

Arbane's 4th Level Grimoire

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Arbane Endithas - Witchcraft

Arbane bends natural forces to wholly unnatural ends. Witches are individualists by nature, but she belongs to a Coven, a sisterhood that worships nature-spirits and deities whose names she invokes to call power.

Use a **Core Action**, point your athame into your palm, and utter a prayer to link to your Coven for 10 rounds.

Each coven member who performs the ritual increases your Level by +1 for determining if a **Spell** ☑ is required due to spell Power.

Building a Spell

Every spell needs one Realm effect, a target or area, a Range, and a Duration. To build one, walk these seven steps:

- Pick the Realm. Alter, Blast, Conjure, Heal, Summon, or Transform.
- Pick the target. A foe, a friend, or an area. Use an Area of Effect modifier (Blast and Heal) or a Magistrata effect (Gate and Transform).
- Add Magistrata effects. These boost the potency of the spell. (Optional)
- Add other modifiers. Some are realm-specific. (Optional)
- Set the Duration. Add Persistent to extend it. (Optional)
- Add resistance modifiers. Makes the spell harder to resist. (Optional)
- Set the Range. Reach, Self, Touch, or a variant.

Realms Available to Arbane

Alter: Grant or remove a skill. Raise or lower an attribute by 4. With Coven, by 5.

Blast: Deal 4d4 damage, or 4d6 with Coven. Add corrosive damage with Vitriol. Hit multiple targets with Arc.

Conjure: Call a force to provide light, cast a cantrip, hold a door, or lift something.

Heal: Restore 4d4 Hit Points, or 4d6 with Coven. Use Arc for multiple targets at diminishing amounts. Use Surrender to damage one to heal another.

Arcane Focus: Heal - You have an Arcane Focus that adds +1 to all healing you apply from Heal spells.

Summon: Call one relatively small creature. With Swarm, call 9 Minor Creatures at once.

Transform: Change a target's size or change it from inanimate to animate (or back).

Modifiers Available to Arbane

Components ① - Makes your spell harder to resist.

Vitriol ③ - Adds corrosive damage. May damage armor.

Coven ④ - Increases spell potency and raises the Spell ☑ threshold from 8 to 10 Mana. To establish Coven for 10 rounds: use a **Core Action** to point your dagger into your palm and say a prayer.

Persistent ② - Doubles the spell's duration.

Reach ① - Cast at targets up to 20 ft. away (at 4th Level).

Self ① - Direct the spell at yourself.

Touch ① - Be in range and pass an 8+ ToHit ☑ to apply. Add **Weapon** ② to apply the spell to a weapon. The spell triggers when you hit with it.

Arc ② - Spell leaps randomly to targets within 50 ft. Each jump halves the previous damage. Add **Chosen** ② to pick the targets that can be hit. **(Blast and Heal Only)**

Surrender ① - Damage a donor as if Blasting. Heal a recipient by the Hit Points the donor lost. **(Heal spells only)**

Swarm ④ - Call 9 Minor Creatures instead of one. **(Summon spells only)**

Change Animation ② - Make an inanimate target animate, or an animate target inanimate. **(Transform spells only)**

Change Size (② to ⑫) - Change the target's size. More Mana, bigger change. **(Transform spells only)**

Spell ☑

Base Spell ☑: 9+ **Resistance:** ⑧ ÷ 3, round down

A Spell ☑ is forced when your spell's power is greater than 8, or 10 with Coven.

Penalties may apply. The GM will tell you when to roll.

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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.



ACIDIC DRAIN



Type: Magical | Corrosive

Use: Core Action

Duration: 4 Rounds

Resistance: -1 | -2 WIL

Range: 20 ft.

Decrease the target's **Constitution** by 4 and inflict 4 **damage**. The target's armor must make a CON ☹ at a bonus equal to its DEF or its DEF is permanently reduced by 1. On your turn, for the next 3 rounds, inflict another 4 damage to the target unless it is cleansed of the corrosive agent.

Quire: Dwindle , Vitriol , Reach .



INTERROGATE



Type: Magical

Use: Core Action

Duration: 8 Rounds

Resistance: -2 WIL

Range: Touch

Imbue a target with **Interrogate** (1,500 XP).

Quire: Imbue , Persistent , Touch .



STONE STRENGTH



Type: Magical

Use: Core Action

Duration: 4 Rounds

Resistance: -0 WIL

Range: Touch

Increase the target's **Strength** by 4.

Quire: Magnify , Touch .



TAKE FLIGHT



Type: Magical

Use: Core Action

Duration: 8 Rounds

Resistance: -2 WIL

Range: 20 ft.

Imbue a target with **Flight** (1,000 XP).

Quire: Imbue , Persistent , Reach .



WEAPON DROP



Type: Magical

Use: Core Action

Duration: 8 Rounds

Resistance: -1 WIL

Range: 20 ft.

Purge one of the following **Weapon Proficiencies** (500 XP) from the target: **Axes, Bows, Clubs, Flails, Knives, Shields, Spears, Swords, Thrown, or Triggered.**

Quire: Purge , Persistent , Reach .

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!



ARCING STRIKE

Type: Magical **Use:** Core Action
Duration: Instant **Resistance:** -2 WIL
Range: 20 ft.





Inflict **4d4 damage** to the initial target. This spell leaps randomly to valid targets within 50 ft. of the initial target, applying all effects but inflicting only half of the blast damage applied to the previous target, rounded down. This spell keeps leaping until no more effects can be applied. No target can be hit more than once. You choose the group of valid targets by either including or excluding a number of targets, up to your Level. With a successful Resistance ☉, the target suffers half-damage, rounded down.

Quire: Blast 1, Arc 2 [Chosen 2], Reach 1.



FORCE BOLT

Type: Magical **Use:** Core Action
Duration: Instant **Resistance:** -0 WIL
Range: 20 ft.



Inflict **4d4 damage** to the target. With a successful Resistance ☉, the target suffers only half-damage, rounded down.

Quire: Blast 1, Reach 1.



NETTLE LASH

Type: Magical | Corrosive **Use:** Core Action
Duration: Instant | 4 Rounds **Resistance:** -2 | -3 WIL
Range: 20 ft.




Inflict **4d4 damage + 4 corrosive damage** to the target. The target's armor must make a CON ☉ at a bonus equal to its DEF or its DEF is permanently reduced by 1. On your turn, for the next 3 rounds, inflict another 4 damage to the target unless it is cleansed of the corrosive agent. This spell requires essence of stinging nettles worth 10 gp. as a magical activator. With a successful Resistance ☉, the target suffers half-damage, rounded down, and no other effects.

Quire: Blast 1, Components (Essence of Stinging Nettles -1) 1, Vitriol 3, Reach 1.



CAUSTIC WHIP

Type: Corrosive **Use:** Core Action
Duration: 4 Rounds **Resistance:** -3 WIL
Range: 20 ft.



After establishing your link to the Coven, inflict **4d6 damage + 4 corrosive damage** to the target. The target's armor must make a CON ☉ at a bonus equal to its DEF or its DEF is permanently reduced by 1. On your turn, for the next 3 rounds, inflict another 4 damage to the target unless it is cleansed of the corrosive agent. With a successful Resistance ☉, the target suffers only half-damage, rounded down.

Quire: Blast 1, Coven 4, Vitriol 3, Reach 1.



LONGBOW BLAST

Type: Magical | Corrosive **Use:** Core Action
Duration: Instant | 4 Rounds **Resistance:** -1 | -2 WIL
Range: Longbow's 200 ft.




Touch your longbow to cast this spell, and apply it with a Longbow Attack. You may not cast any other spells until this spell is applied or dismissed. Inflict **4d4 damage + 4 corrosive damage** to the target. The target's armor must make a CON ☉ at a bonus equal to its DEF or its DEF is permanently reduced by 1. On your turn, for the next 3 rounds, inflict another 4 damage to the target unless it is cleansed of the corrosive agent. With a successful Resistance ☉, the target suffers only half-damage, rounded down.

Quire: Blast 1, Vitriol 3, Touch 0 [Weapon 2].

Conjure

Conjuring is the use of magical energy to bring into being a force that acts on your behalf to perform tasks like moving objects or opening locks. The possibilities are bounded only by imagination.


FORTIFY DOOR


Type: Ordinary **Use:** [Sole Action](#)
Duration: 4 Rounds **Resistance:** Nil (-1)
Range: Touch

Create a force of 12 Strength and command it, "Hold door".

Abilities: Clinging (500 XP).

Quire: Conjure  [Abilities , Touch .


ILLUMINATION


Type: Ordinary **Use:** [Sole Action](#)
Duration: 4 Rounds **Resistance:** Nil (-1)
Range: 20 ft.

Create a force of 4 Charisma and 8 Dexterity and command it, "Illuminate that!"

Using a [Core Action](#), the force causes an inanimate object to glow with soft white light for 10 minutes as though it has **Luminous**. **Abilities:** Cantrip: Light (500 XP).

Quire: Conjure  [Abilities , Reach .


PACK MULE


Type: Ordinary **Use:** [Sole Action](#)
Duration: 4 Rounds **Resistance:** Nil (-3)
Range: Touch

After establishing your link to the Coven, create a force of 12 Strength and 12 Speed and command it, "Lift. Carry."

Abilities: Stout (2,000 XP).

Quire: Conjure  [Abilities , Coven , Touch .


OBSCUREMENT


Type: Ordinary **Use:** [Sole Action](#)
Duration: 8 Rounds **Resistance:** Nil (-1)
Range: Touch

Create a force of 12 Charisma and command it, "Obscure area!"

Using a [Core Action](#), the force fills a hex and the surrounding ring of hexes with Moderately Obscuring smoke for 1 minute. At least one of the affected hexes must be adjacent to yours. Moderately Obscuring smoke provides -2 **ToHit**. **Abilities:** Cantrip: Obscure (500 XP).

Quire: Conjure  [Abilities , Persistent , Touch .

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.

You may not overdraw any healing spell.

Arcane Focus: Heal - You have an Arcane Focus that adds +1 to all healing you apply from Heal spells.


COVEN'S BLOOD THIEF



Type: Magical **Use:** Core Action
Duration: Instant **Resistance:** -1 | -2 WIL
Range: 20 ft.

You cannot Overdraw to cast this spell. After establishing your Coven link, choose a pair of targets, a donor and a recipient, and inflict **4d4 (or 4d6) damage** to the donor and heal the recipient by the amount of damage that exceeds the donor's DEF, then **add +1** healing. This spell will never heal less than 1 Hit Point.

Quire: Heal , Surrender , **Coven** , Reach .


HEALING CHANT


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

You cannot Overdraw to cast this spell. Heal the target by **4d4 + 1**.

Quire: Heal , Touch .


REACH BLESSING


Type: Magical **Use:** Core Action
Duration: Instant **Resistance:** -1 WIL
Range: 20 ft.

You cannot Overdraw to cast this spell. Heal a target within 20 feet by **4d4 + 1**.

Quire: Heal , Reach .


COVEN'S ARCING BLESSING



Type: Magical **Use:** Core Action
Duration: Instant **Resistance:** -2 | -3 WIL
Range: Touch, then 50 ft.



You cannot Overdraw to cast this spell. After establishing your Coven link, heal **4d4 (or 4d6) +1** for the initial target. This spell leaps randomly to valid targets within 50 ft. of the initial target, applying only half of the healing applied to the previous target, rounded down. This spell keeps leaping until no more healing can be applied. No target can be healed more than once. You choose the group of valid targets by either including or excluding up to 4 targets. Should a target choose to resist, a successful Resistance  would yield no healing.

Quire: Heal , Arc  [Chosen , **Coven** , Touch .


ACIDIC SAP



Type: Corrosive **Use:** Core Action
Duration: 4 Rounds **Resistance:** -3 | -3 WIL
Range: Touch or 20 ft.

You cannot Overdraw to cast this spell. After establishing your Coven link, choose one...

Touch: inflict **4d6 damage + 4 corrosive damage** to the donor and **heal yourself** by the amount of damage that exceeds the donor's DEF, then **add +1** healing. This spell will never heal less than 1 Hit Point.

Reach: Make a -3 Spell , and choose a pair of targets, a donor and a recipient, and inflict **4d6 damage + 4 corrosive damage** to the donor and **heal the recipient** by the amount of damage that exceeds the donor's DEF, then **add +1** healing. This spell will never heal less than 1 Hit Point.

The target's armor must make a CON  at a bonus equal to its DEF or its DEF is permanently reduced by 1. On your turn, for the next 3 rounds, inflict another 4 damage to the target unless it is cleansed of the corrosive agent.

Quire: Heal , Surrender , **Coven** , Vitriol , Touch  or Reach .

Summon

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



CALL OF THE WILD

8

Type: Ordinary **Use:** Sole Action
Duration: 4 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. (The Wolf has a base WIL ☹ of 11+.)

Quire: Summon (Wolf) 8, Touch 0.



COPPERHEAD

4

Type: Ordinary **Use:** Sole Action
Duration: 4 Rounds **Resistance:** Nil (-1)
Range: 20 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. (The Copperhead has a base WIL ☹ of 17+.)

Quire: Summon (Copperhead) 3, Reach 1.



NIGHTJAR

4

Type: Ordinary **Use:** Sole Action
Duration: 4 Rounds **Resistance:** Nil (-1)
Range: 20 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. (The Nightjar has a base WIL ☹ of 20+.)

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



SCORPION SWARM

6

Type: Ordinary **Use:** Sole Action
Duration: 4 Rounds **Resistance:** Nil (-2)
Range: 20 ft.

Call 9 **Common Scorpions** and offer them a tribute of **live bugs**. If you do not offer tribute, then a -2 CHA vs. WIL ☹ is required to gain influence over the creatures. (Common Scorpions have a base WIL ☹ of 19+.)

Quire: Summon (Common Scorpion) 1, Swarm 4, 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.



ACIDIC TRANSFORM

4 | 7

Type: Corrosive

Use: Core Action

Duration: 4 Rounds

Resistance: -1 | -2 WIL

Range: Touch

Turn a **Tiny** | **Diminutive** target into something of the same size. The target takes +4 **corrosive damage** and its armor must make a CON ☑ at a bonus equal to its DEF or its DEF is permanently reduced by 1. On your turn, for the next 3 rounds, inflict another 4 damage to the target unless it is cleansed of the corrosive agent.

Quire: Transform: Tiny 1 | **Diminutive** 3, Vitriol 3, Touch 0.



CHANGE SIZE

5 | 7

Type: Ordinary

Use: Core Action

Duration: 4 Rounds

Resistance: -1 | -2 WIL

Range: Touch

Turn a **Tiny** | **Diminutive** target into something of Small / **Medium** size.

Quire: Transform: Tiny 1 | **Diminutive** 3, Change Size: 2 Steps 4, Touch 0.



DISAPPEARING INTO AIR

8

Type: Ordinary

Use: Core Action

Duration: 4 Rounds

Resistance: -2 WIL

Range: 20 ft.

After establishing your Coven link, turn two **Diminutive** targets into air.

Quire: Transform: Diminutive 3, Coven 4, Reach 1.



CROWN OF GOLD AND GREEN

8

Type: Ordinary

Use: Core Action

Duration: 4 Rounds

Resistance: -3 WIL

Range: Touch

Turn a **Medium** Humanoid into any other Medium animate creature. This spell requires an intricately woven garland of yarrow and mugwort worth 10 gp. as a magical activator.

Quire: Transform: Medium 7, Components (Yarrow and Mugwort Garland -1) 1, Touch 0.



HISSING HILT

6

Type: Ordinary

Use: Core Action

Duration: 4 Rounds

Resistance: -2 WIL

Range: 20 ft.

Turn a **Diminutive** or smaller weapon into a copperhead. The GM determines the copperhead's Attributes and actions.

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