

Anya's 8th Level Grimoire

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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.

Some of your spells cause you to become **Fatigued**. You must take one less **Action** during your turn until you recover by rolling a CON ☑ penalized by the spell's **Resistance** value. This requires a **Free Action** but may not be attempted until your turn, next round.

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.



DESICCATE



Type: Air
Duration: 8 Rounds
Range: 40 ft.

Time: Core Action
Resistance: -2 CON

Decrease the target's **Constitution by 8** and Dehydrate (-1 STR & -1 CON) the target until the spell is Broken with a -2 CON ☑.

Quire: Dwindle , Aer , Wryd (CON) , Reach .



CLOAK OF INVISIBILITY



Type: Magical
Duration: 8 Rounds
Range: Touch

Time: Core Action
Resistance: -4 WIL

Enchant a jaguar fur cloak with the power to imbue the target with **Invisibility** (4,000 XP). **Upon successfully casting this spell, you become Fatigued until you recover with a -4 CON ☑.**

Quire: Imbue , Exhausting , Magistrata , Touch .



STOLEN INSIGHT



Type: Magical
Duration: 8 Rounds
Range: 40 ft.

Time: Core Action
Resistance: -2 WIL

Decrease the target's **Perception by 8** and increase your own Perception by the same amount. Transferred attributes last for the duration of the spell.

Quire: Dwindle , Transfer , Reach .



STONE STRENGTH



Type: Magical
Duration: 8 Rounds
Range: 40 ft.

Time: Core Action
Resistance: -1 WIL

Increase the target's **Strength by 8**.

Quire: Magnify , Reach .



TAKE FLIGHT



Element: Magical
Duration: 16 Rounds
Range: Self

Time: Core Action
Resistance: -1 WIL

Imbue yourself with **Flight** (1,000 XP).

Quire: Imbue , Magistrata , Persistent , Self .



COLD STEEL



Type: Magical
Duration: 8 Rounds
Range: 100 ft.

Time: Core Action
Resistance: -7 CON

Purge **four** of the following **Weapon Proficiencies** (2,000 XP) from the target: **Axes, Bows, Clubs, Flails, Knives, Shields, Spears, Swords, Thrown, or Triggered**, and the target is Maimed (-2 ToHit & ½ Movement rate) the until the spell is Broken with a -7 CHA ☑.

Quire: Purge , Magistrata , Aquata , Harden  [Crystalize , Wryd (CHA) , Ranged .

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



Element: Magical
Duration: Instant
Range: 40 ft.

Time: Core Action
Resistance: -0 WIL

Inflct **8d4 damage** to the target. With a successful **Resistance** ☑, the target suffers only half-damage, rounded down.

Quire: Blast , **Reach** .



ELEMENTAL LASH




Type: Special
Duration: 8 Rounds
Range: 100 ft.

Time: Core Action
Resistance: Special

Inflct **8d4 damage** to the target. When this spell is cast, pick one...

- Element:** Air **Resistance:** -2 | -5 CON
 The target is Dehydrated (-2 STR & -2 CON) until the spell is Broken with a -2 | -5 WIL ☑.
- Element:** Fire **Resistance:** -2 | -5 WIL
 A roll of 9+ | 6+ on a d20 causes the target to catch fire, inflicting **1d4+2 damage** on your turn each round, until extinguished. Armor does not apply against this damage.
- Element:** Water **Resistance:** -2 | -5 CON
 The target is Maimed (-3 ToHit & ½ Movement rate) the until the spell is Broken with a -2 | -5 WIL ☑.

With a successful **Resistance** ☑, the target suffers half-damage, rounded down, and no other effects.

Quire: Blast , Aer × 2 -or- Aquata [Freeze] -or- Ignata [Inferno] , **Ranged** , **Harden**  [Crystalize ].



ELEMENTAL STRIKE




Type: Special
Duration: 8 Rounds
Range: 100 ft.

Time: Core Action
Resistance: Special

Inflct **8d6 damage** | **8d8 damage** to the target. When this spell is cast, pick one...

- Element:** Air **Resistance:** -2 | -3 CON
 The target is Dehydrated (-1 STR & -1 CON) until the spell is Broken with a -2 | -3 WIL ☑.
- Element:** Fire **Resistance:** -2 | -3 WIL
 A roll of 9+ | 8+ on a d20 causes the target to catch fire, inflicting **1d4 damage** on your turn each round, until extinguished. Armor does not apply against this damage.
- Element:** Water **Resistance:** -2 | -3 CON
 The target is Maimed (-2 ToHit & ½ Movement rate) the until the spell is Broken with a -2 | -3 WIL ☑.

With a successful **Resistance** ☑, the target suffers only half-damage, rounded down and no other effects. **Upon successfully casting this spell, you become Fatigued until you recover with a -2 | -3 CON** ☑.

Quire: Blast , Aer -or- Aquata -or- Ignata , **Ranged** , **Exhausting** , **Magistrata** .



ARC OF OBLITERATION



Type: Magical
Duration: Instant
Range: 100 ft.

Time: Core Action
Resistance: -4 WIL



Inflct **8d8 damage** to the target. With a successful **Resistance** ☑, the target suffers only half-damage, rounded down. This spell leaps to another target of your choosing within 50 ft. of the first, applying all effects but inflicting only half of the damage applied to the previous target, rounded down. The spell keeps leaping in this way until no more damage can be applied. **Upon successfully casting this spell, you become Fatigued until you recover with a -4 CON** ☑.

Quire: Blast , **Exhausting** , **Magistrata** , Arc  [Chosen , **Ranged** .

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ELEMENTAL BURST




Type: Special **Time:** Core Action
Duration: 8 Rounds **Resistance:** Special
Range: 40 ft.



Inflict **8d4 damage** | **8d6 damage** to all targets within or entering the area affected by a Tier 1 Burst. When this spell is cast, pick one...

- **Element:** Air **Resistance:** -2 | -2 CON
The targets are Dehydrated (-1 STR & -1 CON) until the spell is Broken with a -2 WIL ☹.
- **Element:** Fire **Resistance:** -2 | -2 WIL
A roll of 9+ on a d20 causes the targets to catch fire, inflicting **1d4 damage** on your turn each round, until extinguished. Armor does not apply against this damage.
- **Element:** Water **Resistance:** -2 | -2 CON
The targets are Maimed (-2 ToHit & ½ Movement rate) the until the spell is Broken with a -2 | -2 WIL ☹.

With a successful **Resistance** ☹, the target suffers half-damage, rounded down, and no other effects.

Upon successfully casting this spell, you become Fatigued until you recover with a -2 CON ☹.

Quire: Blast (1), Area of Effect: Burst (Tier 1) (3), Aer -or- Aquata -or- Ignata (2), Reach (1), **Exhausting** (1).



ENERGY SURGE




Type: Magical **Time:** Core Action
Duration: Instant **Resistance:** -1 | -2 WIL
Range: 5 ft. × Level | **100 ft.**



Inflict **8d4 damage** to all targets within the area affected by a Tier 2 Ray, Tier 2 Column, or Tier 1 Cone. With a successful **Resistance** ☹, the targets suffer only half-damage, rounded down.

Quire: Blast (1), Area of Effect: Ray (Tier 2) (2) -or- Column (Tier 2) (2) -or- Cone (Tier 1) (2), Reach (1) -or- **Ranged** (3).



ELEMENTAL SPHERE




Type: Special **Time:** Core Action
Duration: 8 Rounds **Resistance:** Special
Range: 40 ft.



Inflict **8d6 damage** | **8d8 damage** to all chosen targets within the area affected by a Tier 2 Burst. When this spell is cast, pick one...

- **Element:** Air **Resistance:** -4 | -5 CON
The target is Dehydrated (-1 STR & -1 CON) until the spell is Broken with a -4 | -5 WIL ☹.
- **Element:** Fire **Resistance:** -4 | -5 WIL
A roll of 8+ | 7+ on a d20 causes the target to catch fire, inflicting **1d4 damage** on your turn each round, until extinguished. Armor does not apply against this damage.
- **Element:** Water **Resistance:** -4 | -5 CON
The target is Maimed (-2 ToHit & ½ Movement rate) the until the spell is Broken with a -4 | -5 WIL ☹.

With a successful **Resistance** ☹, the target suffers only half-damage, rounded down and no other effects. **Upon successfully casting this spell, you become Fatigued until you recover with a -4 | -5 CON ☹.**

Quire: Blast (1), **Exhausting** (1), Area of Effect: Burst (Tier 2) (6) [Chosen (2)], Aer -or- Aquata -or- Ignata (2), Reach (1), **Magistrata** (3).

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.


BASIC ABLATE


Type: Magical **Time:** Core Action
Duration: Instant **Resistance:** Nil (-1)
Range: 100 ft.
 Deal **8 damage** to a persistent spell.
Quire: Ablate , Ranged .


ERODE MAGIC


Type: Magical **Time:** Core Action
Duration: Instant **Resistance:** Nil (-0)
Range: Touch
 Deal **11 damage** to a persistent spell. Upon successfully casting this spell, you become **Fatigued** until you recover with a **-0 CON** ☑.
Quire: Ablate , Exhausting , Touch .


SPELL FIRE


Type: Fire **Time:** Core Action
Duration: 16 Rounds **Resistance:** -2 WIL
Range: 100 ft.
 Deal **8 damage** to a persistent spell and with a roll of 9+ on a d20 the caster of that spell catches fire, inflicting **1d4 additional damage** on your turn each round, until extinguished. Armor does not apply against this damage.
Quire: Ablate , Ignata , Persistent , Ranged .


SPELL STRIKE


Element: Magical **Time:** Core Action
Duration: Instant **Resistance:** Nil (-2)
Range: 100 ft.
 Deal **14 damage** to a persistent spell. Upon successfully casting this spell, you become **Fatigued** until you recover with a **-2 CON** ☑.
Quire: Ablate , Exhausting , Magistrata ,
 Ranged .


BASIC DISRUPT


Type: Magical **Time:** Interrupt
Duration: Instant **Resistance:** -1 WIL
Range: 100 ft.
 Apply a **-4 Spell Disruption** against a single spell as it is being cast.
Quire: Disrupt , Ranged .


FALTER


Element: Magical **Time:** Interrupt
Duration: Instant **Resistance:** -3 WIL
Range: 100 ft.
 Apply a **-6 Spell Disruption** against a single spell as it is being cast. Upon successfully casting this spell, you become **Fatigued** until you recover with a **-3 CON** ☑.
Quire: Disrupt , Exhausting , Magistrata ,
 Ranged .


INTERVENING FLAMES


Type: Fire **Time:** Core Action
Duration: 8 Rounds **Resistance:** -7 WIL
Range: 100 ft.
 Apply a **-4 Spell Disruption** against all spells originating from the target, and with a roll of 7+ on a d20 the target catches fire, inflicting **1d4+6 damage** on your turn each round until extinguished. Armor does not apply against this damage. You suffer a **-0 Spell Disruption** for this spell's duration.
Quire: Disrupt , Ignata  [Inferno × 3 , Harden  [Crystalize , Ranged .

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.

Regular Shield

* Shield against one of the following **weapon types**: Axes, Bows, Clubs, Flails, Knives, Shields, Spears, Swords, Thrown, Triggered, Natural Weaponry: Body, Natural Weaponry: Force, or Natural Weaponry: Unarmed.



PROOF AGAINST SWORDS

3

6

Type: Magical
Duration: 8 Rounds
Range: 40 ft.

Time: Core Action
Resistance: -1 | -2 WIL

Increase the target's DEF by 8 | 9 vs. **Swords***.

Quire: Shield (2), Reach (1), Magistrata (3).



BITE BREAK

5

Type: Magical
Duration: 16 Rounds
Range: Self

Time: Core Action
Resistance: -1 WIL

Increase **your** DEF by 9 vs. **Natural Weaponry: Body*** (Bite, Claws, Gore, & Tail). Upon successfully casting this spell, you become Fatigued until you recover with a -1 CON ☹.

Quire: Shield (2), Exhausting (1), Persistent (2), Self (0).



ELEMENTAL SHIELD

6

Element: Special
Duration: 8 Rounds
Range: Self

Time: Core Action
Resistance: Special

Increase **your** DEF by 8 vs. **Bows***. When this spell is cast, pick one...

- Element:** Air

Resistance: -2 CON.

When Elemental Shield prevents damage, the attacker suffers the same amount damage and is Dehydrated (-1 STR & -1 CON) until the spell is Broken with a -2 WIL ☹.
- Element:** Fire

Resistance: -2 WIL.

When Elemental Shield prevents damage, the attacker suffers the same amount of damage. A roll of 9+ on a d20 causes the attacker to catch fire, inflicting **1d4 damage** on your turn each round, until extinguished.
- Element:** Water

Resistance: -2 CON

When Elemental Shield prevents damage, the attacker suffers the same amount of damage and the attacker is Maimed (-2 ToHit & ½ Movement rate) the until the spell is Broken with a -2 WIL ☹.

With a successful Resistance ☹, the attacker suffers half-damage, rounded down, and no other effects.

Quire: Shield (2), [Reactive (2)], Aer -or- Aquata -or- Ignata (2), Self (0).

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TOUCH-ME-NOT




Element: Special
Duration: 16 Rounds
Range: 40 ft.

Time: Core Action
Resistance: Special

Increase the target's **DEF** by 8 | 9 vs. **Natural Weaponry: Body*** (Bite, Claws, Gore, & Tail). When this spell is cast, pick one...

- Element:** Air **Resistance:** -4 | -5 CON.
 When Elemental Shield prevents damage, the attacker suffers the same amount damage and is Dehydrated (-3 STR & -3 CON) until the spell is Broken with a -4 | -5 WIL ☹.
- Element:** Fire **Resistance:** -4 | -5 WIL.
 When Elemental Shield prevents damage, the attacker suffers the same amount of damage. A roll of 7+ | 6+ on a d20 causes the attacker to catch fire, inflicting 1d4+4 damage on your turn each round, until extinguished.
- Element:** Water **Resistance:** -4 | -5 CON
 When Elemental Shield prevents damage, the attacker suffers the same amount of damage and the attacker is Maimed (-4 ToHit & ½ Movement rate) the until the spell is Broken with a -4 | -5 WIL ☹.

With a successful Resistance ☹, the attacker suffers half-damage, rounded down, and no other effects.

Quire: Shield 2, [Reactive 2], Aer × 3 -or- Aquata [Freeze × 2] -or- Ignata [Inferno × 2] 6, Persistent 2, Reach 1, **Magistrata** 3.

* 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.



COPPERHEAD

4

Type: Ordinary

Time: Sole Action

Duration: 8 Rounds

Resistance: Nil (-1)

Range: 40 ft.

Call a **Copperhead** and offer it a tribute of a **live Tiny mammal**. If you do not offer tribute, then a -1 CHA vs. WIL ☑ is required to gain influence over the creature. If you have **Influence: Beasts**, then use it instead of CHA. (The Copperhead has a base WIL ☑ of 17+.)

Quire: Summon (Copperhead) 3, Reach 1.



CALL OF THE WILD

8

Type: Ordinary

Time: Sole Action

Duration: 8 Rounds

Resistance: Nil (-2)

Range: Touch

Call a **Wolf** and offer it a tribute of **3 lbs. of fresh meat**. If you do not offer tribute, then a -2 CHA vs. WIL ☑ is required to gain influence over the creature. If you have **Influence: Beasts**, then use it instead of CHA. (The Wolf has a base WIL ☑ of 11+.)

Quire: Summon (Wolf) 8, Touch 0.



FURRY FRIEND

11 | 12

Type: Ordinary

Time: Sole Action

Duration: 8 Rounds

Resistance: Nil (-3 | -4)

Range: Touch

Call a **Yeti** and offer it a tribute of **50 lbs. of fresh meat**. If you do not offer tribute, then a -3 CHA | -1 CHA vs. WIL ☑ is required to gain influence over the creature. If you have **Influence: Beasts**, then use it instead of CHA. (The Yeti has a base WIL ☑ of 12+.)

Quire: Summon (Yeti) 11, Touch 0, Exhausting 1.



GRIZZLY BEAR

10 | 13

Type: Ordinary

Time: Sole Action

Duration: 8 Rounds

Resistance: Nil (-3 | -4)

Range: Touch

Call a **Grizzly Bear** and offer it a tribute of **10 lbs. of fresh meat or fish**. If you do not offer tribute, then a -3 CHA | -1 CHA vs. WIL ☑ is required to gain influence over the creature. If you have **Influence: Beasts**, then use it instead of CHA. (The Grizzly Bear has a base WIL ☑ of 11+.)

Quire: Summon (Grizzly Bear) 10, Touch 0, Magistrata 3.



MEPHITUS

12

Type: Ordinary

Time: Sole Action

Duration: 8 Rounds

Resistance: Nil (-3)

Range: Touch

Call a **Mephit** and offer it a tribute of **3 HitPoints of your blood**. If you do not offer tribute, then a -3 CHA vs. WIL ☑ is required to gain influence over the creature. If you have **Influence: Infernals**, then use it instead of CHA. (The Mephit has a base WIL ☑ of 14+.)

Quire: Summon (Mephit) 12, Touch 0.



NIGHTJAR

4

Type: Ordinary

Time: Sole Action

Duration: 8 Rounds

Resistance: Nil (-1)

Range: 40 ft.

Call a **Nightjar**, through whom you can sense the world, and offer it a tribute of a **live insect**. If you do not offer tribute, then a -1 CHA vs. WIL ☑ is required to gain influence over the creature. If you have **Influence: Beasts**, then use it instead of CHA. (The Nightjar has a base WIL ☑ of 20+.)

Quire: Summon (Nightjar) 1 [Far Sight 2], 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.



DISAPPEARING ITEMS

5

Type: Ordinary

Time: Core Action

Duration: 16 Rounds

Resistance: -1 WIL

Range: 40 ft.

Turn **two** **Tiny** targets into air. Upon successfully casting this spell, you become **Fatigued** until you recover with a -1 CON ☹.

Quire: Transform: Tiny 1, Exhausting 1, Persistent 2, Reach 1.



FIERY WEAPON

10

Element: Fire

Time: Core Action

Duration: 8 Rounds

Resistance: -3 WIL

Range: 40 ft.

Turn a **Diminutive** or smaller weapon into a flaming weapon that gains **Type: Fire**. On a successful Hit, the weapon inflicts **+8 damage**, and with a roll of 8+ on a d20 the target catches fire, inflicting **1d4 damage** on your turn each round, until extinguished. **The material created by this spell radiates light.**

Quire: Transform: Diminutive 3, Change State 2
[Radiant 2], Ignata 2, Reach 1.



FOG

11

Type: Ordinary

Time: Core Action

Duration: 8 Rounds

Resistance: -3 WIL

Range: Touch

Transform all air in a **Huge** or smaller area into a dense bank of fog. Moderately Obscuring conditions, like thick fog, moderate foliage, twilight, etc. impose **-2 ToHit**, **-2 PER** ☹, and a -2 Parry Penalty.

Quire: Transform: Huge 11, Touch 0.



HISSING HILT

6 | 9

Type: Ordinary

Time: Core Action

Duration: 8 Rounds

Resistance: -2 | -3 WIL

Range: 40 ft.

Turn one | **two** **Diminutive** or smaller weapon(s) into a copperhead. The GM determines the copperhead's Attributes and actions.

Quire: Transform: Diminutive 3, Change Animation 2, Reach 1, Magistrata 3.



ICY ARMOR

15

Type: Water

Time: Core Action

Duration: 8 Rounds

Resistance: -5 WIL

Range: 40 ft.

Turn **2 Large** or smaller suits of armor into icy-cold water and Maim (-2 **ToHit** & ½ Movement rate) their owners until the spell is Broken with a -5 WIL ☹.

Quire: Transform: Large 9, Magistrata 3, Aquata 2, Reach 1.



LIQUEFY EARTH

14

Type: Ordinary

Time: Core Action

Duration: 8 Rounds

Resistance: -4 WIL

Range: 100 ft.

Turn a **Huge** or smaller area of earth into a pool of water.

Quire: Transform: Huge 11, Ranged 3.



STATUESQUE

12

Type: Ordinary

Time: Core Action

Duration: 8 Rounds

Resistance: -4 WIL

Range: 100 ft.

Turn a **Medium** or smaller Humanoid into an identical stone statue.

Quire: Transform: Medium 7, Change Animation 2, Ranged 3.