

Anya's 1st Level Grimoire

1

Elementalism

Elementalists concern themselves with the manipulation of the magical forces of nature. They associate themselves frequently with the elements, seasons, weather, and natural forces.

Realms: Alter, Blast, Dispel, Shield, Summon, and Transform.

Basic Modifiers: Persistent , Reach , Self , Touch .

Starting Modifiers: Area of Effect , Arc , Change State , Explosive , and Wyrd .

Special Effect Modifier: Fulmenata .

Alter

Spells of this Realm directly increase or decrease Attributes or instill or remove Skills & Abilities. Magical energy is manipulated to fundamentally, if partially, change the target.



ESSENCE DRAIN



Type: Magical **Time:** Core Action
Duration: 1 × Level **Resistance:** -0 WIL
Range: Touch

Touch a target to decrease one Attribute by 1.

Quire: Dwindle , Touch .



FLEET OF FOOT



Type: Magical **Time:** Core Action
Duration: 1 × Level **Resistance:** -0 WIL
Range: Self

Imbue yourself with **Fleet of Foot** (500 XP) to move twice as fast.

Quire: Imbue , Self .



AMPLIFY



Type: Magical **Time:** Core Action
Duration: 1 × Level **Resistance:** -0 WIL
Range: Touch

Touch a target to increase one Attribute by 1.

Quire: Magnify , Touch .



TOUCH OF INEBRIATION



Type: Magical **Time:** Core Action
Duration: 1 × Level **Resistance:** -0 WIL
Range: Touch

Touch a target to remove their **Drinking** (250 XP) skill.

Quire: Purge , Touch .

Blast

Energy is meant to destroy! Blast spells can be described as you wish: an eldritch force that dances over the target's surface as it blisters, an evil putrescence erupting from its target's skin, or perhaps a bolt of azure energy shearing through it with a dazzling flash!



FORCE BOLT



Type: Magical **Time:** Core Action
Duration: Instant **Resistance:** -0 WIL
Range: 5 ft. × Level

Inflict 1d4 damage per Level. With a successful **Resistance** ☑, the target suffers only half-damage, rounded down.

Quire: Blast 1, Reach 1.



LIGHTNING TOUCH*



Type: Electricity **Time:** Core Action
Duration: Instant **Resistance:** -0 WIL
Range: Touch

Touch a target to inflict 1d4 damage per Level. **Electrically conductive armor only offers half its DEF, rounded down.** With a successful **Resistance** ☑, the target suffers only half-damage, rounded down, and no other effects.

Quire: Blast 1, Fulmenata 1, Touch 0.



RAY OF PAIN



Type: Magical **Time:** Core Action
Duration: Instant **Resistance:** -0 WIL
Range: Touch



Inflict 1d4 damage per Level to all targets within a Tier 1 Ray. With a successful **Resistance** ☑, the target suffers only half-damage, rounded down.

Quire: Blast 1, Area of Effect: Ray (Tier 1) 1, Touch 0.

Dispel

Destroy existing spells or impede spellcasting. Dispel has two effects: Ablate, which destroys the building blocks of a spell; and Disrupt, which makes a spell more difficult to cast.

Once per turn you may use a **Free-action** to make a **-4 INT** ☑ to reveal the Realms of all perceptible spells affecting a single target you can see.



HAND OF FATE



Type: Magical **Time:** Core Action
Duration: 1 × Level **Resistance:** -0 WIL
Range: Touch

Touch a target to deal your Level damage to a persistent spell.

Quire: Ablate 1, Touch 0.



SPELL SLAYING



Type: Magical **Time:** Core Action
Duration: 1 × Level **Resistance:** -0 WIL
Range: 5 ft. × Level

Deal your Level damage to a persistent spell.

Quire: Ablate 1, Reach 1.



HALT



Type: Magical **Time:** Interrupt
Duration: Instant **Resistance:** -0 WIL
Range: Touch

Touch a target to apply a Spell Disruption equal to half your Level, rounded down, against a single spell as it is being cast.

Quire: Disrupt 2, Touch 0.

Shield

This Realm protects the target from external damage by increasing the target's DEF against damage from a specified source. Internal sources of damage such as Feedback and Offerings are not affected by Shield spells.



GUARDING CHANT

2

Type: Magical
 Time: Core Action

Duration: 1 × Level
 Resistance: -0 WIL

Range: Self

Increase your DEF by 1 per Level vs. **Swords***.

Quire: Shield 2, Self 0.

* The weapon type may be one of the following: Axes, Bows, Clubs, Flails, Knives, Shields, Spears, Swords, Thrown, Triggered, Natural Weaponry: Body, Natural Weaponry: Force, or Natural Weaponry: Unarmed.

Summon

Summoning is the use of magical energy to call creatures to act on your behalf and to command in combat.



GLOWING GUIDE

1

Type: Ordinary
 Time: Sole Action

Duration: 1 × Level
 Resistance: Nil (-0)

Range: Touch

Call a **Glow Fly** to aid you. Either offer it **nectar** as tribute or engage in a -0 CHA vs. 20+ WIL ☑ to control it.

Quire: Summon (Glow Fly) 1, Touch 0.



SCORPION

2

Type: Ordinary
 Time: Sole Action

Duration: 1 × Level
 Resistance: Nil (-0)

Range: 5 ft. × Level

Call a **Common Scorpion** to aid you. Either offer a **live bugs** as tribute or engage in a -0 CHA vs. 20+ WIL ☑ to control it.

Quire: Summon (Common Scorpion) 1, Reach 1.

Transform

Transform spells change an object's shape or state. Transform can change a pumpkin into stone, that stone into a dog, that dog into a ball of fire, and that ball of fire into a gold coin.

DAGGER OF THE MIND

2

Type: Ordinary
Duration: 1 × Level
Range: 5 ft. × Level

Time: Core Action
Resistance: -0 WIL

Turn a **Tiny** object into a dagger.

Quire: Transform: Tiny 1, Reach 1.



VANISH

2

Type: Ordinary
Duration: 1 × Level
Range: 5 ft. × Level

Time: Core Action
Resistance: -0 WIL

Turn a **Tiny** target into air.

Quire: Transform: Tiny 1, Reach 1.