snow Shape , Sorcery Bane , Speak with Animals , Static Shield , Surrender , Sustenance , Thicket , Torch , Touch of Appraisal , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Weapon of Doubt	Analyze Portal , Battle Cry , Bless Meal , Blood Wind , Celestial Fist , Compose Mind , Death Perception , Detect Magic , Devout Combat , Divine Sacrifice , Exhaustion , Favor , Fog of War , Free Will , Gibberish , Grace , Immobilize Animal , Infusion of Ice , Lacuna , Mask Spirit , Refresh , Remote Listening , Resist Cold , Showers , Snow Shape , Sorcery Bane , Speak with Animals , Sustenance , Thicket , Touch of Appraisal , Tranquility , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Weapon of Doubt , Weapon of Nonsense
Cost:3	Absorb Song , Acclimate , Animal Spy , Animal Subdual , Aplomb , Aura of Glory , Blood Bond , Branding Smite , Burrowing Claws , Clarity of Mind , Cloak of Bravery , Combined Effort , Damage Ward , Darkvision , Delay Disease , Dragonskin , Echoes of Cowardice , Extend Breath , Gentle Repose , Guard Spirit , Iron Gut , Momentary Mind Bastion , Native Port , Rapport , Reveal , Thick Air , Turn Undead	Absorb Song , Animal Spy , Animal Subdual , Aplomb , Brambles , Burrowing Claws , Cloak of Bravery , Combined Effort , Damage Ward , Darkness , Downpour , Dragonskin , Echoes of Cowardice , Elemental Infusion , Extend Breath , Flitter , Gentle Repose , Guard Spirit , Icy Backlash , Infusion of Chaos , Native Port , Rapport , Smear , Thick Air , Tremor , Turn Undead	Acclimate , Animal Spy , Animal Subdual , Aplomb , Aquatics , Blood Reprisal , Charm Aquatic Life , Chaotic Fate , Clarity of Mind , Cloak of Bravery , Combined Effort , Damage Ward , Downpour , Dragonskin , Echoes of Cowardice , Elemental Infusion , Extend Breath , Gentle Repose , Glorify , Guard Spirit , Icy Backlash , Infusion of Chaos , Iron Gut , Misstep , Mute , Native Port , Necrozone , River Eyes , Smear , Tremor , Turn Undead
Cost:4	Animal Befriending , Anti-Cold Shell , Banner , Capitulation , Contingent Health , Enhance Senses , Exultation , Free Movement , Hallow , Harmonic Shabti , Hypnotic Evulsion , Intellectual Redoubt , Lifesilt , Locate , Locus , Necrosayance , Poison Ward , Remove Disease , Revive , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing , Water Walking , Weapon Boon , Zealot's Charge	Animal Befriending , Arcane Disruption , Capitulation , Disrupt Magic , Enhance Senses , Exultation , Harden Armor , Harmonic Shabti , Holy Storm , Hypnotic Evulsion , Intellectual Redoubt , Larvated Tone , Lifesilt , Sculpt , Spirit Sight , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing	Abolish Shadows , Animal Befriending , Anti-Cold Shell , Contingent Health , Deathsense , Desecrated Glow , Enhance Senses , Free Movement , Ghoul Touch , Hallow , Holy Storm , Immobilize , Remove Disease , Revive , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing , Water Walking , Weapon of Nightmares
Cost:5	Animal Shapes , Anti-Venom , Assemble Armor , Circle of Privacy , Deeper Darkvision , Renew Breath , Status	Animal Shapes , Anti-Venom , Assemble Armor , Calm Winds , Circle of Privacy , Hypothermia , Land Lair , Locate , Maggots , Spineless , Taint Cuisine	Animal Shapes , Anti-Venom , Astral Blood , Hypothermia , Obsessions , Quell Fire , Slow Wound , Taint Cuisine , Wall of Water
Cost:6	Champion's Strength , Defense , Free Curse , Protection from Fire , Prying Eye , Sanctify , Stone Bones , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage	Call the Beast , Briers , Closure of Confusion , Defense , Deluge , Free Curse , Protection from Ice , Protection from Lightning , Prying Eye , Ride the Lightning , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage	Breath of the Elements , Defense , Deluge , Noxious Fumes , Protection from Ice , Prying Eye , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage
Cost:7	Borrow , Greater Sculpt , Hidden Lodge , Pair to Other	Elemental Breath , Frost Gaze , Greater Sculpt , Hidden Lodge	Elemental Breath , Frost Gaze , Rejuvenating Waters , Water Summoning
Cost:8	Discern Lies , Instill Vulnerability		Howling Chain , Taint Body of Water
Cost:9	Know Magic	Treestaff	Burning Blood , Elemental Body , Smog
Cost:10	Chancel	Bloody Thorns , Gateway	
Cost:11	Indestructibility	Indestructibility , Lasting Breath	Indestructibility , Lasting Breath , Tsunami
Cost:12	Eupuration		Great Worm of the Sea

Qualiga is the goddess of time, politics and nature. She is sometimes referred to as the Mother of the Jzaka. Artists portray her with curly dark red fur and with eyes the color of sapphires. These artworks depict her constantly smiling, perhaps in a wry way. Further,

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she usually wears a cloak dyed dark gold. Her church is one of organized followers led by her clerics, who often also serve as the judges in civil or criminal matters. The large numbers of her followers can be primarily distinguished by the shrines in their homes. Simple shrines and holy places are at times built in the unpopulated foothills. The church philosophy is about balance of nature and maintaining culture. The religious stories tell of her helping mortals in dire need.

Upon gaining 4 points of Faith, a priest devoted to this goddess gains the *laying on hands* skill as a gift from the deity. At Faith 8, priests ignore terrain difficulty involving underbrush. The priest can move as if under a constant *spineless* incantation specific to vines, thorns and vegetative growth. Finally, when acquiring 11 Faith points, the devoted is the slowing of natural aging, only gaining one year for every three that pass.

Fortidus

	Earth Province	Astrology (Sky/Light) Province
Cost:1	Prestidigitation	Prestidigitation
Cost:2	Aid Movement , Analyze Portal , Bane , Battle Cry , Bless Meal , Blood Wind , Bread Crumbs , Burden , Celestial Fist , Compelled Duel , Compose Mind , Death Perception , Decompose , Detect Magic , Detect Metals and Minerals , Devout Combat , Divine Sacrifice , Favor , Foundation of Stone , Free Will , Grace , Guiding Bolt , Immobilize Animal , Infusion of Fire , Infusion of Ice , Lacuna , Refresh , Remote Listening , Re-preserve , Resist Fire , Snow Shape , Sorcery Bane , Speak with Animals , Sustenance , Thicket , Touch of Appraisal , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Weapon of Nonsense	Aid Movement , Analyze Portal , Battle Cry , Bless Meal , Blood Wind , Bolt , Breathsense , Celestial Fist , Compose Mind , Death Perception , Detect Magic , Devout Combat , Divine Sacrifice , Exhaustion , Favor , Favorable Wind , Fog of War , Free Will , Grace , Immobilize Animal , Infusion of Lightning , Lacuna , Lift , Mask Spirit , Perceive Insanity , Refresh , Remote Listening , Resist Lightning , Sail , Showers , Snow Shape , Sorcery Bane , Speak with Animals , Star Reading , Static Shield , Sustenance , Thicket , Torch , Tranquility , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Updraft , Weapon of Doubt , Weapon of Nonsense
Cost:3	Absorb Song , Animal Spy , Animal Subdual , Aplomb , Blood Reprisal , Brambles , Burrowing Claws , Clarity of Mind , Cloak of Bravery , Combined Effort , Damage Ward , Darkness , Death Armor , Echoes of Cowardice , Elemental Infusion , Gentle Repose , Glorify , Infusion of Chaos , Iron Gut , Misstep , Native Port , Necrozone , Rapport , Smear , Tremor , Turn Undead	Animal Spy , Animal Subdual , Aplomb , Aura of Glory , Branding Smite , Clarity of Mind , Cloak of Bravery , Downpour , Dragonskin , Echoes of Cowardice , Elemental Infusion , Extend Breath , Gentle Repose , Glorify , Guard Spirit , Icy Backlash , Infusion of Chaos , Misstep , Momentary Mind Bastion , Mute , Native Port , River Eyes , Thick Air , Turn Undead , Weapon Return
Cost:4	Abolish Shadows , Animal Befriending , Anti-Cold Shell , Banner , Capitulation , Contingent Health , Crown of the Grave , Deathsense , Disrupt Magic , Enhance Senses , Extract Poison , Free Movement , Ghoul Touch , Hallow , Harden Armor , Immobilize , Lifesilt , Locate , Locus , Necrosayance , Negative Treatment , Poison Ward , Remove Disease , Revive , Sculpt , Shrine for the Undead , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage	Abolish Shadows , Animal Befriending , Banner , Blind , Enhance Senses , Free Movement , Hallow , Holy Storm , Locus , Necrosayance , Remove Disease , Revive , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing , Weapon of Nightmares
Cost:5	Animal Shapes , Circle of Privacy , Land Lair , Maggots , Spineless	Air Steps , Animal Shapes , Blindsight , Calm Winds , Lightning , Renew Breath , Solar Flare , Star Premonition , Target of All , Volatile Torch
Cost:6	Airy Shadow , Breath of the Elements , Closure of Confusion , Defense , Grave Robbery , Protection from Fire , Protection from Lightning , Prying Eye , Sanctify , Stone Bones , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage	Airy Shadow , Blood Lightning , Breath of the Elements , Closure of Confusion , Defense , Deluge , Noxious Fumes , Protection from Lightning , Prying Eye , Ride the Lightning , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage , Zephyr Dancing
Cost:7	Earth Reaver , Elemental Breath , Greater Sculpt	Elemental Breath
Cost:8	Commune with Earth , Howling Chain	Howling Chain , Instill Vulnerability , Sky Drop
Cost:9	Elemental Body , Treestaff	Elemental Body , Smog , Sunray
Cost:10	Bloody Thorns	Chariot of the Sun
Cost:11	Indestructibility , Lasting Breath	Indestructibility , Lasting Breath
Cost:12	Crystalbrittle	

Fortidus is the jzaka god of travel and hunting. He also grants knowledge of approaching events through astrology, granting a few unique incantations. This god's followers may find themselves at odds with the church of Qualiga at times. Fortidus encourages jzaka to break with their cultural ethnocentrism and reach out for relationships with other races. HIn some packs, his followers might be viewed as rebels and demagogues, especially when the politics of the Qualiga church is strong.

In art and literature, Fortidus is represented as a shorter than normal jzaka with hair of a greenish tint. His eyes radiant with ocean-blue colors. In cautionary takes from the writings of former Qualiga priestesses, the followers of Fortidus are blamed to have encouraged the outsiders who created the *Great Disaster*. In dogma of his own church, the outsiders were dybbuks and other evil spirits who were not associated with his vassals. A few Feluperi texts claim this church did invite the evil by mistake.

Further, Fortidus is also associated with chaos and warriors. He is often worshiped by lawbreakers. The more fanatical followers enhance their power by adding sorcery of destructive means. To be clear, Fortidus is neither good nor evil, despite certain cultural views.

Religion

As for special abilities granted by this deity, a priest or priestess gain the first specialty at Faith 5. Upon obtaining this statistic, the priest can summon a hunting companion once per day. To perform this, the priest must concentrate for 30 seconds, during which an animal will appear (d4: bob cat, dog, hawk, or weasel) serving the summoner as a charmed *animal companion* (see [skill](#)) for the next two hours. Upon reaching Faith 10, those following the Earth province can summon an earth elemental once per week with a ten-minute ritual and 100 bits of herbs and semi-precious gems. The summoned elemental follows the commands of the priest as the sorcery axiom [conjure elemental](#), which does require concentration to maintain dominance over the otherworldly creature. The elemental will remain up to an hour or until destroyed. The followers of Astrology will gain a different ability at Faith 10. In this case, the priest can bestow a special precognition upon a touched recipient, including oneself. Requiring only one action, the target is blessed in an amazing way so that it has advantage on checks and saves, also has advantage for attacks and spells. Further, the recipient cannot be surprised via a Perception check. Finally, those physically attacking the affected target are at disadvantage. The effect lasts 2 minutes (12 rounds) and can only be used once per day.

Somnia

	Death Province	Nature Province
Cost:1	Prestidigitation	Prestidigitation
Cost:2	Bane , Bless Meal , Blood Wind , Burden , Celestial Fist , Clarity , Compose Mind , Create Flame , Death Perception , Decompose , Detect Magic , Devout Combat , Discern Language , Divine Sacrifice , Exhaustion , Immobilize Animal , Infusion of Fire , Infusion of Ice , Infusion of Lightning , Lacuna , Mask Spirit , Negative Treatment , Refresh , Remote Listening , Re-preserve , Self-Reflection , Sorcery Bane , Speak with Animals , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage	Alter Fate , Bane , Battle Cry , Bless Meal , Blood Wind , Bolt , Bread Crumbs , Burden , Celestial Fist , Chain of Eyes , Clarity , Compelled Duel , Compose Mind , Create Flame , Decompose , Detect Magic , Devout Combat , Disarm Foe , Discern Language , Divine Deterrence , Divine Sacrifice , Exhaustion , Find the Boss , Fog of War , Foundation of Stone , Gibberish , Grace , Immobilize Animal , Infusion of Ice , Infusion of Lightning , Lacuna , Leaf Into Dagger , Lift , Refresh , Remote Listening , Resist Cold , Resist Fire , Resist Lightning , Sail , Showers , Snow Shape , Sorcery Bane , Speak with Animals , Static Shield , Surrender , Sustenance , Thicket , Torch , Touch of Appraisal , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Weapon of Doubt
Cost:3	Absorb Song , Acclimate , Animal Subdual , Blood Bond , Blood Reprisal , Cloak of Bravery , Curse of Woe , Darkness , Death Armor , Echoes of Cowardice , Extend Breath , Gentle Repose , Guard Spirit , Icy Backlash , Iron Gut , Momentary Mind Bastion , Necrozone , Rapport , Turn Undead	Absorb Song , Animal Spy , Animal Subdual , Aplomb , Brambles , Burrowing Claws , Cloak of Bravery , Combined Effort , Damage Ward , Darkness , Downpour , Dragonskin , Echoes of Cowardice , Elemental Infusion , Extend Breath , Flitter , Gentle Repose , Guard Spirit , Icy Backlash , Infusion of Chaos , Native Port , Rapport , Smear , Thick Air , Tremor , Turn Undead
Cost:4	Abolish Shadows , Arcane Disruption , Animal Befriending , Blind , Contingent Health , Crown of the Grave , Deafen , Deathsense , Desecrated Glow , Disrupt Magic , Enhance Senses , Extract Poison , Ghoul Touch , Harmonic Shabti , Lifesilt , Necrosayance , Poison Ward , Produce Disease , Remove Disease , Revive , Shrine for the Undead , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing	Animal Befriending , Arcane Disruption , Capitulation , Disrupt Magic , Enhance Senses , Exultation , Harden Armor , Harmonic Shabti , Holy Storm , Hypnotic Evulsion , Intellectual Redoubt , Larvated Tone , Lifesilt , Sculpt , Spirit Sight , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing
Cost:5	Animal Shapes , Anti-Venom , Astral Blood , Blood Lust , Lightning , Maggots , Renew Breath , Slow Wound , Status , Taint Cuisine , Venom	Animal Shapes , Anti-Venom , Assemble Armor , Calm Winds , Circle of Privacy , Hypothermia , Land Lair , Locate , Maggots , Spineless , Taint Cuisine
Cost:6	Airy Shadow , Death Throes , Defense , Grave Robbery , Hellfire Burst , Prying Eye , Torus of Terror , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage	Call the Beast , Briers , Closure of Confusion , Defense , Deluge , Free Curse , Protection from Ice , Protection from Lightning , Prying Eye , Ride the Lightning , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage
Cost:7	Borrow , Charnel Fire , Exorcism , Reanimation	Elemental Breath , Frost Gaze , Greater Sculpt , Hidden Lodge
Cost:8	Enlighten Undead , Flesh Shiver , Heartseeker , Imbue Undead , Instill Vulnerability , Regenerate , Taint Body of Water	
Cost:9	Burning Blood	Treestaff
Cost:10	Flame Strike , Restore	Bloody Thorns , Gateway
Cost:11	Indestructibility	Indestructibility , Lasting Breath

Somnia is the goddess of the underworld and the weaver of future events. She is blindingly beautiful, with light gray hair and ruby eyes. Somnia is portrayed as very tall and muscular with an emphasis on her eyes. She is also a great Beastmaster who commands and possesses the animal life. As a result of the *Great Disaster*, when the spirit jzaka became a mortal race, she was forced to design a place for the afterlife of the species. Her followers and priests tend to be animal handlers or managers of the domesticated stock. Her worshipers with *divine accord* have created a secret language; all ordained are required to pick up this language at the same time as gaining the basic divine power. Many myths involve cautionary tales and the consequences of choices. She is said to send dreams to charismatic mortals.

Those worshipping her death aspect gain a powerful ability upon reaching 9 points in Faith. Such a priest can You point a finger towards a single target within an unobstructed 30 feet, then by speaking a word of slaying, this action will inflict 24 points of necrotic damage to the target, who is allowed a save for half. If the death damage reduces the victim to 0Body or lower, the target

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dies instantly.

Those following the knowledge province gain different abilities. Upon Faith 4, he or she gains the ability to speak soothing words, which can be used up to three times in a day. By doing so, the priest can remove the effects of *fear* from one intelligent being. Alternately, the priest can sway the attitude of a hostile crowd or mob. The group makes a single save against Judgment (DC:16). However, at Faith 7, the priest gains the ability to *speak with animals* at will without the need for a spell or point cost. Finally, upon Faith 10, the priest gains random visions of prophecy. This occur once per week at the highest frequency but may be dormant and inactive for years at a time. When a vision does come to the priest, he or she is unable to perceive the real world for 10 to 20 seconds (potentially 1 to 2 rounds, if in combat, acting as if stunned). This power is not exactly an advantage for the character as it is controlled by the GM.

Pluvo

	Knowledge Province	Weather (Sky) Province
Cost:1	Prestidigitation	Prestidigitation
Cost:2	Aid Movement , Alter Fate , Analyze Portal , Bless Meal , Bread Crumbs , Breathsense , Chain of Eyes , Clarity , Compose Mind , Death Perception , Detect Magic , Devout Combat , Discern Language , Divine Sacrifice , Favor , Find the Boss , Free Will , Grace , Immobilize Animal , Infusion of Fire , Know Other , Lacuna , Lift , Mask Spirit , Negative Treatment , Perceive Insanity , Refresh , Remote Listening , Re-preserve , Resist Cold , Resist Fire , Resist Lightning , Sail , Self-Reflection , Snow Shape , Sorcery Bane , Speak with Animals , Static Shield , Surrender , Thicket , Torch , Touch of Appraisal , Tranquility , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Weapon of Nonsense	Aid Movement , Alter Fate , Analyze Portal , Bless Meal , Bread Crumbs , Breathsense , Chain of Eyes , Clarity , Compose Mind , Death Perception , Detect Magic , Devout Combat , Discern Language , Divine Sacrifice , Favor , Find the Boss , Free Will , Grace , Immobilize Animal , Infusion of Fire , Know Other , Lacuna , Lift , Mask Spirit , Negative Treatment , Perceive Insanity , Refresh , Remote Listening , Re-preserve , Resist Cold , Resist Fire , Resist Lightning , Sail , Self-Reflection , Snow Shape , Sorcery Bane , Speak with Animals , Static Shield , Surrender , Thicket , Torch , Touch of Appraisal , Tranquility , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Weapon of Nonsense
Cost:3	Absorb Song , Acclimate , Animal Spy , Animal Subdual , Blood Bond , Clarity of Mind , Echoes of Cowardice , Gentle Repose , Glorify , Guard Spirit , Momentary Mind Bastion , Native Port , Rapport , Reveal , Thick Air , Turn Undead , Twist of Fate , Weapon Return	Animal Spy , Animal Subdual , Aplomb , Aura of Glory , Branding Smite , Clarity of Mind , Cloak of Bravery , Downpour , Dragonskin , Echoes of Cowardice , Elemental Infusion , Extend Breath , Gentle Repose , Glorify , Guard Spirit , Icy Backlash , Infusion of Chaos , Misstep , Momentary Mind Bastion , Mute , Native Port , River Eyes , Thick Air , Turn Undead , Weapon Return
Cost:4	Arcane Disruption , Animal Befriending , Bewildering Charm , Crown of the Grave , Deathsense , Desecrated Glow , Disrupt Thaumaturgy , Enhance Senses , Ghoul Touch , Hallow , Harmonic Shabti , Hypnotic Evulsion , Intellectual Redoubt , Larvated Tone , Lifesilt , Locate , Locus , Necrosayance , Remove Disease , Spirit Sight , Suggestive Fear , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing , Weapon Boon	Abolish Shadows , Animal Befriending , Banner , Blind , Enhance Senses , Free Movement , Hallow , Holy Storm , Locus , Necrosayance , Remove Disease , Revive , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing , Weapon of Nightmares
Cost:5	Animal Shapes , Anti-Venom , Astral Blood , Slow Wound , Sorcery Curse , Status	Air Steps , Animal Shapes , Blindsight , Calm Winds , Lightning , Renew Breath , Solar Flare , Target of All , Volatile Torch
Cost:6	Defense , Free Curse , Grave Robbery , Protection from Fire , Prying Eye , Ride the Lightning , Tongues , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage	Airy Shadow , Blood Lightning , Breath of the Elements , Closure of Confusion , Defense , Deluge , Noxious Fumes , Protection from Lightning , Prying Eye , Ride the Lightning , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage , Zephyr Dancing
Cost:7	Bedevilment , Borrow , Charnel Fire , Disturb Sleep , Exorcism	Elemental Breath
Cost:8	Chain of Madness , Déjà Vu , Enlighten Undead , Imbue Undead	Howling Chain , Instill Vulnerability , Sky Drop
Cost:9	Know Magic	Elemental Body , Smog , Sunray
Cost:10		Chariot of the Sun
Cost:11	Commune with Thought , Hindsight , Indestructibility	Indestructibility , Lasting Breath

Pluvo is the god of weather and knowledge for the jzaka. Those worshipping Pluvo are often the same ones who hire themselves out to outsiders, profiting from tracking criminals or other bounty projects. Art depicts this deity as often frowning. Another common aspect is his orange-reddish mane. His more powerful priests are said to be great trackers able to ignore environmental conditions that erase a path. Pluvo is the only god in the culture who has myths involving resurrection; however, the tales often discuss how this is accomplished through sacrifice. At times, Pluvo has been said to place obstacles in the way of mortal heroes to challenge them more appropriately.

At Faith 5, a Pluvo-priest makes all rolls for *tracker*, *wilderness lore* and *wilderness survival* skills at advantage. If following the weather province, a priest of Faith 10 can throw *lightning* twice per day at no Spirit cost. However, at Faith 10, those of the knowledge province make all rolls at advantage when performing *areturn to life* ritual; however, if required to make a Resilience save, the DC is 14 rather than 9.

Lacerta

Religion

Lacerta is the belief system of the lizardfolk. However, religion to this species is very different from how most view religion. For most races, religion deals with their relationship with the gods; theology and religious inquiry are generally encouraged, as is meditation and reflection. For the lizardfolk, religion is all about ritual and ceremony; deeper meaning is rare, and introspection is almost unheard of in most temples. Specifically, everything is cast in terms of gain or loss, survival or perishing. Love of the gods is unknown, but rather a sort of fear is a stronger motivation for worship. One might argue that Hrauk and Threenkt could be exceptions to this view; however, due to the many cults and sects throughout all the lizardfolk population, not to mention the cultural differences between the sub-races, even this argument does not hold up well. To most lizardfolk, religion is seen as a method of bringing material benefits for the tribe. Shamans insist that the religious ceremonies of the tribe be respected, not because they are pious, but because they fear that the deity they worship will punish them for their lack of homage.

When any shaman or priest of the Lacerta religion gains a Faith score of 4 or higher, he or she gains an immunity to insect-transmitted diseases common to swamps, such as malaria. Further, those of this ranking gain a +2 bonus on saves when exposed to any other diseases. Additionally, Lacerta priests gain special "social" interactions with beings in swamps (or deserts in the case of squamata). When a GM rules a hostile/indifferent/friendly check on a d20, these shamans gain a 1 point towards a more favorable roll. Thus, the chance to avoid a hostile encounter with a crocodile is better with a worshiper of one of the lizardfolk gods.

Upon reaching a Faith score of 6 or higher, someone with *divine accord* to a deity of the Lacerta faith gains a free *flora lore* skill. Moreover, the duration of either *charm desert creatures* or *charm marsh creatures* gain a duration of 10 minutes. As for special abilities, a Lacerta priest gains *wildshape, water* (or *wildshape, land* for squamata) when his or her Faith reaches 9 or higher.

Deity	Morality and Ethics	Influence	Province
<i>Egasski</i>	Neutral	Sun and Sand	Earth, Fire/Sun
<i>Hrauk</i>	Neutral	War and Culture	Community, War
<i>Semgoonja</i>	Neutral	Survival and Procreation	Nature
<i>Ssess'nik</i>	Evil	Death and Hate	Special
<i>Threenkt</i>	Individualism	Change, Hope and Sorcery	Knowledge, Sky/Light

Egasski

Details to come.

Hrauk

Religion

	Community	War
Cost:2	Aid Movement , Alter Fate , Analyze Portal , Battle Cry , Bless Meal , Bread Crumbs , Breathsense , Burden , Celestial Fist , Chain of Eyes , Clarity , Compose Mind , Create Flame , Detect Harmful Gas , Detect Magic , Devout Combat , Disarm Foe , Discern Language , Divine Deterrence , Divine Lock , Divine Sacrifice , Favor , Favorable Wind , Find the Boss , Foundation of Stone , Free Will , Grace , Infusion of Ice , Lacuna , Lift , Mask Spirit , Perceive Insanity , Protection from Serpents , Rapid Warmth , Refresh , Remote Listening , Resist Fire , Sail , Self-Reflection , Snow Shape , Sorcery Bane , Speak with Water , Surrender , Sustenance , Torch , Totem Beast , Touch of Appraisal , Tranquility , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Understand Curse	Aid Movement , Alter Fate , Bane , Battle Cry , Battle Fate , Bless Meal , Blood Wind , Bolt , Bread Crumbs , Burden , Celestial Fist , Clarity , Compelled Duel , Create Flame , Death Perception , Detect Magic , Devout Combat , Disarm Foe , Discern Language , Divine Sacrifice , Exhaustion , Favor , Find the Boss , Fog of War , Free Will , Gibberish , Grace , Guiding Bolt , Infusion of Fire , Infusion of Ice , Infusion of Lightning , Lacuna , Protection from Serpents , Re-preserve , Remote Listening , Resist Fire , Showers , Sorcery Bane , Speak with Water , Static Shield , Surrender , Totem Beast , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Understand Curse , Weapon of Nonsense
Cost:3	Absorb Song , Acclimate , Alert Tribe , Animal Spy , Aplomb , Aura of Glory , Beast Claw , Blood Bond , Bone Bite , Branding Smite , Burrowing Claws , Charm Desert Creatures , Charm Marsh Creatures , Clarity of Mind , Cloak of Bravery , Combined Effort , Damage Ward , Darkvision , Delay Disease , Dragonskin , Echoes of Cowardice , Extend Breath , Gentle Repose , Guard Spirit , Iron Gut , Momentary Mind Bastion , Native Port , Rapport , Reveal , Stone Birds , Thick Air , Turn Undead	Acclimate , Alert Tribe , Animal Spy , Beast Claw , Blood Bond , Blood Reprisal , Bone Bite , Branding Smite , Chaotic Fate , Charm Desert Creatures , Charm Marsh Creatures , Cloak of Bravery , Combined Effort , Curse of Woe , Damage Ward , Darkness , Darkvision , Death Armor , Downpour , Dragonskin , Echoes of Cowardice , Find the Gap , Glorify , Misstep , Momentary Mind Bastion , Mute , Necrozone , Stone Birds , Turn Undead , Weapon Return
Cost:4	Animal Befriending , Animal Transcendence , Anti-Cold Shell , Banner , Capitulation , Contingent Health , Envenom Claws , Exultation , Free Movement , Hallow , Harmonic Shabti , Hypnotic Evulsion , Intellectual Redoubt , Lifesilt , Locate , Locus , Necrosayance , Poison Ward , Protection from Insects , Remove Disease , Revive , Sphere of Life , Transfer Offense , Treat Moderate Body Damage , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Treat Moderate Spirit Damage , Water Breathing , Water Walking , Weapon Boon , Zealot's Charge	Animal Befriending , Animal Transcendence , Arcane Disruption , Banner , Bewildering Charm , Blind , Capitulation , Contingent Health , Crown of the Grave , Deafen , Deathsense , Disrupt Magic , Envenom Claws , Ghoul Touch , Hallow , Harden Armor , Immobilize , Larvated Tone , Protection from Insects , Revive , Sphere of Life , Transfer Offense , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Weapon Boon , Zealot's Charge
Cost:5	Anti-Venom , Assemble Armor , Circle of Privacy , Curse of Choking Sands , Deeper Darkvision , Healing Waters , Polymorph Plant , Renew Breath , Status , Swamp Lance	Anti-Venom , Assemble Armor , Astral Blood , Blood Lust , Curse of Choking Sands , Healing Waters , Polymorph Plant , Slow Wound , Sorcery Curse , Swamp Lance , Target of All
Cost:6	Acid Rain , Age Plant , Champion's Strength , Constriction , Defense , Free Curse , Knurl , Mold Touch , Protection from Fire , Return to Earth , Sanctify , Sand Warriors , Singing Stone , Stone Bones , Stone of Sharpening , Treat Serious Body Damage , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage , Treat Serious Spirit Damage	Acid Rain , Age Plant , Blood Lightning , Champion's Strength , Closure of Confusion , Constriction , Death Throes , Defense , Deluge , Knurl , Mold Touch , Return to Earth , Sanctify , Sand Warriors , Singing Stone , Stone Bones , Stone of Sharpening , Torus of Terror , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage
Cost:7	Advice , Borrow , Calm Water , Create Jungle Minions , Geyser , Greater Sculpt , Hidden Lodge , Pair to Other , Rage , Thornwrack	Advice , Animate Objects , Bedevilment , Borrow , Calm Water , Create Jungle Minions , Geyser , Rage , Thornwrack
Cost:8	Discern Lies , Instill Vulnerability , Transmute Drake	Déjà Vu , Heartseeker , Instill Vulnerability , Regenerate , Transmute Drake
Cost:9	Insect Plague , Know Magic , Undetectable	Burning Blood , Insect Plague , Undetectable
Cost:10	Chance! , Force Shapechange	Force Shapechange , Gateway
Cost:11	Reincarnation	Reincarnation
Cost:12	Euration	Euration

Hrauk is the war god of the lizardfolk - every variant of the species. His interpretation is a bit different between the cayma to the yaunti; however, the sphere of war is absolutely under his control. That said, his bloodlust for battle is view divergent between the many tribes of the lizardfolk. He is not always seen as a conquerer. In fact, his priests explain that he is more of an integrator. When encountering other tribes, Hrauk (by way of his priests, determine what benefit the outsiders offer. If they are beneficial to the priests' tribe, then effort to establish trade, exchange culture and build mutually beneficial relationship is conducted by the war shamans. From this point, there will be an effort to win a silent war of hearts and minds of the other tribe by trying establish more of local traditions and rituals into the other tribe and incorporate them into one tribe by subversion and manipulation. However, if the new outsiders are weak or too divert from local traditions, then a method of battle and conquer are chosen to obtain resources. Often tribes overpowered by war are integrated into one society but are considered second-class citizens in the caste.

Semgoonja

Religion

Nature	
Cost:2	Aid Movement , Bless Meal , Breathsense , Burden , Chain of Eyes , Clarity , Create Flame , Detect Magic , Devout Combat , Divine Deterrence , Divine Sacrifice , Favor , Find the Boss , Free Will , Gibberish , Lacuna , Lesser Acupressure , Lift , Lizard Wrath , Magic Creeper , Mask Spirit , Perceive Insanity , Protection from Serpents , Rapid Warmth , Re-preserve , Recruit Medic , Refresh , Remote Listening , Resist Cold , Resist Fire , Resist Lightning , Sail , Self-Reflection , Sorcery Bane , Speak with Water , Surrender , Sustenance , Torch , Totem Beast , Tranquility , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Understand Curse
Cost:3	Alert Tribe , Beast Claw , Bone Bite , Charm Desert Creatures , Charm Marsh Creatures , Stone Birds , Absorb Song , Animal Spy , Applomb , Brambles , Burrowing Claws , Cloak of Bravery , Combined Effort , Damage Ward , Darkness , Downpour , Dragonskin , Echoes of Cowardice , Elemental Infusion , Extend Breath , Flutter , Gentle Repose , Guard Spirit , Icy Backlash , Infusion of Chaos , Native Port , Rapport , Smear , Thick Air , Tremor , Turn Undead
Cost:4	Animal Befriending , Animal Befriending , Animal Transcendence , Animal Transcendence , Arcane Disruption , Capitulation , Disrupt Magic , Envenom Claws , Envenom Claws , Exultation , Harden Armor , Harmonic Shabti , Holy Storm , Hypnotic Evulsion , Intellectual Redoubt , Larvated Tone , Lifesilt , Mask Spirit , Protection from Insects , Protection from Insects , Sculpt , Sphere of Life , Sphere of Life , Spirit Sight , Transfer Offense , Transfer Offense , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing
Cost:5	Anti-Venom , Assemble Armor , Calm Winds , Circle of Privacy , Curse of Choking Sands , Healing Waters , Hypothermia , Land Lair , Locate , Maggots , Polymorph Plant , Spineless , Swamp Lance , Taint Cuisine
Cost:6	Acid Rain , Age Plant , Briers , Call the Beast , Closure of Confusion , Constriction , Defense , Deluge , Free Curse , Knurl , Mold Touch , Protection from Ice , Protection from Lightning , Return to Earth , Ride the Lightning , Sand Warriors , Sandstorm , Singing Stone , Stone of Sharpening , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage
Cost:7	Advice , Calm Water , Create Jungle Minions , Elemental Breath , Frost Gaze , Geyser , Greater Sculpt , Hidden Lodge , Rage , Thornwrack
Cost:8	Transmute Drake
Cost:9	Insect Plague , Treestaff , Undetectable
Cost:10	Bloody Thorns , Force Shapechange , Gateway
Cost:11	Lasting Breath , Reincarnation

The most popular of deities among the cayma is Semgoonja. Most shaman of this sub-race are devoted to this lizard god. These tribal priests tend to be unorganized, acting as general caretakers for the tribe. However, one of expected rituals for the priests of this deity is that they are required to breed every annual season; thus, few females become shaman under this worshiped power. Culturally, priests who routinely fail to provide fertile eggs generally commit suicide to avoid bringing shame upon the tribe. As such, older shamans make way for the younger generation.

The general philosophy of Semgoonja is simple - survival and propagation, nothing else. Good, evil, order, and individualism are all means to an end for survival of the tribe. Semgoonja would be seen by outsiders as amoral and unsympathetic. He rarely even cares much for the personal struggles of his own lizardfolk worshipers; these are irrelevant unless they interfere with the good of the tribe. A common cliché among the priests is "Fa mat drulan geh enkuray arrazon" -- meaning for the tribe or moot. The shamans encourage members of the tribe to reproduce, to live long lives, and to guarantee the safety of themselves and of their race. Semgoonja's priests distinguish themselves with kilts of blue-green hide.

The depth of the faith of Semgoonja is the concept of an afterlife. In every lizardfolk culture the concept of what happens after death is reincarnation, based on how loyal and devoted one has been to the teachings and tribe. Those well rewarded might return as a spirit being to oversee and protect the tribe, while those punished would be live the next life as a lower form.

Ssess'nik

Religion

Special	
Cost:2	Aid Movement , Alter Fate , Bane , Battle Cry , Blood Wind , Celestial Fist , Compelled Duel , Create Flame , Death Perception , Decompose , Detect Magic , Devout Combat , Discern Language , Divine Deterrence , Divine Sacrifice , Exhaustion , Fangclaw , Fog of War , Gibberish , Grace , Infusion of Fire , Infusion of Ice , Infusion of Lightning , Lacuna , Lizard Wrath , Magic Creeper , Mask Spirit , Protection from Serpents , Remote Listening , Resist Cold , Resist Fire , Resist Lightning , Sorcery Bane , Speak with Water , Torch , Totem Beast , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Understand Curse , Weapon of Doubt
Cost:3	Alert Tribe , Beast Claw , Blood Reprisal , Bone Bite , Brambles , Burrowing Claws , Cloak of Bravery , Combined Effort , Curse of Woe , Darkness , Death Armor , Echoes of Cowardice , Glorify , Heat Metal , Misstep , Momentary Mind Bastion , Mute , Necrozone , Smear , Stone Birds , Tremor , Turn Undead , Twist of Fate , Weapon Return
Cost:4	Animal Befriending , Animal Transcendence , Anti-Cold Shell , Arcane Disruption , Bewildering Charm , Blind , Disrupt Magic , Envenom Claws , Hallow , Harden Armor , Immobilize , Locate , Locus , Necrosayance , Produce Disease , Protection from Insects , Revive , Seduction , Sphere of Life , Spirit Sight , Suggestive Fear , Transfer Offense , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing , Weapon of Nightmares
Cost:5	Astral Blood , Curse of Choking Sands , Healing Waters , Maggots , Polymorph Plant , Slow Wound , Solar Flare , Sorcery Curse , Spineless , Swamp Lance , Taint Cuisine , Venom
Cost:6	Acid Rain , Age Plant , Call the Beast , Constriction , Defense , Hellfire Burst , Knurl , Mold Touch , Noxious Fumes , Protection from Fire , Protection from Ice , Protection from Lightning , Return to Earth , Sand Warriors , Sandstorm , Singing Stone , Stone of Sharpening , Torus of Terror
Cost:7	Advice , Animate Objects , Bedevilment , Calm Sand , Calm Water , Create Jungle Minions , Disturb Sleep , Geyser , Rage , Reanimation , Thornwrack
Cost:8	Chain of Madness , Discern Lies , Déjà Vu , Enlighten Undead , Heartseeker , Howling Chain , Instill Vulnerability , Summon Spectral Death , Transmute Drake
Cost:9	Insect Plague , Know Magic , Smog , Sunray , Undetectable
Cost:10	Flame Strike , Force Shapechange , Sympathetic Dehydration
Cost:11	Reincarnation

Symbolized by green claw, Ssess'nik is an evil deity in the Lacerta pantheon. This former demon lord transcended into a worship entity nearly two millennia ago when it sewed seeds of restlessness among the lizardfolk and promoted racism between the khaasta and the other races. It was also this evil god who aided in the creation of the yaunti sub-race, as sacrificed mutations of the cayma by the new priests of Ssess'nik. Over multiple generations of inbreeding by the slave-class mutations, they became their own race, albeit phenotypically diverse.

Of course the khaasta and yaunti, who worship Ssess'nik almost exclusively, do not view themselves as evil. From their perspective, the worship of this deity is in the best interest of all lizardfolk. The khaasta and yaunti believe there will be a powerful mutated version of a lizardman who rises to power to unite all lizardkind. The cayma and squamata worship deities and perform actions that prevent the coming of this savior-warrior. As a result, the follower of Ssess'nik are duty-bound to ruin plans of the unwitting lesser lizardfolk. Further, the priests attempt to consort with guàimó demons to help them in the creation of the proper mutation who will sire the lineage of the savior.

Threenkt

Religion

	Knowledge	Sky/Light
Cost:2	Favor , Find the Boss , Free Will , Grace , Infusion of Fire , Know Other , Lacuna , Lift , Lizard Wrath , Magic Creeper , Mask Spirit , Negative Treatment , Perceive Insanity , Protection from Serpents , Re-preserve , Refresh , Remote Listening , Resist Cold , Resist Fire , Resist Lightning , Sail , Self-Reflection , Snow Shape , Sorcery Bane , Speak with Water , Static Shield , Surrender , Thicket , Torch , Totem Beast , Touch of Appraisal , Tranquility , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Understand Curse , Weapon of Nonsense	Favor , Favorable Wind , Fog of War , Free Will , Grace , Infusion of Lightning , Lacuna , Lift , Lizard Wrath , Magic Creeper , Mask Spirit , Perceive Insanity , Protection from Serpents , Refresh , Remote Listening , Resist Lightning , Sail , Showers , Snow Shape , Sorcery Bane , Speak with Water , Static Shield , Sustenance , Thicket , Torch , Totem Beast , Tranquility , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Understand Curse , Updraft , Weapon of Doubt , Weapon of Nonsense
Cost:3	Absorb Song , Acclimate , Alert Tribe , Animal Spy , Beast Claw , Blood Bond , Bone Bite , Charm Desert Creatures , Charm Marsh Creatures , Clarity of Mind , Echoes of Cowardice , Gentle Repose , Glorify , Guard Spirit , Momentary Mind Bastion , Native Port , Rapport , Reveal , Stone Birds , Thick Air , Turn Undead , Twist of Fate , Weapon Return	Alert Tribe , Animal Spy , Aplomb , Aura of Glory , Beast Claw , Bone Bite , Branding Smite , Charm Desert Creatures , Charm Marsh Creatures , Clarity of Mind , Cloak of Bravery , Downpour , Dragonskin , Echoes of Cowardice , Elemental Infusion , Extend Breath , Gentle Repose , Glorify , Guard Spirit , Icy Backlash , Infusion of Chaos , Misstep , Momentary Mind Bastion , Mute , Native Port , River Eyes , Stone Birds , Thick Air , Turn Undead , Weapon Return
Cost:4	Animal Befriending , Animal Transcendence , Arcane Disruption , Bewildering Charm , Crown of the Grave , Deathsense , Desecrated Glow , Disrupt Magic , Envenom Claws , Ghoul Touch , Hallow , Harmonic Shabti , Hypnotic Evulsion , Intellectual Redoubt , Larvated Tone , Lifesilt , Locate , Locus , Necrosayance , Protection from Insects , Remove Disease , Sphere of Life , Spirit Sight , Suggestive Fear , Transfer Offense , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing , Weapon Boon	Abolish Shadows , Animal Befriending , Animal Transcendence , Banner , Blind , Envenom Claws , Free Movement , Hallow , Holy Storm , Locus , Necrosayance , Protection from Insects , Remove Disease , Revive , Sphere of Life , Transfer Offense , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing , Weapon of Nightmares
Cost:5	Anti-Venom , Astral Blood , Curse of Choking Sands , Healing Waters , Polymorph Plant , Slow Wound , Sorcery Curse , Status , Swamp Lance	Air Steps , Blindsight , Calm Winds , Curse of Choking Sands , Healing Waters , Lightning , Polymorph Plant , Renew Breath , Solar Flare , Swamp Lance , Target of All , Volatile Torch
Cost:6	Acid Rain , Age Plant , Constriction , Defense , Free Curse , Grave Robbery , Knurl , Mold Touch , Protection from Fire , Return to Earth , Ride the Lightning , Sand Warriors , Sandstorm , Singing Stone , Stone of Sharpening , Tongues , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage	Acid Rain , Age Plant , Airy Shadow , Blood Lightning , Breath of the Elements , Closure of Confusion , Constriction , Defense , Deluge , Knurl , Mold Touch , Noxious Fumes , Protection from Lightning , Return to Earth , Ride the Lightning , Sand Warriors , Sandstorm , Singing Stone , Stone of Sharpening , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage , Zephyr Dancing
Cost:7	Advice , Bedevilment , Borrow , Calm Water , Charnel Fire , Create Jungle Minions , Disturb Sleep , Exorcism , Geyser , Rage , Thornwrack	Advice , Calm Water , Create Jungle Minions , Elemental Breath , Geyser , Rage , Thornwrack
Cost:8	Chain of Madness , Déjà Vu , Enlighten Undead , Imbue Undead , Transmute Drake	Howling Chain , Instill Vulnerability , Sky Drop , Transmute Drake
Cost:9	Insect Plague , Know Magic , Undetectable	Elemental Body , Insect Plague , Smog , Sunray , Undetectable
Cost:10	Force Shapechange	Chariot of the Sun , Force Shapechange
Cost:11	Commune with Thought , Hindsight , Reincarnation	Lasting Breath , Reincarnation

If there is any philosophy and reflection, it would be found among the priests of Threenkt. He is the god of change, ambition and sorcery. As a result, in lizardfolk culture, almost all who study the skills of *sorcery* learn it in the teaching shrines of Threenkt.

However, this god plays a larger role in its cult-like belief, as he is known as the Architect of Change and the Lord of Fate. While the belief promoted is called cult-like, the irony is most lizardfolk accepted it. Threenkt has promised the return of the one-true king, a messianic being who will ruler who will re-unite the tribes and sub-races to live in a utopian society. The priests divine prophecies awaiting the day, but until then Threenkt helps individuals seeking more than survival; the shrines promote that Threenkt *is* change, said to embody every mortal creature's recognition of, and desire, to change, to grow, to move, to seek more -- more knowledge, more wealth, more power. In some of the rare art among the lizardfolk, Threenkt is depicted to have an ever-shifting face and form.

Threenkt's shamans hold the idea of predestination. Everyone is a pawn of the Lord of Fate. The difference between laymen and the priests is the followers of Threenkt accept their role as pawns of this god's greater purpose, which is to shape events to bring the arrival of the one-true king.

Selquerine

The deities of the elves are known as the fellowship of brothers and sisters of the wood and are worshiped by many fey creatures as well as the elves. The fellowship is led by Edhelindae Te', First of the Selquerine. In elven theology there are close relationships between the fey, magic, and the natural world. Most of elven faiths emphasize elven unity with life and nature, and the ideology blends the distinction between elves and their environment. The belief is that elves have spirits which reincarnate as animals, plants, faerie folk, or even elves once again.

Religion

With few exceptions, most of the Selquerine can be categorized as wild and impulsive gods who are subject only to their own whims. In many ways they are not really personified by fey worshipers but rather viewed as intelligent forces of the very nature they represent. Prayer with the fey deities is through what is known as the waking dream, a place believed to be a physical plane of existence that can be reached mentally and spiritually where supplication is imagined to be left floating on the winds. These requests are believed to reach the gods because the gods are part of the existence of the dreamland. The deities may respond to non-clergy when meditating; however, the clarity and directness of this communication varies wildly.

The Selquerine have certain incantations from the province list they will not grant. These are *assemble armor*, *astral blood*, *blood lust*, *crown of the grave*, *death throes*, *desecrated glow*, *extract poison*, *smear* and *suggestive fear*. A priest worshiping one of the Selquerine is simply short these spells. Human sailing priests have been known to connect with Shaetumba, and as such are not granted *desecrated glow* or others found in the normal Sky/Sea list. However, if the race of priest has fey origins in its lineage, as elves do, then a special list of spells is granted to them, regardless of the deity worshiped. Those incantations can be found in the [Divine Powers](#) section. The exception to this is Lilyth, who has a special list of incantations she grants to her followers.

Deity	Morality and Ethics	Influence	Province
Aripaii Yassen Aripaii Yassen	Good	Pixies, Brownies, Flying Creatures	Earth/Fire, Sea/Sky
Çaen Frumela Çaen Frumela	Good	Beauty, Love, Romance	Community, Life
Coiasiran Sintos Coiasiran Sintos	Neutral	History, Philosophy, Time	Knowledge
Edhelindae Te' Edhelindae Te'	Good	Elves, Poetry, Warfare	Knowledge, Sea/Sky, War
Ithalle Kaimeleron Ithalle Kaimeleron	Neutral	Dreams, Mysticism, Moon	Deception, Sea/Sky
Lamfrisa Hoth Lamfrisa Hoth	Individualism	Change, Mischief	Deception
Lilyth Lilyth	Evil	Spiders, Dark Elves, Darkness	<i>Special</i>
Neldette Neldette	Order	Obedience, Death	Death
Ohtrise Dispunis Ohtrise Dispunis	Order	Grieving, War	<i>Special</i>
Peydur Auraon Peydur Auraon	Neutral	Woodlands	Nature
Shaetumba Shaetumba	Individualism	Aquatic Elves, Oceans	Knowledge, Sky/Sea
Su'lamyia Su'lamyia	Good	Music	Calamity, Life
Vitir Arculos Vitir Arculos	Individualism	Archery, Hunting	Life, Nature

Aripaii Yassen

Aripaii Yassen is the elven goddess of air, pixies, and birds. In artistic representations, she appears to be a tall, elf-like woman with feathered hair and eyebrows. Her back has a pair of large bird-like wings which are constantly changing color. The lower half of her body vanishes into a misty whirling cloud, so that she never appears to touch the ground. In addition to elves, Aripaii Yassen is loved by many fey beings, especially those who fly, and also some of the genie beings from the elemental plane of air. Even the non-devout pray to her for good weather and gentle breezes of air from the Winged Mother.

The church of Aripaii Yassen is small, with little organization and only a few scattered temples, which are built with a nest-like structure in large trees. The clergy is primarily concerned with exploration and maintaining good relations with other sentient avian and nature-loving races. Despite the smallness of the church, there are two distinct philosophies for those who follow the Winged Mother. Both, however, are rooted in the preservation of nature. Her devout brownies form a group who protect nature on the ground. It is common for priests of this ilk to have a brownie *fey-bound* to him or her as an assistant. The other ideology sees weather and winds as a cleansing method to rid corruption from the natural order. When the environmental priests from both sides meet or plan together, they do so in the tree temples, as trees represent growth from the earth but are also the home for the winged.

Salka Aripaii Suli, the Dance of Swirling Winds, is held semiannually on the vernal and autumnal equinoxes and celebrates the changing of the seasons in honor of the goddess. The strong winds blowing on such days when followers gathered was viewed as a good omen. Celebrants offer beautiful feathers and perform an aerial ballet, and dance to the music of wind instruments played by others.

Çaen Frumela

Çaen Frumela is a being of timeless beauty and benign nature. She always forgives minor transgressions and delights in rewarding

Religion

her followers with the joy of unexpected love and affection. She embodies romance, beauty, love, and joy in elven spirits, but non-sylvan people remark about her vanity and a flighty nature.

Caen Frumela's clerics are flighty and somewhat vain, given to dancing and wild celebrations. Church hierarchy is loosely organized, and priests are free to join or leave a temple's ranks as they wished. However, her priests preside over marriages and rites of passage ceremonies for young elves. Of course, elves are not morally required to marry, as dogma promotes love, not necessarily marriage. Elven beliefs around romance and couplehood is that ending such relationships is expected, but the importance is a continued respect and brotherly love once it is over. Members of the temple spend their days cultivating beauty and love in all their myriad forms, tending fine gardens and amassing collections of gems, crystal sculptures and other fine works of art for the community enjoyment. While things of gold and crystal, particularly jewelry and statues, are favored. Beautiful art in any form is admired, collected, and displayed.

Coiasiran Sintos

Coiasiran Sintos is the elven deity who governs the orderly passage of time and guards against those who would alter the path of history. In elvish art and stories, he is seen as a philosopher, a patient teacher and instructor, who gives wisdom and knowledge to young and old alike. He is often praised but rarely invoked. Those who worship him are those with an interest in ideas and knowledge, and the changes wrought by the passage of time - sages, historians, philosophers, and librarians.

The god and his church have good working relationships with all others in the Selquerine, although there is strife at times with Lamfrisa Hoth. However, that impatience is minimal to the grudge held between Coiasiran Sintos and the dwarven battle god Slagsagrheir. In the early days of elves and dwarves, Coiasiran Sintos intervened with a resurrection ritual performed by the church of Slagsagrheir to restore one of the great generals who had recently been killed by forest giants. The elvish justification was the preservation of history as the death was essentially unknown to the dwarven soldiers, whose morale at the time heavily relied upon the militant leader. Coiasiran Sintos saw blocking the return to life as a duty and assumed it would be a mere annoyance to the Skabronrhirs. However, the elven god did not count on Slagsagrheir's stubborn, grudge-holding attitude. The grudge is still held today, although few even know why the two are at odds; the priests of Coiasiran Sintos can recite the story quite clearly nonetheless.

Edhelindae Te'

Edhelindae Te' is said to have originated as the formless but sentient existence of the Feywild, who over time chose various forms of embodiment for interaction with other cosmic beings. According to the Selquerine creation story, Edhelindae Te' was harmed by the Dokruja, who was at that time a Demon Lord seeking to corrupt the Feywild. After the battle between the between the two, Edhelindae Te' mixed his essence, described in tales as his blood and tears, with dryads of the Feywild to create the race of elves. As a result the five types of elves came into being which are more detailed in the sacred writ involving the types of trees with which certain dryads were linked. However, the key being that the dark elves were said to have more of blood from Edhelindae Te' which happened to also be blended with the blood of Dokruja, seeding a corruption and anger within them. This is not only the origin the elves as a race but also the explanation of why the dark elves are now enemies of the surface elves.

Among worshipers of Edhelindae Te' are elves, other fey, as well as a few human artists. His clerics typically wear silver circlets and gossamer robes of the brightest azure. The elf god has proclaimed the standing death sentence to all orcs and morally approves of their slaying. One of his most frequent holy days is the quarter of the larger moon, Gayna (often called *Ithalle* by the elves). As the waxing moon rises at midday, the festival of Edhelindae Te' is typically held at sunset, where his followers worship and celebrate at natural geological formations, sacrificing beautiful objects to the god. Further, there is a loosely structured fellowship made of elven knights or elven warriors dedicated to the recovery of several lost elven relics. When found, the relics are given to the care of the priests of Edhelindae Te'. This organization is called *Demadunne Crema Purg* which translates to Fellowship of the Forgotten Flower.

Ithalle Kaimeleron

Ithalle Kaimeleron plays an interesting role in elven theology. In the early times, prior to the creation of elves, she was the consort, sometimes referenced as wife, to Edhelindae Te'. However, in the classic tale of the battle between the elven god-king and the Demon Lord, Dokruja, Ithalle Kaimeleron was kidnapped and raped by the fiend. This spawned what is now called Crisaen en' Dokruja (the storming of Dokruja), where Edhelindae Te' plucks out the eye of the Demon Lord. As a result of this, Ithalle Kaimeleron gave birth to the first orcs, whom she still has compassion for despite her understanding that her children have evolved to become a civilization driven by a hatred and despise of all elves. Her priests often argue that the outright moral slaying decree of Edhelindae Te' is too generalized and that specific crimes and acts of individuals should be used to judge orcs. Although Edhelindae Te' loved her, the First of the Selquerine became jealous and suspicious that his wife might have not been kidnapped but rather gone willingly and enjoyed the actions of adultery. This fear, combined with the empathy she held towards her unwanted children, forced Edhelindae Te' to end their matrimony.

The morals of Ithalle Kaimeleron can seem confusing to some due to her kindness towards orcs; however, there is no doubt to her clergy that the goddess has a first love for all things fey and especially elves. Her church has a hatred for undead and has attempted to subvert the intolerance of orcs and transfer it to societal goals of destroying all undead instead. This method has had mixed results

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in different elvish civilizations. The methods of influence of her church tend to be more subtle, behind the scenes, rather than direct argument or public action. Ithalle Kaimeleron is considered the most powerful of the female elven deities but her power is not stable. To be more precise, it fluctuates with the phase of the moon. She is at her most powerful under full moon, and as such, on that day (once every 59-days) her priests can add *dream* to the available incantations for that evening, from moon rise until moonset.

Lamfrisa Hoth

Lamfrisa Hoth is the elven deity of mischief and change. Lamfrisa is a fickle, utterly unpredictable god who can change his appearance at will, even in presentation to other gods. He is a master at celestial politics, always having something to gain for his scheming. As such, Lamfrisa has been ally and enemy to all members of the pantheon, but none trust this deity much at all.

This is the god who is ultimately responsible for the myth of the fey changeling. Lamfrisa's court is filled with numerous fayettes, who steal the children humans and other races to replace them with a deformed or imbecilic look-alike child. Occasionally, the changeling may possess uncanny insight or soothsaying abilities. The stolen infant are kept by the fayettes for a duration as a sympathy, but when parents are unaware or unable to switch the children back, these child souls are used by Lamfrisa Hoth.

The church of Lamfrisa Hoth is informal. Worshipers dress in black leather armor with leather caps, and never worship or perform rituals in the same place twice. Holy days are on the eclipses of either moon when the faithful sacrifice stolen treasures. Further, each full moon of Gayna, the followers host a celebration at midnight. Though the location of each festival is secret, it is always held in a sylvan glade. The precise location of the event is something followers of Lamfrisa passed around by word of mouth leading up to the event, but anyone, faithful or otherwise, who learned of the event using their own wits were welcomed to join in on the festivities. Activities included dancing, storytelling, drinking wine, playing pranks, and sacrificing beautiful objects.

An elven phrase, “caela amin optim coiatta”, which translates to living my very best experience is the mantra of this creed.

Lilyth

Details for deity

Neldette

The stories of ancient writ tell of the heartbrokenness of Edhelindae Te' after dismissing Ithalle Kaimeleron. Therefore, the First of the Selquerine met with Çaen Frumela who gave him a blessed ruby. He then requested a feather from Aripaii Yassen. Finally the elvin god-king removed the remaining love for Ithalle Kaimeleron from his own heart. Forging these three things together, Edhelindae Te' called into being a new consort, incapable of betrayal, who he named Neldette.

Prior to this it was believed that elves lived forever; however, Edhelindae Te' charged Neldette with making the elves mortal and overseeing them in the afterlife. While the goddess did faithfully comply with the request to force mortality upon the elves, her compassion further implemented their spirits to be reincarnated into nature and the Feywild, allowing elves to live an endless number of lives.

Although becoming a figure of godly status, her lack of complete freewill prevents her from acting as more than a minor deity. In terms of the game, this means she does not grant incantations over 8 points. That said, the clergy of Neldette are the most powerful when performing the *Return to Life* ritual, as those dedicated to her gain a +2 on the individual body preservation saves when they occur during the ceremony. This significantly reduces the risk to the priests performing the rite.

As for her church, the dogma is primarily built upon the concepts of duty and loyalty, keeping one's personal word and the reward of the next life for remaining faithful.

Ohtrise Dispunis

Ohtrise Dispunis is the goddess of war and grief. However, she is not usually worshiped on a routine or regular basis. The attention to her comes only when the elves go to war en masse, typically reserved for defensive actions against orcs and goblins, do they turn to her for help and guidance. She is also thanked and honored in times following a battle and a war.

Because of her station of only being called upon in the time of need, she has no direct church or a following of priests. Instead, when the elves declare a war against another, priests of other elven deities can be granted additional powers to the ordinary incantations. Ohtrise will grant to following to priests who are not ordinarily permitted access to these incantation: *bane*, *blind*, *blood lust*, *compelled duel*, *damage ward*, *death throes*, *deluge*, *downpour*, *fog of war*, *infusion of lightning*, *showers* and *stone bones*. However, these are not free; every morning of war time, an elven priest must choose to release the use of one of his or her ordinary incantations of equivalent cost to receive these special blessings from Ohtrise.

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Peydur Auraon

Peydur Auraon is the elven god of nature, and patron deity of wood elves. Elven art and imagery depict Peydur as a green-skinned elf clad in bark armor. It was through his church that Peydur granted to the elves the knowledge of *arbor-forging*. In some stories, this god disguises himself as a giant tree among other in the forest and has been said to take on the appearance of a treant. On occasion, he is referred to as the Leaflord known for his protection of the woodlands and nature.

The followers of Peydur Auraon understand that no civilization can exist without disturbing nature to at least a small degree. However, in this vein, the *Children of Peydur* make every effort to ensure that structures and urbanization has a minimal impact upon the natural order. This order has strict rules for when trees can be cut, how they must be replanted, seasons for hunting, and even the management of wildfire. They fight any council or leaders who would destroy a tree before its time. They argue that elven architecture is superior to other races for incorporating housing and other structures that complement and become part of the trees. Peydur Auraon's church members are bridge-builders, architects and managers of elven infrastructure who design and construct the way elves build up their communities.

Shaetumba

Shaetumba is the patron goddess of the aquatic elves. She is also associated with knowledge, beauty, and oceans. Shaetumba is called the Mistress of Dolphins in several elven texts. Her holy symbol an image of a dolphin.

Shaetumba is most popular among aquatic elves, though land-dwelling elves do recognize her as a member of the Selquerine. Her clerics wear sea green vestments and shell mail. Her sacred animal is the dolphin, and her favored weapon is the trident, although rarely used as her following are considered pacifists. They are not unable to fight, but they only do so to safeguard their protected. The priests of Shaetumba devote themselves to protecting the young of any race or animal they encountered and deem worthy of saving. The guarded young defined by the school of priests in an area as by church decree, but more often it is a personal choice of just one cleric. Shaetumba is worshiped in undersea coral temples at low tide on the changing of the seasons.

Su'lamyia

Su'lamyia is the elven deity of music and magic, but is only a minor god. This god promotes the ideology that music is an inherent part of the patterns of the multiverse, so magic and music together can create something superior to either one alone. The incantations granted by Su'lamyia never exceed a cost of 4 points. However, the advantage from having a divine devotion to Su'lamyia isn't exactly due to incantation granted. The skills *encouraging verse* and *inspiration* gain an addition +1 bonus, while *song of rest* have five minutes lessened from the requirements.

Vitir Arculos

Vitir Arculos is the god of hunting, archery, and survival in wild and harsh places. He teaches his followers the arts of hunting; including archery, moving unseen and hiding in wild places. He watches over the borders of wilderness and farmed land and seeks to maintain the balance between them. His church often works with the followers of Peydur Auraon to this end. The belief for hunting is not to kill for killings sake but to maintain the balance of nature and to destroy evil. Most of his clergy will seek to gain mastery with the long bow.

The dogma of Vitir is walking in harmony with nature and opposing the efforts of those who would disturb her delicate balance. The disorganized church preaches in the preservation of the wild places from excessive encroachment and calls to work with those who would settle the land to preserve the beauty that first attracted them. Hunting is a measure of one's worth, but one should hunt only for sustenance, culling the old and the weak from the herd so that all species may prosper. Fables of Vitir compare the consequences of action to that of an arrow in flight: it is difficult to arrest. Thus, life is like a hunt where one should choose targets carefully, be they friends, partners, allies or whatnot, for an ill-considered action can have a long-reaching impact.

Skabronrhirs

Skabronrhirs is pantheon of the terrac races. This primarily encompasses dwarves. While often seen as a brotherhood of gods, the individual deities work very independently of one another. Dwarves worship and pray in appropriate places, not just the churches and shrines built for the god. However, those structures are very specific to the worship and work of a specific deity, and as such are not viewed as a common holy place for all believers.

Personalities of the Skabronrhirs gods are so separate that some of the deities have been expelled from the brotherhood, Rahdji, for example. While banishment plays a political role in the pantheon and among the dwarven churches, it does not remove the cosmic entity from the seat of power. What holds a deity in the state of godhood has more to do with collective worship, fear and respect.

As for the worshippers of the Skabronrhirs, most of the granted incantations come from the a common group known as Terrac

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Incantations, which are granted to any priest of the pantheon. These are useful for dwarves and other terrac races; however, even if humans or halflings were to become ordained to one of the Skabronrhirs, then the non-terrac priest would also cast from this list. The individual gods grant minor spells within the province of their control; however, only incantations that cost 4 or fewer priestly points can be manifested. Moreover, each deity grants special abilities and skills based on the god's sphere of control. Such details are listed below in each of the descriptions.

Deity	Morality and Ethics	Influence	Province
Ekkjtjemyrkk Ekkjtjemyrkk	Good, Order	Home, Safety, Truth	Community, Nature
Gaforbrukk Gaforbrukk	Individualism	Alcohol, Carousing, Travel	Deception, War
Gimhæd Gimhæd	Neutral	Gemstones, Hills, Mountains	Earth/Fire
Grafinnenkk Grafinnenkk	Neutral	Mining, Underground Exploration	Death, Earth/Fire, Knowledge
Guddjen Guddjen	Good	Invention, Scholarship	Community, Knowledge
Horlok Horlok	Individualism	Luck, Wealth	Deception, Knowledge
Hoyhiferndonct Hoyhiferndonct	Neutral	Protection, Travel	Knowledge, Life, Nature
Rahdji Rahdji	Evil	Greed	Calamity, Deception
Skarfurag Skarfurag	Good	Dwarves, Leadership	Community, Earth/Fire, Life
Slagsagrheir Slagsagrheir	Good, Order	Battle	Life, War

Ekkjtjemyrkk

As with most of the Skabronrhirs, Ekkjtjemyrkk has a distinct personified form. This goddess is a female dwarf with a light beard braided into four short rows, wearing chain mail and a silver helm. She is the wife of Skarfurag but despite this, she is not seen as a ruling queen. Ekkjtjemyrkk has a more humble attitude than drawing attention to herself. She is often viewed as doing good and legitimate works behind the seat of power and supporting those in charge. Likewise, her priest play a similar role in dwarven communities, practicing the idea of servant leadership. Due to her calm and attention to need, traditionalists have claimed that the Skabronrhirs and perhaps even the entire dwarven race might not have survived.

Her station as wife of Skarfurag reinforces the importance of traditional marriage and family among dwarves. Love is a factor of family but duty is an equal responsibility, and Ekkjtjemyrkk, sometimes called the Mother of Safety, is an important symbol of this cultural norm. Her priests are known as distavhejemyrkk, which translated roughly as "those of the home".

Distavhejemyrkk serve as the guardians and protectors of dwarven clans. They archive the lore, traditions, and family histories of the dwarves. By acting as teachers and healers, they aim to further the good health and good character of the dwarven race. Serving as the moral compass of the dwarves, they are very conservative and they do not tolerate foolhardiness and controversial ideas in young dwarves. In the rigid church structure, every cleric knew his or her place, and every clan's church is built to look alike. This has been done so visitors from other clans knew exactly where they fit in. Ekkjtjemyrkk runs her church like a strict, but loving mother.

When a follower of Ekkjtjemyrkk has gained 5 points of Faith, the incantations *glorify* and *weapon return* are added to the list of available spells if they were not before. After acquiring 10 Faith points, *regenerate* and *restore* will be added to the list of incantations a priest can cast.

Gaforbrukk

Gaforbrukk is a dwarven deity of carousing, alcohol and travel. Known as the Bearded One, as artistic representations of him show this god to have thick hair that obscures most of his face. He represents the festive side of dwarven culture. Brewers hold him in high regard, as does any dwarf who charges headlong into battle heedless of the odds. Gaforbrukk and his followers believe in high risk leads to high reward. However, as Gaforbrukk is not a regularly worshiped being, his status remains that of a minor deity, and as such, he does not grant incantations over 5 points of cost. This means *commune with earth*, *meld with rock*, *renew deposit*, *spike stones*, and *stone talk* never become available to his priests. However, upon acquiring *divine accord*, basically when one becomes officially ordained, whatever that means for this deity, the priest is granted a free skill of *brewing*. When one of his priests gains 5 points of Faith, that follower gains the free skill of *poison resistance*, which conveys a +4 to any preservation saves involving poison. Further, if damage occurs as a result, whether to body, mind or spirit, then that damage is halved per incident, rounding down, just as any other form of damage resistance. Don't forget that most dwarves are already rolling saves against poison with advantage.

Gimhæd

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Gimhæd is the goddess of hills, mountains, and gemstones. Her holy symbol is a mountain with a ruby heart; she places rubies in the earth as gifts to miners. She is personified as a dwarven woman; however, she is also depicted as having an exaggeratedly long nose with which she is able to smell out precious veins of gems. This preternatural sense of smell makes up for the depiction that Gimhæd is also blind.

The followers of Gimhæd believed that the spark of magic lies within all gems, and they worked relentlessly to summon forth the dormant magic in stones and gems, commonly using rune magic in conjunction with their incantations. Another common practice of her followers is craftsmanship of various types, whether *lapidary*, *weaponsmith* or even *artifcing* gems to enhanced socketed weapons. This flock seek to enhance things from the weapons wielded by dwarven warriors to the mighty walls of a dwarven citadel.

When obtaining the 5th Faith point, Gimhæd graciously grants *animate dirt* and *detect metals and minerals* the possibility to be cast for free. To cast, the priest must still have 1 remaining Spirit point for use; however, if rolling a Faith feat (DC:10) successfully, the incantation does not cost any points. When reaching 10 Faith points, she grants the ability to construct a stone golem once every ten years.

Grafinnenkk

Grafinnenkk is the patron of mountain dwarves, and the dwarf deity of mining and underground exploration. He is also the protector of the dwarven dead. Grafinnenkk is one of the few Skabronhirs who do not have a bipedal personification. Instead the mountain god is imagined as the deep rocks themselves in the underneath, intelligent, sentient but unspeaking. This god is sometimes referenced as the Keeper of Secrets.

Grafinnenkk's clerics, known as the jemmendrál ("hidden gifts"), protect mines from disrespectful profiteers as well as seek out new veins and gem deposits. They also supervise all mining activities to ensure that the proper respect was paid to the mountain and produce new stratagem and combat techniques for fighting the many underneath creatures exhumed during excavation. Their activity and service to the dwarven society are primarily outside the community proper.

Upon acquiring one's 4th Faith point, the jemmendrál is blessed by Grafinnenkk with an *underground sense* skill which grants +2 to all *underground navigation* spirit feats. Moreover, this skill grants one to navigate back to a known passageway when making a successful spirit feat against a DC 7. One can know the types of edible fungi to live for a week in unfamiliar caverns by a body feat against a DC 5; for each 3 points above that (8, 11, 14, 17) an additional person can be fed as well. This special skill also permits the jemmendrál act like a *tracker* for the underneath, relying on sense of smell, heat and subtle dust changes. The base for tracking is a mind feat against a DC 14, which can be modified by the GM. Conditions for modification can be found in the tracker skill. Following those signs of passage can be performed for half an hour, at which point a new feat is required.

At 8 Faith, Grafinnenkk allows his followers to select two specific creature types, e.g., minotaur and trolls, for which the priest will always be at advantage against. This includes combat and any incantations that can apply advantage. Further, this advantage will permit the dice to exceed 5d20. However, the selected enemies must be of the atavistoid, giantkin, humanish or mutant kingdoms.

Guddjen

Scholarship, discovery, and invention are the domains of dwarven god Guddjen. The artistic renderings of him are that of an elderly dwarf with sparkling blue eyes, typically hunched over and wearing the bright blue cloak that is his namesake. Religious texts of his involvement with mortals tells of his distraction and forgetfulness, as in the tales his is known for wandering away from his projects before completing them or before he finds a use for the knowledge he has collected. The moral is that knowledge for its pure sake is most important. Application is nice when it happens, but knowledge has value even without such a thing.

In addition to dwarven worship, Guddjen is a patron of many gnomes. *Clockwork engineering* was an invention from the gnomish culture and discovered in the churches of Guddjen. Regardless of race, most of the clergy of Guddjen draw from the most creative tinkers and free thinkers. They follow a doctrine of knowledge for knowledge's sake, seeing equal value in learning a once-lost recipe for toasted zygom stalk and discovering the crucial flaw in an enemy's defensive fortifications. In fact, since the clergy strongly favor creation over destruction, there's a good chance many of them would have preferred the recipe. His temples can be found both above and below the surface; however, the orderliness is less than desired by those outside the sect. The inner clutter of these edifices hold scattered detritus and many open books, as this is a common sight within the holy ground.

When one of Guddjen's order reaches 3 points of Faith, which is likely at the start, that priest is granted the free skill of *phrenology*. However, upon a Faith score of 8, the priest gains the special *share your talent* ability. When working on a project such as crafting armor, constructing a building, creating runes or even artificing, the priest can gain up to three assistants, who may or may not be skilled in the project. The priest radiates his knowledge and skill onto these assistants, so long as they are working on the same project, are within half-a-mile and are of terrac origin. As with the rules of project work, the total number of labor hours increases 10% per additional laborer; however, under this ability, those three only add 5%. Further, unskilled persons act as 1.2 persons towards the project, while skilled ones count 1.5 times their normal rate. Therefore, with three unskilled assistants and a 100-labor-hour project, the total labor hours would increase to 115 hours, but then be divided by 4.6 persons, allowing the project to be complete in only 25 hours.

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Horlok

Horlok is the dwarven deity of luck and wealth; however, his influences blend into other fields such as trade, negotiation, trickery, and chance. Many a parable speak of his dedication to the mercantile art of bargaining, but also share nuances of an aspect that is on the less-honorable side of dwarven culture. As such, Horlok also watches over those dwarves who use less-than-legal means to gain wealth. His flock often discuss the ends of acquisition justifying the means of obtaining it, so long as no physical harm is done along the way. Those who are swindled merely should have known better or been smarter negotiators.

Few openly admit to following Horlok in knowledgeable society, but those who do are identified as the bronrhipti, or "those who trade". The bronrhipti are dedicated to furthering dwarven commerce and are willing travel great distances to establish it. To those outside terrac societies, a whole migrant church might easily be mistaken for a caravan of merchants. However, the bigger point here is the bronrhipti build very few structures dedicated to Horlok and their brotherhood work like traveling merchants, perhaps with a reputation similar to that of gypsies; however, this is often not known until after a swindle. Due to the nature of mission of this brethren, members of the bronrhipti will be required to acquire the *bartering* skill.

Upon reaching one's 4th Faith point, that member of the bronrhipti gains an additional +3 to all rolls when using *bartering*, including roles to gain a better price as well as competitions. Further, if the better price is established by the spirit feat, the improvement is by 12% rather than just 10%. Once the priest obtains the 9-Faith mark, he or she freely gains two skills without the need of their prerequisites: *Tell-Tale* and *Silver Tongue*.

Hoyhiferndonct

Hoyhiferndonct is the dwarven deity of travel and protection. He is also known as the Finder of Trails, the Watcher over Wanderers, the Watchful Eye, and the Wanderer. He is the patron of dwarves who have left the clanholds to explore the world. As such, there are few formal structures built to Hoyhiferndonct; although, his disciples often construct rock markers as expedient shrines when they stop during their explorations. These temporary builds are used for prayer and meditation by those dedicated to Hoyhiferndonct. It is not uncommon for the dwarven priests to leave way-caches of food and supplies along their trails, sometimes as self-serving strategy for a retreat point but also as a sacrifice for other travelers to discover, trusting that Hoyhiferndonct would have such things be delivered to the ones who needed it. These nomads might find great adventure; however, many others were satisfied to patrol trade routes and game trails between human and dwarven enclaves, where they would heal the injured and clear the areas of dangerous predators.

The the point of obtaining the score of 5 Faith, the adventuring priest gains his or her choice of one free skill from the following: *alertness*, *communication*, *foul-play*, *marathon* or *stealth*. When acquiring a Faith of 9 points, the priest can perform a special *wildshape* ability that allows him or her to transform into any form of land, flight or water. Moreover the form chosen is not limited by matching body points but rather the selected animal cannot have more body points than the priest's Spirit attribute score. This ability also has the restriction of requiring a short rest before performing this ability again.

Rahdji

Rahdji is the dwarven deity of greed. He is often symbolized in art as a very large dwarf, fat and piggy-eyed, holding a jeweled dagger. He is the only evil power in the dwarven pantheon of Skabronhirs and has been repeatedly banished over long and short periods. However, others of the Skabronhirs find it valuable to keep him around as a fearful example of the consequences of greed. Rahdji obviously does not adhere to this type of thinking as he constantly argues the importance of greed as a driving force and motivation. Some of the pantheon, like Gimhæd and Horlok, have even agreed with his arguments but often point out that the extremism of Rahdji is what leads some to sloth and obsession.

This methods are all about personal accumulation at any cost, making him and his followers envious of others' riches. This selfishness makes good organization difficult in his churches, which again are constructed as monuments of warning by good-intentioned dwarves. Because of this, donations to Rahdji given as a personal sacrifice to avoid becoming greedy; however, the clergy of these shrines plot to steal the offerings, even from one another in plots to take the funds. The lawful dwarves of the community consider this as a way to appease and identify the greedy worshipers of the god, keeping them busy fighting among themselves rather than stealing honestly earned property.

However, the petty crimes of shrine thievery are mainly for the less experienced priests. Eventually, those aligned with Rahdji overcome the short game of theft and become practiced at conning, deception and other methods less identifiable as larceny. Many stronger priests travel alone and do not operate with the poor organization of the church. However, a visit to a shrine once in a while to demonstrate prowess does still occur.

Once achieving 6 Faith points, a follower of Rahdji is granted a special form of *appropriation* similar to the sorcery axiom. It can be performed up to one hour per day and costs no priestly points. However, in addition to speaking patterns, gestures and body language, the priest can alter his or her form to appear as another person or race within one foot height difference. Like the original spell, this does not grant speaking or understanding an unknown language; however, this ability is virtually undetectable unless someone explicitly examines the priest under suspicion, by which fault may be detected by a mind feat (DC:18). Once acquiring the

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8th Faith point, a priest of Rahdji can *polymorph* twice per day into any atavistoid or humanish being. Additionally at Faith 8, priests of Rahdji gain access to the ritual-skill known as *greed sacrifice*.

Skarfurag

Sometimes called the Dwarffather, Skarfurag is the chief deity in the dwarven pantheon. His domains are dwarves and leadership; however, many also see as the Creator and influencing earth, law, and protection. Skarfurag is seen as a strongly personified form of a large dwarf, who also is married to Ekkjtjemyrkk, the goddess of the Home. This god is seen as king of the pantheon, a harsh but fair judge, and the embodiment of strength and force.

Those who enter the priesthood of Skarfurag are typically chosen from family lines. Family and clan are important to dwarves and the ideology of Skarfurag reinforces that value wherever possible. Those in this church have a quiet commission of destroying the kingdoms of orcs. The church of Skarfurag has an active role in guiding the morals of dwarven communities; they emphasized his hand in everyday dwarven activities such as mining, smithing, and engineering, and invoke his blessing when these tasks began. They lead the push to found new dwarven kingdoms and increase their status among surface communities.

The center of the shrines and temples of Skarfurag is always a great ever-burning hearth and forge. When petitioning for the god's intervention, followers bring sacrifices, some sort of common or precious metal, which are melted down at the forge and reformed into shapes usable by the clergy of Skarfurag.

After his or her obtaining a 4 Faith score, a cleric of Skarfurag is granted a special skill based on the chosen province. Those following Community gain *animal breeding* for two creatures of choice so long as those animals have benefit for the society in which the priest lives. Priests of the Earth/Fire province gain free *armoring* and *weaponsmith* skills. If those are already acquired, then no extra skills are gained. Lastly, those serving Life gain the skill of *field medicine*.

Once a priest obtains his or her 10th Faith point, Skarfurag gives the *earthen hand* ability. Twice per day, the cleric can manifest a great hand of earth and stone to emerge from any earthen surface, floor, wall, or ceiling. Once created, the hand performs the bidding of the caster for a duration of two minutes (12 rounds) or until it is dismissed by the priest. The base of the hand is rooted to the spot chosen by the summoner, and cannot move from that spot. The hand does, however, have a reach of 10 feet (2 hexes) in any direction. The hand possesses 10 body points. The hand could be used to uproot a small tree, lift a boulder, or help support a structure threatening to collapse. The hand is too slow and awkward to grab any object that can move faster than 40 feet of movement, but if the hand grasps a living creature (grapple rules), it inflicts effectively starts asphyxiating a medium or smaller target. The hand can also punch (3d20) an opponent, attacking on a 2 initiative, because it is so slow. It can also hurl stones (2d20) to a range of 60 feet. The hand has a 16 AC.

Slagsagrheir

Nearly every dwarf prays to Slagsagrheir when preparing for battle. However, only a few actually come dedicated priests of the god. Slagsagrheir is the god of battle and honor in warfare. He was known as the Father of Battle. The morals of this god are a delight and yearning for battle; however, Slagsagrheir despises treachery or deceit, and he expects his followers to do the same. Further, the deity holds a hatred for giants and bestowed blessings upon the devoted when engaging them in combat.

In many ways the dwarven military is the church of Slagsagrheir. Not every soldier is a priest, but those who are placed as commanders, whether it be a platoon or brigade, will have a *divine accordance* with Slagsagrheir. The word for military officer is "slagrheir" which is synonymous with "priest of Slagsagrheir." Perhaps, more accurately, the officers are not viewed as priests but more like dwarven paladins. This is because the slagrheir often act as police and agents of justice for any legal matters as well.

The one of the slagrheir obtains 5 Faith points, that member gains a free combat skill of choice up to a 200-point cost. However, any prerequisites must exist to select the skill. When obtaining the 10th Faith point, the slagrheir gains a +2 bonus to the Faith feat saves involved in the Return to Life Ritual. This is an explicit exception to the "no other magical or divine bonuses" clause in the description of that ritual. However, this +2 bonus can only be added once, regardless of the number of priests involved with the ceremony who have this ability.

The Celestrashire

The Celestrashire is a pantheon of deities primarily worshiped by the halflings; however, other woodland and fey beings have been known to follow these gods as well. It is a hierarchal structure with the god ruling over the others being Yabobe, who acts much like the sagacious grandmother over all. She does not take an active role in lording over the other gods or even her mortal subjects, but rather is seen as the who is the glue and the wisdom that hold the nature of things together, physically and emotionally. While Yabobe is the central figure of the religion, she does not define the ethics of in on her own; this is due to the strong theme of free will that runs throughout the teachings of the theology.

Of course, the idea of free will lends itself to the acceptance of corruption, even if it is not desired by the gods. However, blame fall on the individual for immoral behavior according to the dogma of the Celestrashire, as those allowing themselves to fall are doing so

Religion

by free will but will profess that it was determinism which caused the behavior and outcome. There in lies the cosmic reward and consequences idea, which in this religion is enforced by the concept of an afterlife that can be rewarded in a heavenly way. However, the possibility of numerous horrid afterlife scenarios also exist. The dogma does not press only one eternal place of punishment, but several possibilities, from becoming a cursed undead creature, to living in one of the Nine Hells, to being an aimless spiritual wanderer, to even the lack of existence. All of these outcomes are based on the principle of free will.

Deity	Morality and Ethics	Influence	Province
Frayft	Good	Teamwork, Trust	Community, Sky/Light
Gerekt	Lawful	Justice, Defense	Community, War
Shaynae	Good	Agriculture and the Wild	Earth, Nature
Telnek	Neutral	Stealth, Thievery	Deception
Toyt	Neutral, Evil-Leaning	Fate, Graveyards	Death, Fire
Yabobe	Good	Fertility, Provision	Community, Knowledge, Life

Frayft

	Community	The Sun
Cost:2	Aid Movement , Alter Fate , Analyze Portal , Battle Cry , Bless Meal , Bread Crumbs , Breathsense , Burden , Celestial Fist , Chain of Eyes , Clarity , Compose Mind , Create Flame , Detect Harmful Gas , Detect Magic , Devout Combat , Disarm Foe , Discern Language , Divine Deterrence , Divine Deterrence , Divine Lock , Divine Sacrifice , Escape Ward , Favor , Favorable Wind , Find the Boss , Foundation of Stone , Free Will , Grace , Halfling Vengeance , Infusion of Ice , Lacuna , Lift , Mask Spirit , Opportunity , Perceive Insanity , Rapid Warmth , Refresh , Remote Listening , Resist Fire , Sail , Self-Reflection , Snow Shape , Sorcery Bane , Surrender , Sustenance , Torch , Touch of Appraisal , Tranquility , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Trickster's Blessing	Divine Deterrence , Escape Ward , Free Will , Grace , Halfling Vengeance , Infusion of Lightning , Lacuna , Lift , Mask Spirit , Opportunity , Perceive Insanity , Refresh , Remote Listening , Resist Lightning , Sail , Showers , Snow Shape , Sorcery Bane , Static Shield , Sustenance , Thicket , Torch , Tranquility , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Trickster's Blessing , Updraft , Weapon of Doubt , Weapon of Nonsense
Cost:3	Absorb Song , Acclimate , Animal Spy , Aplomb , Aplomb , Aura of Glory , Blessing of Luck and Resolve , Blood Bond , Branding Smite , Burrowing Claws , Clarity of Mind , Cloak of Bravery , Combined Effort , Damage Ward , Darkvision , Delay Disease , Dragonskin , Echoes of Cowardice , Extend Breath , Fearsome Duplicate , Gentle Repose , Guard Spirit , Intuition , Iron Gut , Momentary Mind Bastion , Native Port , Rapport , Reveal , Thick Air , Turn Undead	Animal Spy , Aplomb , Aplomb , Aura of Glory , Blessing of Luck and Resolve , Branding Smite , Clarity of Mind , Cloak of Bravery , Downpour , Dragonskin , Echoes of Cowardice , Elemental Infusion , Extend Breath , Fearsome Duplicate , Gentle Repose , Glorify , Guard Spirit , Icy Backlash , Infusion of Chaos , Intuition , Misstep , Momentary Mind Bastion , Mute , Native Port , River Eyes , Thick Air , Turn Undead , Weapon Return
Cost:4	Anti-Cold Shell , Backbiter , Banner , Bountiful Chance , Capitulation , Contingent Health , Exultation , Free Movement , Hallow , Harmonic Shabti , Hypnotic Evulsion , Intellectual Redoubt , Lifesilt , Locate , Locus , Necrosayance , Poison Ward , Remove Disease , Revive , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing , Water Walking , Weapon Boon , Zealot's Charge	Abolish Shadows , Backbiter , Banner , Blind , Bountiful Chance , Free Movement , Hallow , Holy Storm , Locus , Necrosayance , Remove Disease , Revive , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing , Weapon of Nightmares
Cost:5	Anti-Venom , Assemble Armor , Circle of Privacy , Deeper Darkvision , Renew Breath , Status	Air Steps , Blindsight , Calm Winds , Lightning , Renew Breath , Solar Flare , Target of All , Volatile Torch
Cost:6	Champion's Strength , Defense , Free Curse , Protection from Fire , Sanctify , Stone Bones , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage	Airy Shadow , Blood Lightning , Breath of the Elements , Closure of Confusion , Defense , Deluge , Noxious Fumes , Protection from Lightning , Ride the Lightning , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage , Zephyr Dancing
Cost:7	Borrow , Breath of Life , Greater Sculpt , Hidden Lodge , Pair to Other	Breath of Life , Elemental Breath
Cost:8	Discern Lies , Instill Vulnerability	Howling Chain , Imbue Undead , Instill Vulnerability , Regenerate , Sky Drop

Frayft is the halfling deity of teamwork, trust, and the home. He is often portrayed in green fields often having a humble-looking appearance of a man, even to a point of being homely. He wears brown peasant's garb matching his hair.

The church of Frayft are primarily farmers who provide for the community. The shrines of Frayft are used as grain storage as well as places of worship. These clergy appreciate the balance between untamed and settled lands, but focus mostly on using the gifts of the god to share with the members of the society. However, the priests of Frayft are likely to be the least conceited of all the Celestrashire priests. They keep a humble appearance and try not to draw attention to themselves. Frayft's holy symbol is a simple circle, usually crafted from copper, unless better metals are required by a spell or a ritual.

Gerekt

Religion

	Community	War Province
Cost:2	Aid Movement , Alter Fate , Analyze Portal , Battle Cry , Bless Meal , Bread Crumbs , Breathsense , Burden , Celestial Fist , Chain of Eyes , Clarity , Compose Mind , Create Flame , Detect Harmful Gas , Detect Magic , Devout Combat , Disarm Foe , Discern Language , Divine Deterrence , Divine Deterrence , Divine Lock , Divine Sacrifice , Escape Ward , Favor , Favorable Wind , Find the Boss , Foundation of Stone , Free Will , Grace , Halfling Vengeance , Infusion of Ice , Lacuna , Lift , Mask Spirit , Opportunity , Perceive Insanity , Rapid Warmth , Refresh , Remote Listening , Resist Fire , Sail , Self-Reflection , Snow Shape , Sorcery Bane , Surrender , Sustenance , Torch , Touch of Appraisal , Tranquility , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Trickster's Blessing	Aid Movement , Alter Fate , Bane , Battle Cry , Battle Fate , Bless Meal , Blood Wind , Bolt , Bread Crumbs , Burden , Celestial Fist , Clarity , Compelled Duel , Create Flame , Death Perception , Detect Magic , Devout Combat , Disarm Foe , Discern Language , Divine Deterrence , Divine Sacrifice , Escape Ward , Exhaustion , Favor , Find the Boss , Fog of War , Free Will , Gibberish , Grace , Guiding Bolt , Halfling Vengeance , Infusion of Fire , Infusion of Ice , Infusion of Lightning , Lacuna , Opportunity , Re-preserve , Remote Listening , Resist Fire , Showers , Sorcery Bane , Static Shield , Surrender , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Trickster's Blessing , Weapon of Nonsense
Cost:3	Absorb Song , Acclimate , Animal Spy , Aplomb , Aplomb , Aura of Glory , Blessing of Luck and Resolve , Blood Bond , Branding Smite , Burrowing Claws , Clarity of Mind , Cloak of Bravery , Combined Effort , Damage Ward , Darkvision , Delay Disease , Dragonskin , Echoes of Cowardice , Extend Breath , Fearsome Duplicate , Gentle Repose , Guard Spirit , Intuition , Iron Gut , Momentary Mind Bastion , Native Port , Rapport , Reveal , Thick Air , Turn Undead	Acclimate , Animal Spy , Aplomb , Blessing of Luck and Resolve , Blood Bond , Blood Reprisal , Branding Smite , Chaotic Fate , Cloak of Bravery , Combined Effort , Curse of Woe , Damage Ward , Darkness , Darkvision , Death Armor , Downpour , Dragonskin , Echoes of Cowardice , Fearsome Duplicate , Find the Gap , Glorify , Intuition , Misstep , Momentary Mind Bastion , Mute , Necrozone , Turn Undead , Weapon Return
Cost:4	Anti-Cold Shell , Backbiter , Banner , Bountiful Chance , Capitulation , Contingent Health , Exultation , Free Movement , Hallow , Harmonic Shabti , Hypnotic Evulsion , Intellectual Redoubt , Lifesilt , Locate , Locus , Necrosayance , Poison Ward , Remove Disease , Revive , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing , Water Walking , Weapon Boon , Zealot's Charge	Arcane Disruption , Backbiter , Banner , Bewildering Charm , Blind , Bountiful Chance , Capitulation , Contingent Health , Crown of the Grave , Deafen , Deathsense , Disrupt Magic , Ghoul Touch , Hallow , Harden Armor , Immobilize , Larvated Tone , Revive , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Weapon Boon , Zealot's Charge
Cost:5	Anti-Venom , Assemble Armor , Circle of Privacy , Deeper Darkvision , Renew Breath , Status	Anti-Venom , Assemble Armor , Astral Blood , Blood Lust , Slow Wound , Sorcery Curse , Target of All
Cost:6	Champion's Strength , Defense , Free Curse , Protection from Fire , Sanctify , Stone Bones , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage	Blood Lightning , Champion's Strength , Closure of Confusion , Death Throes , Defense , Deluge , Sanctify , Stone Bones , Torus of Terror , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage
Cost:7	Borrow , Breath of Life , Greater Sculpt , Hidden Lodge , Pair to Other	Animate Objects , Bedevilment , Borrow , Breath of Life
Cost:8	Discern Lies , Instill Vulnerability	Déjà Vu , Heartseeker , Instill Vulnerability , Regenerate

Gerekt is the deity of Law, Justice and Protection. His ethics are similar to those of Frayft in the sense that the church quite community-minded; however, the significant difference between the two creeds is that Gerekt acts more in line with law enforcement and ensuring justice. The Church of Gerekt govern the policing forces through the halfling communities. The Church also play a significant role in the court tribunals when needed; however, no one organization runs a tribunal, but the Church of Gerekt has a strong influence when one is required.

Further, his followers are the ones who host the combat training occurs in halfling society. It is not uncommon for a temple to acts as a training ground as well as a weapon cache. All priest of Gerekt must be trained in either *melee fighting* or *ranged fighting* at a minimum. Better combat skills are viewed as the path to promotion within the church organization. The clergy have uniforms, which are blue overcoat garment with the priest's ranking embroidered in bands around the left sleeve. The holy symbol for Gerekt is small image of a shield about the size of one's hand with the image of a dagger embossed on it. The overcoat's are made with a socket-type pocket on the right shoulder to store the icon, making it appear like a small pauldron or spaulder on that side.

The ranking structure among the ordained are as follows:

- Trainee: these are acolytes who have not yet become ordained
- Field Guard: the typical patrolman of the streets and fields
- Guardian: usually acts as the tactical leader of a squad
- Combat Master: often a trainer for the Church; must have be *forte* in combat
- Warrant Officer: a specialized member of the church with unique skills, such as a cavalier or glider
- Myrmidon: the title requires *forte* in combat and casting 5-point invocations
- Chief Sheriff: this title indicates the Head of the local Church. It may be skill-based, politically-based or both

It should also be noted these ranks are both skill and politically based; thus, just because one has the skills, it does not guarantee a church-member will become that rank.

Shaynae

Religion

	Earth Province	Nature Province
Cost:2	Aid Movement , Analyze Portal , Bane , Battle Cry , Bless Meal , Blood Wind , Bread Crumbs , Burden , Celestial Fist , Compelled Duel , Compose Mind , Death Perception , Decompose , Detect Magic , Detect Metals and Minerals , Devout Combat , Divine Deterrence , Divine Sacrifice , Escape Ward , Favor , Foundation of Stone , Free Will , Grace , Guiding Bolt , Halfling Vengeance , Infusion of Fire , Infusion of Ice , Lacuna , Opportunity , Re-preserve , Refresh , Remote Listening , Resist Fire , Snow Shape , Sorcery Bane , Sustenance , Thicket , Touch of Appraisal , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Trickster's Blessing , Weapon of Nonsense	Alter Fate , Bane , Battle Cry , Bless Meal , Blood Wind , Bolt , Bread Crumbs , Burden , Celestial Fist , Chain of Eyes , Clarity , Compelled Duel , Compose Mind , Create Flame , Decompose , Detect Magic , Devout Combat , Disarm Foe , Discern Language , Divine Deterrence , Divine Deterrence , Divine Sacrifice , Escape Ward , Exhaustion , Find the Boss , Fog of War , Foundation of Stone , Gibberish , Grace , Halfling Vengeance , Infusion of Ice , Infusion of Lightning , Lacuna , Leaf Into Dagger , Lift , Opportunity , Refresh , Remote Listening , Resist Cold , Resist Fire , Resist Lightning , Sail , Showers , Snow Shape , Sorcery Bane , Static Shield , Surrender , Sustenance , Thicket , Torch , Touch of Appraisal , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Trickster's Blessing , Weapon of Doubt
Cost:3	Absorb Song , Animal Spy , Aplomb , Aplomb , Blessing of Luck and Resolve , Blood Reprisal , Brambles , Burrowing Claws , Clarity of Mind , Cloak of Bravery , Combined Effort , Damage Ward , Darkness , Death Armor , Echoes of Cowardice , Elemental Infusion , Fearsome Duplicate , Gentle Repose , Glorify , Infusion of Chaos , Intuition , Iron Gut , Misstep , Native Port , Necrozone , Rapport , Smear , Tremor , Turn Undead	Absorb Song , Acclimate , Animal Spy , Aplomb , Aura of Glory , Blessing of Luck and Resolve , Blood Bond , Combined Effort , Darkvision , Delay Disease , Dragonskin , Echoes of Cowardice , Extend Breath , Fearsome Duplicate , Gentle Repose , Greater Acupressure , Guard Spirit , Intuition , Iron Gut , Momentary Mind Bastion , Native Port , Rapport , Reveal , Turn Undead
Cost:4	Abolish Shadows , Anti-Cold Shell , Backbiter , Banner , Bountiful Chance , Capitulation , Contingent Health , Crown of the Grave , Deathsense , Disrupt Magic , Extract Poison , Free Movement , Ghoul Touch , Hallow , Harden Armor , Immobilize , Lifesilt , Locate , Locus , Necrosayance , Negative Treatment , Poison Ward , Remove Disease , Revive , Sculpt , Shrine for the Undead , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage	Arcane Disruption , Backbiter , Bountiful Chance , Capitulation , Disrupt Magic , Exultation , Harden Armor , Harmonic Shabti , Holy Storm , Hypnotic Evulsion , Intellectual Redoubt , Larvated Tone , Lifesilt , Mask Spirit , Sculpt , Spirit Sight , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing
Cost:5	Circle of Privacy , Land Lair , Maggots , Spineless	Locate , Anti-Venom , Assemble Armor , Calm Winds , Circle of Privacy , Hypothermia , Land Lair , Maggots , Spineless , Taint Cuisine
Cost:6	Airy Shadow , Breath of the Elements , Closure of Confusion , Defense , Grave Robbery , Protection from Fire , Protection from Lightning , Sanctify , Stone Bones , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage	Call the Beast , Briers , Closure of Confusion , Defense , Deluge , Free Curse , Protection from Ice , Protection from Lightning , Ride the Lightning , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage
Cost:7	Breath of Life , Earth Reaver , Elemental Breath , Greater Sculpt	Breath of Life , Elemental Breath , Frost Gaze , Greater Sculpt , Hidden Lodge
Cost:8	Commune with Earth , Howling Chain	

Shaynae is the goddess of nature, agriculture, beauty, and romantic love. She is sometimes called the Green lady. She and her worshippers are concerned with balancing the wild and the cultivated. They preserve nature's beauty and wild, untamed lands while also promoting the bounty of tended, cultivated areas so that the social races can be fed and prosper. She and her followers also sponsor feasts and parties, as well as encouraging romance and general revelry.

The church of Shaynae is widely revered, nearly as much as that of Yabobe herself. While not all followers are farmers, most share the Green Lady's reverence for growing things and appreciate the balance she works to maintain between untamed and settled lands. It is not uncommon for dwarves, gnomes and wood elves to work with the church of the Shaynae.

Her priests favor simple green robes festooned with garlands of vibrant hue and embroidered with flowers. In their hair they wear only flowers, and their feet are left bare so as to feel the earth from which Shaynae's bounty flows. The holy symbol of the faith is an image of mistletoe.

The ranking structure among the ordained are as follows:

- Seedlings: trainee in the church not yet completing *divine accord*
- Green Child: the rank and title of most in the priesthood
- Watchful: this is the leader of a group, usually a temple but it could be other organizations
- Greenfoster: there is only one of this rank, who is the highest title in the sect

Telnek

Religion

Deception and Thievery	
Cost:2	Aid Movement , Alter Fate , Analyze Portal , Bane , Bless Meal , Blood Wind , Bolt , Chain of Eyes , Create Flame , Death Perception , Decompose , Detect Magic , Devout Combat , Discern Language , Divine Deterrence , Divine Sacrifice , Escape Ward , Exhaustion , Fog of War , Free Will , Gibberish , Halfling Vengeance , Infusion of Fire , Infusion of Ice , Infusion of Lightning , Lacuna , Negative Treatment , Opportunity , Remote Listening , Resist Cold , Resist Fire , Resist Lightning , Showers , Snow Shape , Sorcery Bane , Thicket , Torch , Touch of Appraisal , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Trickster's Blessing , Weapon of Doubt
Cost:3	Animal Spy , Aplomb , Blessing of Luck and Resolve , Blood Reprisal , Brambles , Chaotic Fate , Curse of Woe , Darkness , Darkvision , Death Armor , Downpour , Dragonskin , Intuition , Echoes of Cowardice , Fearsome Duplicate , Infusion of Chaos , Misstep , Mute , Smear , Tremor , Turn Undead , Twist of Fate , Weapon Return
Cost:4	Abolish Shadows , Anti-Cold Shell , Arcane Disruption , Backbiter , Bewildering Charm , Blind , Bountiful Chance , Extract Poison , Free Movement , Harden Armor , Hypnotic Evulsion , Immobilize , Larvated Tone , Seduction , Spirit Sight , Suggestive Fear , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing , Water Walking , Weapon of Nightmares
Cost:5	Anti-Venom , Astral Blood , Blindsight , Blood Lust , Circle of Privacy , Land Lair , Obsessions , Spineless , Target of All , Taint Cuisine
Cost:6	Airy Shadow , Blood Lightning , Call the Beast , Briers , Closure of Confusion , Death Throes , Defense , Noxious Fumes , Protection from Lightning , Ride the Lightning , Torus of Terror , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage
Cost:7	Bedevilment , Breath of Life , Disturb Sleep , Exorcism , Pair to Other
Cost:8	Chain of Madness , Discern Lies

Details incomplete.

Toyt

	Death	Fires of Hell
Cost:2	Bane , Bless Meal , Blood Wind , Burden , Celestial Fist , Clarity , Compose Mind , Create Flame , Death Perception , Decompose , Detect Magic , Devout Combat , Discern Language , Divine Deterrence , Divine Sacrifice , Escape Ward , Exhaustion , Halfling Vengeance , Infusion of Fire , Infusion of Ice , Infusion of Lightning , Lacuna , Mask Spirit , Negative Treatment , Opportunity , Re-preserve , Refresh , Remote Listening , Self-Reflection , Sorcery Bane , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Trickster's Blessing	Analyze Portal , Bane , Battle Cry , Bless Meal , Bread Crumbs , Celestial Fist , Compelled Duel , Create Flame , Death Perception , Decompose , Detect Magic , Devout Combat , Divine Deterrence , Divine Sacrifice , Escape Ward , Exhaustion , Gibberish , Grace , Guiding Bolt , Halfling Vengeance , Infusion of Fire , Infusion of Lightning , Lacuna , Mask Spirit , Opportunity , Rapid Warmth , Re-preserve , Remote Listening , Resist Fire , Sorcery Bane , Sustenance , Torch , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Trickster's Blessing , Weapon of Doubt
Cost:3	Absorb Song , Acclimate , Aplomb , Blessing of Luck and Resolve , Blood Bond , Blood Reprisal , Cloak of Bravery , Curse of Woe , Darkness , Death Armor , Echoes of Cowardice , Extend Breath , Fearsome Duplicate , Gentle Repose , Guard Spirit , Icy Backlash , Intuition , Iron Gut , Momentary Mind Bastion , Necrozone , Rapport , Turn Undead	Absorb Song , Acclimate , Aplomb , Aplomb , Aura of Glory , Blessing of Luck and Resolve , Blood Bond , Blood Reprisal , Branding Smite , Chaotic Fate , Cloak of Bravery , Curse of Woe , Damage Ward , Death Armor , Dragonskin , Echoes of Cowardice , Elemental Infusion , Fearsome Duplicate , Gentle Repose , Glorify , Guard Spirit , Heat Metal , Infusion of Chaos , Intuition , Iron Gut , Momentary Mind Bastion , Mute , Reveal , Smear , Turn Undead
Cost:4	Abolish Shadows , Arcane Disruption , Backbiter , Blind , Bountiful Chance , Contingent Health , Crown of the Grave , Deafen , Deathsense , Desecrated Glow , Disrupt Magic , Extract Poison , Ghoul Touch , Harmonic Shabti , Lifesilt , Necrosayance , Poison Ward , Produce Disease , Remove Disease , Revive , Shrine for the Undead , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing	Abolish Shadows , Anti-Cold Shell , Arcane Disruption , Backbiter , Banner , Bountiful Chance , Disrupt Magic , Free Movement , Hallow , Immobilize , Lifesilt , Locate , Poison Ward , Remove Disease , Revive , Sculpt , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Weapon of Nightmares
Cost:5	Anti-Venom , Astral Blood , Blood Lust , Lightning , Maggots , Renew Breath , Slow Wound , Status , Taint Cuisine , Venom	Anti-Venom , Blindsight , Blood Lust , Calm Winds , Obsessions , Radiant Halo , Solar Flare , Spineless , Target of All , Volatile Torch
Cost:6	Airy Shadow , Death Throes , Defense , Grave Robbery , Hellfire Burst , Torus of Terror , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage	Breath of the Elements , Death Throes , Defense , Hellfire Burst , Protection from Fire , Protection from Ice , Torus of Terror , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage
Cost:7	Borrow , Breath of Life , Charnel Fire , Exorcism , Reanimation	Breath of Life , Disturb Sleep , Elemental Breath , Exorcism
Cost:8	Enlighten Undead , Flesh Shiver , Heartseeker , Imbue Undead , Instill Vulnerability , Regenerate , Taint Body of Water	Instill Vulnerability

Details incomplete.

Yabobe

Religion

	Community	Knowledge	Life
Cost:2	Aid Movement , Alter Fate , Analyze Portal , Battle Cry , Bless Meal , Bread Crumbs , Breathsense , Burden , Celestial Fist , Chain of Eyes , Clarity , Compose Mind , Create Flame , Detect Harmful Gas , Detect Magic , Devout Combat , Disarm Foe , Discern Language , Divine Deterrence , Divine Deterrence , Divine Lock , Divine Sacrifice , Escape Ward , Favor , Favorable Wind , Find the Boss , Foundation of Stone , Free Will , Grace , Halfling Vengeance , Infusion of Ice , Lacuna , Lift , Mask Spirit , Opportunity , Perceive Insanity , Rapid Warmth , Refresh , Remote Listening , Resist Fire , Sail , Self-Reflection , Snow Shape , Sorcery Bane , Sorcery Bane , Surrender , Sustenance , Torch , Touch of Appraisal , Tranquility , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Trickster's Blessing	Aid Movement , Alter Fate , Analyze Portal , Bless Meal , Bread Crumbs , Breathsense , Chain of Eyes , Clarity , Compose Mind , Death Perception , Detect Magic , Devout Combat , Discern Language , Divine Deterrence , Divine Sacrifice , Escape Ward , Favor , Find the Boss , Free Will , Grace , Halfling Vengeance , Infusion of Fire , Know Other , Lacuna , Lift , Mask Spirit , Negative Treatment , Opportunity , Perceive Insanity , Re-preserve , Refresh , Remote Listening , Resist Cold , Resist Fire , Resist Lightning , Sail , Self-Reflection , Snow Shape , Sorcery Bane , Static Shield , Surrender , Thicket , Torch , Touch of Appraisal , Tranquility , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Trickster's Blessing , Weapon of Nonsense	Aid Movement , Bless Meal , Breathsense , Burden , Chain of Eyes , Clarity , Create Flame , Detect Magic , Devout Combat , Divine Deterrence , Divine Deterrence , Divine Sacrifice , Escape Ward , Favor , Find the Boss , Free Will , Gibberish , Halfling Vengeance , Lacuna , Lesser Acupressure , Lift , Mask Spirit , Opportunity , Perceive Insanity , Rapid Warmth , Re-preserve , Recruit Medic , Refresh , Remote Listening , Resist Cold , Resist Fire , Resist Lightning , Sail , Self-Reflection , Sorcery Bane , Surrender , Sustenance , Torch , Tranquility , Treat Minor Body Damage , Treat Minor Mind Damage , Treat Minor Spirit Damage , Trickster's Blessing
Cost:3	Absorb Song , Acclimate , Animal Spy , Aplomb , Aplomb , Aura of Glory , Blessing of Luck and Resolve , Blood Bond , Branding Smite , Burrowing Claws , Clarity of Mind , Cloak of Bravery , Combined Effort , Damage Ward , Darkvision , Delay Disease , Dragonskin , Echoes of Cowardice , Extend Breath , Fearsome Duplicate , Gentle Repose , Guard Spirit , Intuition , Iron Gut , Momentary Mind Bastion , Native Port , Rapport , Reveal , Thick Air , Turn Undead	Absorb Song , Acclimate , Animal Spy , Aplomb , Blessing of Luck and Resolve , Blood Bond , Clarity of Mind , Echoes of Cowardice , Fearsome Duplicate , Gentle Repose , Glorify , Guard Spirit , Intuition , Momentary Mind Bastion , Native Port , Rapport , Reveal , Thick Air , Turn Undead , Twist of Fate , Weapon Return	Absorb Song , Acclimate , Animal Spy , Aplomb , Aura of Glory , Blessing of Luck and Resolve , Blood Bond , Combined Effort , Darkvision , Delay Disease , Dragonskin , Echoes of Cowardice , Extend Breath , Fearsome Duplicate , Gentle Repose , Greater Acupressure , Guard Spirit , Intuition , Iron Gut , Momentary Mind Bastion , Native Port , Rapport , Reveal , Turn Undead
Cost:4	Anti-Cold Shell , Backbiter , Banner , Bountiful Chance , Capitulation , Contingent Health , Exultation , Free Movement , Hallow , Harmonic Shabti , Hypnotic Evulsion , Intellectual Redoubt , Lifesilt , Locate , Locus , Necrosayance , Poison Ward , Remove Disease , Revive , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing , Water Walking , Weapon Boon , Zealot's Charge	Arcane Disruption , Backbiter , Bewildering Charm , Bountiful Chance , Crown of the Grave , Deathsense , Desecrated Glow , Disrupt Magic , Ghoul Touch , Hallow , Harmonic Shabti , Hypnotic Evulsion , Intellectual Redoubt , Larvated Tone , Lifesilt , Locate , Locus , Necrosayance , Remove Disease , Spirit Sight , Suggestive Fear , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing , Weapon Boon	Abolish Shadows , Backbiter , Bountiful Chance , Capitulation , Contingent Health , Exultation , Harmonic Shabti , Hypnotic Evulsion , Larvated Tone , Lifesilt , Locus , Necrosayance , Poison Ward , Radianance , Remove Disease , Revive , Spirit Sight , Treat Moderate Body Damage , Treat Moderate Mind Damage , Treat Moderate Spirit Damage , Water Breathing , Water Walking , Zealot's Charge
Cost:5	Anti-Venom , Assemble Armor , Circle of Privacy , Deeper Darkvision , Renew Breath , Status	Anti-Venom , Astral Blood , Slow Wound , Sorcery Curse , Status	Anti-Venom , Circle of Privacy , Deeper Darkvision , Life Bolt , Renew Breath , Slow Wound , Status
Cost:6	Champion's Strength , Defense , Free Curse , Protection from Fire , Sanctify , Stone Bones , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage	Defense , Free Curse , Grave Robbery , Protection from Fire , Ride the Lightning , Tongues , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage	Defense , Free Curse , Hearken Lifesong , Life's Grace , Protection from Fire , Protection from Ice , Protection from Lightning , Stone Bones , Tongues , Treat Serious Body Damage , Treat Serious Mind Damage , Treat Serious Spirit Damage
Cost:7	Borrow , Breath of Life , Greater Sculpt , Hidden Lodge , Pair to Other	Bedevilment , Borrow , Breath of Life , Charnel Fire , Disturb Sleep , Exorcism	Borrow , Breath of Life , Breath of Life , Exorcism , Pair to Other , Treat Mass Wounds
Cost:8	Discern Lies , Instill Vulnerability	Chain of Madness , Déjà Vu , Enlighten Undead , Imbue Undead	Instill Vulnerability , Regenerate

Details incomplete.