

ASPECTS OF NATURE

Blending into the natural environment, taking the form of beasts and plants, and invoking the blessings of various spirits of nature.

Stat Bonus: WIS

Aspects of Nature					
Weave	Spell	Range	Area of Effect	Duration	Save
1st	<i>Changer of Hues</i>	0 (self)	caster	1 min/lvl	N
2nd	<i>Aspect of the Hound</i>	0 (self)	caster	1 min/lvl	N
3rd	<i>Aspect of the Owl</i>	0 (self)	caster	1 min/lvl	N
4th	<i>Tree Form</i>	0 (self)	caster	1 min/lvl	N
5th	<i>Aspect of the Fox</i>	0 (self)	caster	1 min/lvl	N
6th	<i>Claws of Fury*</i>	0 (self)	caster	1 rnd/lvl	N
7th	<i>Skinchanger</i>	0 (self)	caster	1 min/lvl	N
8th	<i>Aspect of the Bull</i>	0 (self)	caster	1 min/lvl	N
9th	<i>Aspect of the Boar</i>	0 (self)	caster	1 min/lvl	N
10th	<i>Master of Shapes</i>	0 (self)	caster	1 min/lvl	N

First Weave - Changer of Hues

Range: 0 (self)

Area of Effect: caster

Duration: 1 minute/level

Save: No

The caster changes the color of their skin and carried equipment to match that of the surrounding vegetation. For the Duration, as long as the caster is at least partially hidden by grass, foliage or other vegetation, the caster

gains a +30 magical bonus to their Stealth Rolls.

Warping Options

+3 Weave: change Duration to 10 minutes/level (cannot be chosen more than once).

Second Weave - Aspect of the Hound

Range: 0 (self)

Area of Effect: caster

Duration: 1 minute/level

Save: No

The caster calls upon himself the spirit of the Hound, which grants them the skill to follow even the faintest tracks.

For the Duration, the caster gains a +20 magical bonus to their Hunting rolls.

Warping Options

+3 Weave: change Duration to 10 minutes/level (cannot be chosen more than once).

Third Weave - Aspect of the Owl

Range: 0 (self)

Area of Effect: caster

Duration: 1 minute/level

Save: No

The caster calls upon himself the spirit of the Owl, which blesses them with the ability to see in the darkest of nights. For the Duration, the caster can see up to 30m in dim light (treating the first 15m as if it was standing in bright light); and up to 3m in total darkness.

Warping Options

+3 Weave: change Duration to 10 minutes/level (cannot be chosen more than once).

+5 Weave: the caster can see up to 30m in total darkness as if they was standing in bright light instead.

Fourth Weave - Tree Form

Range: 0 (self)

Area of Effect: caster

Duration: 1 minute/level

Save: No

The caster is covered by an illusion that makes them look like a small tree of their choice as long as they doesn't move for the duration. The illusion disappears if the caster moves, but reappears as soon as they stops moving again if this Spell is still active.

Warping Options

+3 Weave: change Duration to 10 minutes/level (cannot be chosen more than once).

Fifth Weave - Aspect of the Fox

Range: 0 (self)

Area of Effect: caster

Duration: 1 minute/level

Save: No

The caster calls upon himself the spirit of the Fox, which blesses them with the unsurpassed cunning of the old trickster.

For the Duration, the caster gains a +20 magical bonus to their Deceive rolls and to all Skill Rolls made to prepare or avoid traps.

Warping Options

+3 Weave: change Duration to 10 minutes/level (cannot be chosen more than once).

Sixth Weave - Claws of Fury*

Range: 0 (self)

Area of Effect: caster

Duration: 1 round/level

Save: No

For the Duration, caster's unarmed attacks are resolved on the Beast Attack Table, with a maximum result of 120, delivering Cut Critical Strikes.

Warping Options

+4 Weave: change Duration to 1 minute/level (cannot be chosen more than once).

Seventh Weave - Skinchanger

Range: 0 (self)

Area of Effect: caster

Duration: 1 minute/level

Save: No

The caster is covered by an illusion that makes them appear like a small or medium sized animal of their choice for the duration. The

illusion seems real even to close inspection, and fools the senses of sight, touch and smell. Even the tracks left by the caster will appear as those of the chosen animal, as long as this spell is active.

Warping Options

+3 Weave: change Duration to 10 minutes/level (cannot be chosen more than once).

Eight Weave - Aspect of the Bull

Range: 0 (self)

Area of Effect: caster

Duration: 1 minute/level

Save: No

The caster calls upon himself the spirit of the Bull, which grants them the power to endure even the mightiest of blows. For the Duration, the caster cannot be Stunned and their bare skin protects them as a Leather Armor.

Ninth Weave - Aspect of the Boar

Range: 0 (self)

Area of Effect: caster

Duration: 1 minute/level

Save: No

The caster calls upon himself the spirit of the Boar, which grants them the ferocity and the strength to fell even the greatest of foes. For the Duration, the caster gains a magical +20 bonus to all their melee attack rolls, and doubles the Base Damage they deals with their melee attacks when charging, but cannot Parry or use ranged attacks.

Tenth Weave - Master of Shapes

Range: 0 (self)

Area of Effect: caster

Duration: 1 minute/level

Save: No

For the Duration, the caster can take the form of a Small, Medium or Large animal of their choice. While in this form, they loses the ability to speak and cast spells, but retains all their others mental capabilities and gains the physical abilities of the chosen animal (including HPs, AT and natural attacks and abilities). When called to make a Skill Roll, the caster can choose if using their or the animal's standard Skill bonus for that roll.

The caster reverts to their original form when the spell expires.

EARTH MOULD

Manipulating elemental Earth and Stone to attack with boulders and rockslides, crack open the very earth and stone, and shockwave the ground with powerful earthquakes.

Stat Bonus: WIT

Earth Mould					
Weave	Spell	Range	Area of Effect	Duration	Save
1st	<i>Weaken</i>	3m	1 target	1 rnd/lvl	N
2nd	<i>Harrow</i>	30m	3m ³	P	N
3rd	<i>Power Crystal</i>	0(self)	1 crystal	24 hr	N
4th	<i>Earthwall</i>	30m	3m*3m*15cm	1 rnd/lvl	N
5th	<i>Rock Shards</i>	0 (self)	3m cone	-	N
6th	<i>Fissure</i>	30m	3m*3m*3m	1 min/lvl	N
7th	<i>Pulverize</i>	30m	3m ³	P	Y
8th	<i>The Riven Earth</i>	30m	3m radius	-	N
9th	<i>Stone to Mud</i>	30m	3m ³	P	N
10th	<i>Earthquake</i>	30m	10m ³	1 rnd/lvl	N

First Weave - Weaken

Range: 3 m

Area of Effect: 1 target

Duration: 1 rnd/level

Save: No

Target metal or stone item, weighing no more than 3 Kg, becomes brittle and fragile for the duration. Each round of use, the item has a 10% chance of breaking. This spell does not affect enchanted and magical items.

Warping Options

+1 Weave: increase Range by 3m.

+1 Weave: increase the maximum weight of the item influenced by this spell by 3Kg.

Second Weave - Harrow

Range: 30 m

Area of Effect: 3 cubic meters

Duration: Permanent

Save: No

Up to 3 cubic meters of earth are loosened to the consistency of plowed ground. Creatures standing on the targeted area when this spell is cast must pass a Standard (+0) Acrobatics skill roll or fall Prone.

Third Weave - Power Crystal

Range: 0 (self)

Area of Effect: 1 crystal

Duration: 24 hrs

Save: No

The caster creates a small crystal of raw magical energy, which appears into their hand. The crystal "contains" 1 MP, which any character holding it can use as if it was part of their MP's reserve. The crystal dissolve into nothingness when the Duration expires or when all the MP's it contains are used up.

Warping Options

+3 Weave: increase the MP's contained in the crystal created by this spell by 1.

Fourth Weave - Earthwall

Range: 30 m

Area of Effect: 3m*3m*15cm

Duration: 1 rnd/level

Save: No

This Spell creates a wall of packed earth on a solid surface within range. Solid, inanimate objects in the Area of Effect are encased in the wall for the duration. Creatures that are in the Area of Effect when this Spell is cast are pushed aside as the wall takes form (each creature can choose on which side of the wall to be pushed).

The wall is approximately 15 cm thick, and can be up to 3 meters long and high. A normal, man-sized creature, can dig through the wall in 10 rounds.

Warping Options

+2 Weave: the Spell creates a wall of solid stone instead (cannot be chosen more than once).

+3 Weave: extend length of wall by 3 meters.

+4 Weave: change the Duration to Permanent (cannot be chosen more than once).

Fifth Weave - Rock Shards

Range: 0 (self)

Area of Effect: 3m cone

Duration: -

Save: No

The caster hurls a volley of sharp shards of stone against their enemies. This is an attack spell, affecting every creature in a cone

originating from the caster, with a length of 3 meters and 3 meters wide at its furthest end.

The attack inflicts Piercing damage and is resolved on the Area Spells Attack Table, with a maximum result of 130.

Sixth Weave - Fissure

Range: 30 m

Area of Effect: 3m*3m*3m

Duration: 1 min/level

Save: No

This Spell creates a 3 meters long, 3 meters wide and 3 meters deep pit in any horizontal surface made of earth within Range. Creatures standing on the targeted area when this spell is cast must pass a Standard (+0) Acrobatics skill roll or fall into the pit. The pit slowly seals itself when the duration expires. Any creature or object within it is then gently pushed out, without suffering any damage.

Warping Options

+2 Weave: increase pit's length by 3 meters.

+4 Weave: change the Duration to Permanent (cannot be chosen more than once).

Seventh Weave - Pulverize

Range: 30 m

Area of Effect: 3 cubic meters

Duration: Permanent

Save: Yes

This Spell reduces up to 3 cubic meters of stone or earth to fine dust. Animated creatures made of stone may pass a Save Roll to avoid the effects of this Spell.

Eight Weave - The Riven Earth

Range: 30 m

Area of Effect: 3m radius

Duration: -

Save: No

The ground in the affected area erupts in a sudden explosion. This attack spell is resolved on the Area Spells Attack Table, with no maximum result, inflicting Impact damage and affecting anyone standing within the area of effect.

Ninth Weave - Stone to Mud

Range: 30 m

Area of Effect: 3 cubic meters

Duration: Permanent

Save: No

This Spell transforms up to 3 cubic meters of stone or earth into an equal volume of soft mud. Creatures standing on, or passing through the targeted area must succeed in a Challenging (-10) Athletic skill roll or start sinking into the mud. Sinking characters are considered Held until they manage to free themselves.

Tenth Weave - Earthquake

Range: 30 m

Area of Effect: 10 square meters

Duration: 1 rnd/lvl

Save: No

The ground in the chosen area begins to shake violently for the duration. Creatures standing in the Area of Effect must pass a Hard (-20)

Acrobatics skill roll at the beginning of each of their turn or fall Prone. Small wooden structures and shoddy stone structures in the area will crumble and fall, causing a Grievous Impact Critical Strike to any creature caught by their fall. Sturdier structures will resist, but will still be damaged by the spell. Any creature inside or near one of these structures has a 30% chance each round of being hit by falling debris, suffering a Moderate Impact Critical Strike unless it succeed in a Hard (-20) Acrobatic skill roll.

ELDRITCH MIGHT

Channeling the power of magic to overcome the limits of the body, shielding it from harmful influences and allowing it to perform incredible tasks.

Stat Bonus: BEA

Eldritch Might					
Weave	Spell	Range	Area of Effect	Duration	Save
1st	<i>Sharp Ears</i>	3m	1 target	10 min/lvl	N
2nd	<i>Adroitness</i>	3m	1 target	10 min/lvl	N
3rd	<i>Dark Sight</i>	3m	1 target	10 min/lvl	N
4th	<i>Haste*</i>	3m	1 target	1 rnd	N
5th	<i>Resist Pain*</i>	3m	1 target	1 min/lvl	N
6th	<i>Mystical Breath</i>	3m	1 target	10 min/lvl	N
7th	<i>Resist Poison</i>	3m	1 target	10 min/lvl	N
8th	<i>Strength Within*</i>	3m	1 target	1 rnd	N
9th	<i>Eldritch Armor</i>	3m	1 target	1 rnd/lvl	N
10th	<i>Heart of Steel*</i>	3m	1 target	1 min/lvl	N

First Weave - Sharp Ears

Range: 3m

Area of Effect: 1 target

Duration: 10 minutes/lvl

Save: No

Target creature's sense of hearing is greatly enhanced for the duration, granting it a +30 magical bonus to all Perception rolls where hearing is at least partially involved.

Second Weave - Adroitness

Range: 3m

Area of Effect: 1 target

Duration: 10 minutes/lvl

Save: No

Target creature gains a supernatural sense of balance and catlike reflexes, granting it a +30 bonus to all Acrobatics skill rolls for the duration.

Third Weave - Dark Sight

Range: 3m

Area of Effect: 1 target

Duration: 10 minutes/lvl

Save: No

Target creature can see up to 30m in dim light (treating the first 15m as if it was standing in bright light); and up to 3m in total darkness for the Duration.

Warping Options

+5 Weave: target can see up to 30m in total darkness as if it was standing in bright light instead.

Fourth Weave - Haste*

Range: 3m

Area of Effect: 1 target

Duration: 1 round

Save: No

For the duration, target creature can take Full Round Actions as if they were Half Actions, and Half Actions as if they were Free Actions. When this Spell duration expires, the target becomes Weary for a number of rounds equal to the time spent under the effects of this Spell.

Warping Options

+2 Weave: increase Duration by 1 round.

+3 Weave: the target doesn't become Weary when the Spell expires.

Fifth Weave - Resist Pain*

Range: 3 m

Area of Effect: 1 target

Duration: 1 minute/lvl

Save: No

For the duration, the target gains a number of temporary Hit Points equal to 25% (one quarter) of their Total Hit Points Value. This spell can temporarily bring target's Current HPs to a value higher than its Total HPs value. When this spell expires, the target immediately loses a number of HPs equal to those gained with this spell (note that this could bring target's Current HPs below zero).

Warping Options

+5 Weave: increase temporary HPs by another 25% of target's Total Hit Points Value.

Sixth Weave - Mystical Breath

Range: 3 m

Area of Effect: 1 target

Duration: 10 minutes/lvl

Save: No

Target creature doesn't need to breathe for the duration.

Seventh Weave - Resist Poison

Range: 3 m

Area of Effect: 1 target

Duration: 10 minutes/lvl

Save: No

Target creature becomes immune to the effects of poisons for the duration. This doesn't eliminate poisons from target's body, it merely suppresses their effects as long as this spell is active.

Eight Weave - Strength Within*

Range: 3m

Area of Effect: 1 target

Duration: 1 round

Save: No

For the duration, target creature gains a magical +30 bonus to its Brawn score, and doubles the Base Damage it inflicts with its melee attacks.

Ninth Weave - Eldritch Armor

Range: 3m

Area of Effect: 1 target

Duration: 1 round/lvl

Save: No

Target creature is surrounded by a radiant aura of eldritch light. For the duration, its bare skin protects it as a Rigid Leather Armor.

Tenth Weave - Heart of Steel*

Range: 3m

Area of Effect: 1 target

Duration: 1 min/lvl

Save: No

Target creature can ignore the effects of the first Critical Strike it receives for the duration (including additional damage, blood loss, injuries and even instant death). When this spell expires, the Critical Strike effects are immediately applied normally. No more than one Heart of Steel spell can be active on a target at the same time.

SOUNDS & LIGHTS

Creating beacon in the night and darkness where there's light; sounding clatter where there's hush and dropping silence where there's clamor. Speaking unknown tongues.

Stat Bonus: WIT

Sounds & Lights					
Weave	Spell	Range	Area of Effect	Duration	Save
1st	<i>Magic Light</i>	0 (touch)	3m radius	1 hr/lvl	N
2nd	<i>Tongues</i>	20m	1 target	C	N
3rd	<i>Control Sound</i>	5m	5 m radius	C	N
4th	<i>Shroud of Darkness</i>	3m	1 target	10 min/lvl	N
5th	<i>Enthralling Lights</i>	30m	6m radius	1 rnd/lvl	Y
6th	<i>Darkness</i>	0 (touch)	5m radius	10 min/lvl	N
7th	<i>Deafening Sound</i>	30m	1 target	1 hour	Y
8th	<i>Blinding Light</i>	30m	3m radius	-	Y
9th	<i>Silent Voice</i>	0 (self)	Caster	1 rnd/lvl	N
10th	<i>Starlight</i>	10m	6m radius	10 min/lvl	N

First Weave - Magic Light

Range: 0 (touch)

Area of Effect: 3 m radius

Duration: 1 hour/lvl

Save: No

This spell creates a faint radiance, illuminating an area of about 3 meters around its point of origin.

Warping Options

+2 Weave: if this spell is cast upon a creature or a mobile object, the light will move with it (cannot be chosen more than once).

+2 Weave: increase Area of Effect radius by 3 meters.

Second Weave - Tongues

Range: 20 m

Area of Effect: 1 target

Duration: Concentration

Save: No

For the duration, the caster can speak (but doesn't understand) the language of target sentient humanoid creature.

Third Weave - Control Sounds

Range: 5 m

Area of Effect: 5 m radius

Duration: Concentration

Save: No

The caster can control the intensity of any sound within the Area of Effect for the duration. The intensity of each sound can be decreased until it's completely silenced; or increased up to three times its original loudness. Stealth rolls in the Area of Effect get a special a +25 bonus or a -25 penalty, depending on if the caster is reducing or amplifying the sounds.

Warping Options

+2 Weave: increase Area of Effect radius and Range by 5 meters.

Fourth Weave - Shroud of Darkness

Range: 3 m

Area of Effect: 1 target

Duration: 10 min/lvl

Save: No

The target gains a shadowy appearance, making it extremely hard to see. The target is completely invisible in total darkness, and gains a +50 magical bonus to its Stealth rolls and a +20 bonus to its DEF in Dim Light. This spell offers no bonuses to targets under normal lighting condition.

Fifth Weave - Enthralling Lights

Range: 30 m

Area of Effect: 6m radius

Duration: 1 rnd/lvl

Save: Yes

This spell creates several swirling globes of colored light, dancing in the air. Each sentient creature able to see in the Area of Effect must pass a WSR or stop whatever it was doing to stare fascinated at the lights. Creatures engaged in combat are immune to this effect, and attacking one of the fascinated creatures immediately end the effects of this spell. Fascinated creatures can attempt a new SR during each Assessment Phase to snap out of their condition.

Sixth Weave - Darkness

Range: 0 (touch)

Area of Effect: 5 m radius

Duration: 10 min/lvl

Save: No

This spell creates an area of absolute darkness in the Area of Effect. No natural light can exist within this Darkness (including light coming from torches, lanterns and similar mundane light sources), and magical lights of a Weave lower than this spell's are immediately dispelled.

Warping Options

+2 Weave: increase Area of Effect radius by 5 meters.

Seventh Weave - Deafening Sound

Range: 30m

Area of Effect: 1 target

Duration: 1 hr

Save: Yes

This spell creates a very loud, screeching sound, that only the target can hear. The target must pass a SR or be stricken deaf for the Duration.

Eight Weave - Blinding Light

Range: 30 m

Area of Effect: 3m radius

Duration: -

Save: Yes

This Spell creates a burst of intense, blinding white light. Each creature in the Area of Effect that can see is blinded for one round for every 10 points of failure in its Save Roll.

Ninth Weave - Silent Voice

Range: 0 (self)

Area of Effect: caster

Duration: 1 rnd/lvl

Save: No

For the duration, the caster is able to cast Spells without having to speak.

Tenth Weave - Starlight

Range: 10 m

Area of Effect: 6 m radius

Duration: 10 min/lvl

Save: No

This spell creates a bright silver light, that illuminates everything in the Area of Effect. Servants of the Darkmaster treat this light as daylight, and any magical darkness in the Area of Effect is dispelled.