

Theurgy

Theurgy is the vestment of power from the spellcaster's deity or deities. It is the power of religious belief and doctrine. It is not reserved for worshippers of good deities, nor is it the only way to express divine powers, but this is most often the case.

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

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.



BLESSED BOOTS

4

Type: Magical

Time: Core Action

Duration: 8 Rounds

Resistance: -1 WIL

Range: Self

Imbue yourself with **Fleet of Foot** (500 XP). *To Ablate this spell, it must sustain twice its Power in damage.*

Quire: Imbue 2, Robust 2, Self 0.



BLINDFOLD

5 | 7

Type: Divine

Time: Core Action

Duration: 8 Rounds

Resistance: -1 | -2 SPD

Range: 40 ft. | 100 ft.

Decrease the target's **Willpower** by 8 and Blind the target until the spell is Broken with a -2 WIL ☹.

Quire: Dwindle 2, Lucerata 2, Reach 1 -or- Ranged 3.



DIVINE GRACE

4

Type: Magical

Time: Core Action

Duration: 8 Rounds

Resistance: -1 WIL

Range: 40 ft.

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

Quire: Magnify 3, Reach 1.



REBIRTH

6 | 8

Type: Magical

Time: Core Action

Duration: Instant

Resistance: -2 | -2 WIL

Range: 40 ft. | 100 ft.

Increase the target's **Willpower** by 8. When this spell expires, if the target's Willpower is greater than their maximum Willpower, it decreases to the target's maximum Willpower.

Quire: Magnify 2, Restore 3, Reach 1 -or- Ranged 3.



LUMINOSITY

4

Type: Magical

Time: Core Action

Duration: 16 Rounds

Resistance: -1 WIL

Range: 40 ft.

Imbue the target with **Luminous** (250 XP).

Quire: Imbue 1, Persistent 2, Reach 1.



SENDING

9

Type: Magical

Time: Core Action

Duration: 8 Rounds

Resistance: -3 WIL

Range: Touch

Imbue the target with **Sending*** (3,000 XP). *You are Surprised while casting this spell.*

*Once every 24 hours, you can use an Interrupt to telepathically send a message of up to seven words to anyone you have met.

Quire: Magnify 8, Concentration 1, Touch 0.



SPOILT

6

Type: Magical

Time: Core Action

Duration: 8 Rounds

Resistance: -4 WIL

Range: 40 ft.

Upon successfully casting this spell, you suffer Feedback.

Imbue the target with **Susceptible: Influence Undead** (2,000 XP). *To Ablate this spell, it must sustain twice its Power in damage. You must offer one point of Perception to your deity. You are Surprised while casting this spell.*

Quire: Imbue 0, Bloodfast 1, Concentration 1, Offerings (One Point of Perception -2) 1, Robust 2, Reach 1.

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!


ANCESTRAL FLARE


Type: Divine & Spirit
Duration: 8 Rounds
Range: 40 ft.

Time: Core Action
Resistance: -3 SPD

Inflict **8d6 damage** + **WIL-bonus** + **CHA-bonus** and Blind the target until the spell is Broken with a -3 WIL ☹. With a successful **Resistance** ☹, the target suffers only half of the damage rolled on the dice, rounded down, and is not Blinded. **To Ablate this spell, it must sustain twice its Power in damage. You are Surprised while casting this spell.**

Quire: Blast ①, **Concentration** ①, Lucrata ②, Genirata ② [Totemic ②], Reach ①,


BLINDING BOLT
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Type: Divine
Duration: 8 Rounds
Range: 100 ft.

Time: Core Action
Resistance: -2 | -2 SPD

Upon successfully casting this spell, you suffer Feedback. Inflict **8d6 damage** | **8d8 damage** and Blind the target until the spell is Broken with a -2 | -2 WIL ☹. With a successful **RESISTANCE** ☹, the target suffers only half-damage, rounded down, and is not Blinded. **You are Surprised while casting this spell.**

Quire: Blast ①, **Concentration** ①, Lucrata ②, Ranged ③, **Bloodfast** ①.


ORD'S FURY


Type: Divine
Duration: Rounds
Range: 40 ft.

Time: Core Action
Resistance: -4 SPD

Upon successfully casting this spell, you suffer Feedback. Inflict **8d8 damage** and Blind the target until the spell is Broken with a -4 WIL ☹. With a successful **Resistance** ☹, the target suffers only half-damage, rounded down, and is not Blinded. **This spell requires you to offer one point of DEX to your deity. You are Surprised while casting this spell.**

Quire: Blast ①, **Bloodfast** ①, **Concentration** ①, Offerings (One Point of DEX -2) ①, Lucrata ②, Reach ①.


DIVINE BLAST
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Type: Divine
Duration: 8 Rounds
Range: 40 ft. | **100 ft.**

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

Inflict **8d4 damage** and Blind the target until the spell is Broken with a -2 WIL ☹. With a successful **Resistance** ☹, the target suffers only half-damage, rounded down, **and is not Blinded.** **To Ablate this spell, it must sustain twice its Power in damage.**

Quire: Blast ①, Lucrata ②, **Robust** ②, Reach ① - or- **Ranged** ③.


SPIRT BLAST
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Type: Spirit
Duration: Instant
Range: 40 ft. | **100 ft.**

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

Inflict **8d4 damage** + **WIL-bonus** + **CHA-bonus** to the target. With a successful **Resistance** ☹, the target suffers only half of the initial damage without the CHA and WIL bonuses.

Quire: Blast ①, Genirata ② [Totemic ②], Reach ① - or- **Ranged** ③.

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3



AURORA'S LIGHT

8

Type: Divine

Duration: 8 Rounds

Range: 40 ft.

Time: Core Action

Resistance: -2 SPD



Inflict **8d4 damage** to all targets within or entering the area affected by a Tier 2 Cone and Blind them until the spell is Broken with a -2 WIL ☹. With a successful **Resistance** ☹, the target suffers only half-damage, rounded down, and are not Blinded.

Quire: Blast ①, Area of Effect: Cone (Tier 2) ④, Lucerata ②, Reach ①.



ENERGY SURGE

4 | 6

Type: Magical

Duration: Instant

Range: 5 ft. × Level | 100 ft.

Time: Core Action

Resistance: -1 | -2 WIL



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.



BURST BLAST

8 | 10

Type: Divine

Duration: 8 Rounds

Range: 40 ft. | 100 ft.

Time: Core Action

Resistance: -2 | -3 SPD



Inflict **8d6 damage** to **all** targets within the area affected by a Tier 1 Burst and Blind them until the spell is Broken with a -2 | -3 WIL ☹. With a successful **Resistance** ☹, the target suffers only half-damage, rounded down, and are not Blinded. **You are Surprised while casting this spell.**

Quire: Blast ①, **Concentration** ①, Area of Effect: Burst (Tier 1) ③, Lucerata ②, Reach ① -or- Ranged ③.



STONE FATHER'S AURA

14

Type: Spirit

Duration: Instant

Range: Self

Time: Core Action

Resistance: -4 CHA



Inflict **8d6 damage + WIL-bonus + CHA-bonus** to **chosen** targets within the area affected by a Tier 2 Burst. With a successful **Resistance** ☹, the target suffers only half of the initial damage without the CHA and WIL bonuses. **You are Surprised while casting this spell.**

Quire: Blast ①, **Concentration** ①, Area of Effect: Burst (Tier 2) ⑥ [Chosen ②], Genirata ② [Totemic ②], Self ①

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.

Ablate



BASIC ABLATE

2 | 4

Type: Magical **Time:** Core Action
Duration: Instant **Resistance:** Nil (-0 | -1)
Range: 40 ft. | **100 ft.**
 Deal **8 damage** to a persistent spell.
Quire: Ablate 1, Reach 1 -or- Ranged 3.



SPELL REPEAL

3

Type: Magical **Time:** Core Action
Duration: Instant **Resistance:** Nil (-1)
Range: Self
 Deal **11 damage** to a persistent spell affecting you. You are Surprised while casting this spell.
Quire: Ablate 1, Concentration 1, Self 0.



SPELL SUNDER

6

Type: Magical **Time:** Core Action
Duration: Instant **Resistance:** Nil (-2)
Range: 100 ft.
 Upon successfully casting this spell, you suffer Feedback.
 Deal **14 damage** to a persistent spell. You are Surprised while casting this spell.
Quire: Ablate 1, Concentration 1, Bloodfast 1, Ranged 3.

Disrupt



BASIC DISRUPT

3 | 5

Type: Magical **Time:** Interrupt
Duration: Instant **Resistance:** -1 | -1 WIL
Range: 40 ft. | **100 ft.**
 Apply a **-4 Spell Disruption** against a single spell as it is being cast.
Quire: Disrupt 2, Reach 1 -or- Ranged 3.



IMPROVED BLIND SHY

10 | 11

Type: Divine **Time:** Core Action
Duration: 8 Rounds **Resistance:** -3 | -3 SPD
Range: 100 ft.
 Upon successfully casting this spell, you suffer Feedback.
 Apply a **-5 | -6 Spell Disruption** against a single spell as it is being cast, and Blind the caster until the spell is Broken with a -3 | -3 WIL ☑. You are Surprised while casting this spell.
 To Ablate this spell, it must sustain twice its Power in damage. You suffer a **-0 Spell Disruption** for this spell's duration.
Quire: Disrupt 2, Concentration 1, Lucrata 2, Robust 2, Ranged 3, Bloodfast 1.



HAMMER OF DISRUPTION

9 | 11

Type: Spirit **Time:** Interrupt
Duration: Instant **Resistance:** -3 CHA
Range: 100 ft.
 Apply a **-5 Spell Disruption** against a single spell as it is being cast and inflict damage equal to **WIL-bonus + CHA-bonus** to the spell's caster. You are Surprised while casting this spell.
Quire: Disrupt 2, Concentration 1, Ranged 3, Genirata 2 [Totemic 2].

Heal

Heal is a realm meant to repair, though with practice, it can be bent to do harm whilst healing. It is known that creation is more difficult than destruction, and repair is more difficult still.

Arcane Focus: Heal - You have an Arcane Focus that adds +4 to all healing you apply from Heal spells.


ANCESTRAL VENGEANCE

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Type: Spirit **Time:** Sole Action
Duration: Instant **Resistance:** -3 | -3 CHA
Range: 100 ft.

You cannot Overdraw to cast this spell. Upon successfully casting this spell, you suffer Feedback. Choose a pair of targets, a donor and a recipient, and inflict **8d6** | **8d8** + **WIL-bonus** to the donor and heal the recipient by the amount of damage that exceeds the donor's DEF, then **add +4** healing. This spell will never heal less than 4 HitPoints. With a successful **Resistance** ☹, the donor suffers only half-damage, rounded down and no additional effects. You are Surprised while casting this spell.

Quire: Heal (2), Concentration (1), Surrender (1), Genirata (2), Ranged (3), Bloodfast (1).


BLOOD THIEF

4

Type: Magical **Time:** Sole Action
Duration: Instant **Resistance:** -1 WIL
Range: 40 ft.

You cannot Overdraw to cast this spell. Choose a pair of targets, a donor and a recipient, and inflict **8d4** damage to the donor and heal the recipient by the amount of damage that exceeds the donor's DEF, then **add +4** healing. This spell will never heal less than 4 HitPoints.

Quire: Heal (2), Surrender (1), Reach (1).


HEALING CHANT

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Type: Magical **Time:** Sole Action
Duration: Instant **Resistance:** -1 | -2 WIL
Range: 40 ft. | 100 ft.

You cannot Overdraw to cast this spell. Heal the target by **8d4** + 4.

Quire: Heal (2), Reach (1) -or- Ranged (3).


GREATER HEAL

3

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Type: Magical **Time:** Sole Action
Duration: Instant **Resistance:** -1 | -1 WIL
Range: Touch

Upon successfully casting this spell, you suffer Feedback. Heal the target by **8d6** + 4 | **8d8** + 4. You are Surprised while casting this spell.

Quire: Heal (2), Concentration (1), Bloodfast (1), Touch (0).

Heal an Area


ORD'S GRACE

9

11

Type: Magical **Time:** Sole Action
Duration: Instant **Resistance:** -3 | -3 CHA
Range: Self



You cannot Overdraw to cast this spell. Heal yourself and all chosen targets within the area affected by a Tier 2 Burst by **8d6** + 4. The initial hex of the Burst is centered on you. You are Surprised while casting this spell.

Quire: Heal (2), Concentration (1), Area of Effect: Burst (Tier 2) (6) [Chosen (2)], Self (0).


RAY OF HOPE

5

Type: Magical **Time:** Sole Action
Duration: Instant **Resistance:** -1 WIL
Range: 40 ft.



You cannot Overdraw to cast this spell. Heal all targets within the area affected by a Tier 2 Ray by **8d4** + 4.

Quire: Heal (2), Area of Effect: Ray (Tier 2) (2), Reach (1).

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.


BE LIKE WATER
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Type: Magical **Time:** Core Action
Duration: 8 Rounds **Resistance:** -1 | -2 WIL
Range: Touch | 5 ft. × Level

Increase the target's DEF by 8 vs. **Water*** damage.

Quire: Shield , Protection , Touch  -or- Reach .

* The **damage type** may be **one** of the following: Air, Corrosive, Divine, Earth, Electricity, Fire, Magical, Ordinary, Spirit, Sonic, Toxic & Bleeding, Unholy, or Water.


ORD SAVES!
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Type: Magical **Time:** Core Action
Duration: 8 Rounds **Resistance:** -2 | -3 WIL
Range: Self | 40 ft.

Increase the target's DEF by 8.

Quire: Shield , Fortify , Self  -or- Reach .


SAFEGUARD
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Type: Magical **Time:** Core Action
Duration: 16 Rounds **Resistance:** -3 | -4 WIL
Range: 40 ft. | 100 ft.

Increase the target's DEF by 8.

Quire: Shield , Fortify , Persistent , Reach  -or- Ranged .

Reactive


ORD'S COUNTERSTRIKE


Type: Divine & Spirit **Time:** Core Action
Duration: 8 Rounds **Resistance:** -5 WIL
Range: Self

Increase **your** DEF by 9. When this spell prevents damage, it inflicts that amount of damage plus your WIL-bonus to the attacker and Blinds them until the spell is Broken with a -5 WIL ☹. With a successful **Resistance** ☹, the attacker suffers only half-damage, rounded down and no other effects. **You are Surprised while casting this spell.**

Quire: Shield  [Reactive , Fortify , Concentration , Lucerata , Genirata , Self .


BLIND YOU BACK


Type: Divine **Time:** Core Action
Duration: 8 Rounds **Resistance:** -4 SPD
Range: Self

Increase **your** DEF by 8. When this spell prevents damage, it inflicts that amount of and Blinds the attacker until the spell is Broken with a -4 WIL ☹. With a successful **Resistance** ☹, the attacker suffers only half-damage, rounded down and no other effects.

Quire: Shield  [Reactive , Fortify , Lucerata , Self .

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.



BLINDING WEAPON

7

Type: Divine

Time: Core Action

Duration: 16 Rounds

Resistance: -2 SPD

Range: Touch

You are Surprised while casting this spell. Turn a **Diminutive** weapon into a blinding weapon. On a successful Hit, the weapon inflicts Divine damage and Blinds the target until the spell is Broken with a -2 WIL ☑. Blindness may be prevented with a successful **Resistance** ☑ versus this spell.

Quire: Transform: Diminutive 3, Lucrata 2, Persistent 2, Touch 0.



BE A DEER

8 | 10

Type: Ordinary

Time: Core Action

Duration: 8 Rounds

Resistance: -2 | -3 WIL

Range: 40 ft. | 100 ft.

Turn a **Medium** humanoid into a doe. The doe retains the WIL and INT of its native form but may only use abilities and skills that a deer could use.

Quire: Transform: Medium 7, Reach 1 -or- Ranged 3.



FOG

11

Type: Ordinary

Time: Core Action

Duration: 8 Rounds

Resistance: -3 WIL

Range: Touch

Transform all air in a **Huge** 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.



TURN TO DUST

6 | 8

Type: Ordinary

Time: Core Action

Duration: 8 Rounds

Resistance: -3 | -3 WIL

Range: 40 ft. | 100 ft.

Turn two **Diminutive** weapons into dust. This spell requires you to offer 3 HitPoints of your life force to your deity. You are Surprised while casting this spell.

Quire: Transform: Diminutive 3, Concentration 1, Offerings (Three HitPoints -1) 1, Reach 1 -or- Ranged 3.