

## Braximae Spellbook Instructions

Spells in italics are incantations. All else are Tier I spells. Choose two incantations and two Tier I spells to start with or go with the recommended (R) marked spells.

**Acid Spray:** A 45-degree cone 15 feet long of acid sprays from your outstretched hands in front of you. Any creature within this area must succeed on an Agility check or suffer corrosive damage (WDP: 1CD).

When Boosted: For every 5 additional vigor points invested, you can increase the length of the cone by 5 feet.

Failure: Damage is 1 point.

**Acid Touch:** *Your hand becomes coated in acid until the end of your turn. An item you touch will be exposed to this acid, which will burn through and/or melt up to 1/8 inch of wood, 1/4 inch of stone, or 1/8 inch of metal in an area 4 inches in diameter. If used against a creature and an attack roll is successful, that creature will suffer corrosive damage (WDP: 1CD).*

**R Arcane Armor (8 hours):** A willing creature you touch who isn't wearing armor gains a protective air spirit surrounding it until the spell ends, granting a +1 DEF PD bonus and a +1 DR bonus. The spell ends if the target dons armor or if you dismiss the spell as an action.

When Boosted: For every 3 additional vigor points invested, you increase the DEF by 1 PD, up to a total bonus PD equaling your Circle level.

**Arcane Lock:** This spell will hold fast and lock any portal within the area of effect. This includes doors, chests, windows, etc. An unlock spell will open any of these locked portals, or the casting sorcerer can end the spell at will.

**Befuddle (50 ft, 1 minute):**

Choose a target you can see within range. That target must succeed on an Intellect ability check or become confused for the duration. A confused creature suffers a -1 penalty to its AP and a -1 PD penalty to all ability checks, DEF, and attack rolls.

When Boosted: For every 5 additional vigor you spend, you can select an additional target.

Disaster: You become befuddled, unable to cast spells or use Traits until the end of your next turn.

**Charming Flame (30 feet, 1 hour per 5 vigor):** Target one humanoid you can see within range. If the creature fails a Will ability check, it is glamoured by you for the duration or until you or your allies harm it. If you cast this spell while fighting the creature, it can attempt the ability check with a +1d20 bonus. A glamoured creature views you as a close friend.

When Boosted: For every 3 additional vigor points invested, you can increase the number of creatures affected by 1.

Disaster: The target creature becomes furious with you, and knows your location.

Additional Success: The target creature is infatuated with you, and is compelled to follow your orders for the duration.

**Chameleon (10 min):**

*When you cast this spell, your skin and clothing subtly change hue and pattern to match your surroundings. While this spell is active, you gain a +1 PD bonus to your stealth checks.*

**Control Flame (100 feet, 1 minute):**

Choose a fire source you can see within range. The fire spirit will manifest in a 5-foot-long tendril that instantly sprouts from this source. A spell attack roll is necessary if used to attack, and your WDP is 1 CD of heat damage.

When Boosted: For every 3 additional vigor you spend, you can increase the length of the tendril by 5 feet.

**Create Flame (30 feet):** *A 6-inch-tall flame is conjured in your hand. You can hurl this flame up to 30 feet away. If used to attack, a spell attack roll is necessary and base WDP is 1 CD of heat damage. The AP cost of this is 3.*

**Darkness (60 feet, 10 min)**

An air spirit creates a 10-foot radius sphere of magical darkness to appear within range. This sphere flows around corners and prevents all light or vision from penetrating, even night vision. This spell will cancel a light spell if cast in the same area.

Disaster: You are blinded until the start of your next turn.

**Detect Magic (10 min):**

This spell allows you to detect magical objects for the duration up to a range of 30 feet in front of you. You will see a faint magical aura around any magical object or creature for the duration, but you do not learn the exact type of magic.

**Electrifying Touch:** *Electrical sparks flicker around your hand. If used in combat, a spell attack roll is necessary, and your WDP is 2 CD electrical damage.*

**R Elemental Ray (60 feet):** *When you cast this spell, you choose an elemental type: corrosive, poison, fire, lightning, cold, divine, necrotic, or force. A ray of magical energy matching that elemental type streaks forward toward a target of your choice within range. You must make a spell attack roll to determine if you hit. WDP: 1 CD of the elemental type you chose.*

**Entangling Vines (90 feet/20-foot square, 1 minute):** The earth spirit causes vines, roots, and plants to writhe and reach up out of the ground to grasp anything within the 20-foot square area of effect. Any creature within the area of effect will need to make a Power ability check or will be restrained for the duration, unable to move and having their AP pool reduced by 4. They can still attack targets within range and cast spells, but their movement will be reduced to zero.

Even those that make their check will have their AP pool reduced by 2 as long as they are in the affected area.

Disaster: The area is centered on you.

**Fan of Elemental Fury (15 foot cone):** Choose either fire, ice, force, or electrical energy. You create a sheet of the chosen element to billow forth in a 45-degree cone out to 15 feet. Each creature caught within this cone must succeed on a Physical ability check or suffer the appropriate type of elemental damage (WDP: 2 CD).

When Boosted: For every additional 3 vigor points invested, you increase the size of the cone by 5 feet.

Disaster: The fan backlashes on you, causing 1 CD of damage of the elemental type to you.

Failure: Use the lowest result from your WDP.

**Gust of Wind (30 feet):** An air spirit causes a strong gust of wind to blow forth from your location out to 30 feet, in a 10-foot wide path. This wind will extinguish any flame source up to a torch or small campfire. It will also blow up debris and other clutter, possibly blinding a creature. Small-sized or smaller creatures within the path will need to succeed on a Power ability check or be blown backward to the limits of the spell range.

When Boosted: When you invest 5 additional vigor, you can impact medium-sized or smaller creatures as well. Investing 10 vigor impacts large-sized or smaller creatures and grants you a +1 PD bonus to your Challenge Roll.

Disaster: A gust of wind spins you in a circle, disorientating and stunning you until the start of your next turn.

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**Heal Wounds:** Spend 3 vigor. A living creature you touch regains up to 1 CD + your Mental modifier of vitality, not exceeding their maximum total. This spell does not affect constructs and will instead cause damage (WDP: 2 CD) to undead rather than heal them.

**When Boosted:** For every 5 additional vigor points invested, you can increase the amount healed by 1 CD plus your Mental modifier.

**Disaster:** Not only do you not heal the target, they are prevented from receiving any healing from any source until the end of their next turn.

**Failure:** Healing becomes 1 point.

**Heat Metal:** Choose a metal object you can see within 50 feet. The flame spirit begins to heat that metal up increasingly for each round you maintain concentration. At the end of your turn after casting, the metal becomes uncomfortable to touch. If worn (such as armor, bracelet, etc.), the victim will suffer a -1 PD penalty to all Challenge Rolls. You must spend 3 vigor at the start of each of your turns to maintain the spell.

At the end of your second turn after casting, the metal becomes very hot, damaging any creature it touches (WDP: 1 CD). At the end of your third turn and every turn after that, the metal is red hot, damaging any creature it touches (WDP: 2 CD).

**Disaster:** A metal object you are wearing heats up instead, inflicting 1 CD of heat damage to you before fading.

**Ice Storm (300 feet):** A spherical area of effect with a radius of 20 feet within range is bombarded with frost and ice. Each creature within the area of effect must succeed on an Agility ability check or fall prone. Against creatures vulnerable to water or ice, or made of fire, they also suffer 1 CD of cold damage. The area of effect also becomes difficult terrain until the end of your next turn.

**When Boosted:** For every additional 5 vigor points invested, the radius increases by 10 feet.

**Disaster:** The area of effect is centered on you.

**Identification:** When you cast this spell and choose one object you are touching, the item's properties are revealed to you if it is magic or has been enchanted with magic. You learn not only the magical features of the object but also any command words to activate it if applicable.

You may also cast this spell on a creature, revealing all magical effects impacting it.

**Disaster:** You are confused, unable to take actions until the start of your next turn.

**Lesser Recovery:** This spell instantly cures either a disease or one negative status afflicting it, including but not limited to blinded, deafened, frightened, or poisoned.

**Levitate (60 feet, 10 minutes):** This spell allows you or one creature you choose to begin to levitate vertically only (no horizontal movement is granted) at a rate of 1 AP for every 5 feet moved. Up to 100 pounds of weight for every 3 vigor invested can be levitated in this way. If cast upon an unwilling creature, it is entitled to a Willpower ability check to resist.

**Disaster:** You start to levitate instead of the target creature, rising straight in the air 20 feet each round for the duration. You cannot dispel this spell early.

**Light (1 hour):** This spell creates a globe of light centered on an object that illuminates an area of 20 feet radius in bright light. You can end this spell at any time. If cast upon a creature, they are entitled to an Agility check in order to avoid it, or it will suffer the blinded status.

**Minor Illusion (30 feet, 1 minute):**

You create a sound or an image of an object within range for the duration or until you dismiss it as an action. If a sound, the volume can be a voice, dog barking, chopping tree, or any other sound of your choosing. It is not powerful enough to cause damage or deafen. As a free action for the duration of the spell, you can create another different sound.

If you create an object, such as a chair, door, or trap, the image must fit within a 5-foot cube. It does not create any sound, smell, or thermal traits. Physical interaction reveals the illusion, as does any successful Intuition ability check for a creature examining it.

**Parachute (1 minute):** You cast this spell as a response to falling (costing 1 AP). For the duration, your fall speed becomes 20 feet per round, preventing any fall damage from occurring to you while the spell is active.

**Paralyze (60 feet, 1 minute):** When you target a humanoid you can see within range and cast this spell, that creature must succeed on a Will ability check or be paralyzed for the duration.

**When Boosted:** For every additional 4 vigor points invested, you increase the number of affected creatures by one.

**Disaster:** You are paralyzed until the end of your next turn.

**Poison Spray (10 feet):** You spray toxic poison in a 15-foot-long 45-degree cone. Any creature in the area of effect must succeed on an Endurance ability check or be poisoned.

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**Prestidigitation (10 feet, 1 hour):** This spell conjures a minor magical effect to come into being. You can create one of the following within range:

An instant harmless sensory effect, such as a breeze, faint melody, small flashing lights, or smell.

Instantly snuff out or light a candle, torch, or small campfire.

Instantly clean or soil an object no larger than 1 cubic foot in size.

**Repair:** You are able to repair small breaks, tears, or other minor damage in a single object. Examples include fixing chain links, tears in canvas, broken pots, etc. This spell does not repair broken magical items in a way that brings back the enchantment. If used on a construct, it heals 1d6 damage.

**Shield of Protection (1 minute):** You create a magical invisible shield of air to hover in front of you, granting you a bonus +2 PD to your DEF.

**When Boosted:** For every additional 5 vigor points you invest in the casting, the DEF bonus increases by +1 PD.

**Silence (120 feet, 10 minutes):** When you cast this spell, the air spirits prevent any sound from passing through a 15-foot radius sphere centered on a point you choose within range. Any creature or object inside the sphere is considered deafened. Casting spells with a verbal component within the sphere is impossible.

**When Boosted:** For every additional 3 vigor points you invest in the casting, the radius increases by 5 feet.

**Disaster:** You are deafened for up to 1 minute.

**Sleeping Smoke (90 feet, 1 minute):** When this spell is cast, a tendril of smoke encircles a creature you can see within range. That creature must succeed on a Will ability check, or it will fall into a deep sleep. Moderate noises or jostling won't wake it, but damage or loud noises will.

**Disaster:** The tendril strikes you, causing you to fall asleep until the end of your next turn.

**Smoke Wall (100 feet, 1 minute):** You compel fire and air spirits to combine, creating a thick wall of smoke to appear within range. The wall is 20 feet wide by 10 feet tall by 5 feet thick, obscuring all vision.

**When Boosted:** For every 3 vigor invested, you lengthen the wall by 10 feet.

**Disaster:** A cloud of thick smoke swirls around you, causing you to choke, effectively blinding and stunning you until the end of your next turn.

**Sparkle (120 feet, 1 minute):** This spell allows you to create up to four torch-sized lights within range. You can have them appear as torches, lanterns, or glowing orbs, and you can spend a free action to move them up to 60 feet as long as they remain in the original spell's range. Each light emits a dim light up to a 10-foot radius.

**Stone Fist (60 feet, 1 minute):** You cause an earth spirit to create a fist of stone to erupt for the earth at a target you can see within range. A spell attack roll is necessary. On a hit, the creature takes force damage (WDP: 1 CD) and is grasped by the fist, reducing its movement by half for as long as the fist exists.

**Disaster:** The fist grabs you until the end of your next turn.