

Open Hand of Pain	Conjure Small Creature	Sacrificial Blood	Rune of Defense
<p>Close-quarters spell At-will Target: One engaged enemy Attack: Wisdom + Level vs. PD Hit: 1d8 + Wisdom damage. Miss: Damage equal to your level.</p> <p><i>3rd level spell</i> 3d8 damage. <i>5th level spell</i> 5d8 damage. <i>7th level spell</i> 7d8 damage. <i>9th level spell</i> 9d8 damage.</p> <p><i>Adventurer feat:</i> When you miss, do half damage.</p> <p><i>Champion feat:</i> Once per battle, you can assign a damage type to this attack and add 4d4 damage to the attack.</p> <p><i>Epic feat:</i> You can target one or two enemies with this attack, one for each of your hands.</p>	<p>Ranged Spell Daily Effect: Take 2 hp damage. It will last for about 10 minutes, and is loosely under your control. You have a 2 out of 3 chance of it obeying you and not just exploding into sticky black ichor*. If used to attack, it can only do 1d4 damage, and as soon as it is struck it disappears. It's defense stats are half your own.</p> <p><i>3rd level spell</i> The chance of the creature behaving in the manner you wish increases to 3 out of 4, and it lasts about an hour. <i>5th level spell</i> The chance of the creature behaving in the manner you wish increases to 7 out of 8, and it lasts for 6 hours. The creature now has the same defense stats as you. <i>7th level spell</i> The creature will behave in the manner you wish, and it can last for up to a full day. <i>9th level spell</i> You can use this spell twice a day.</p> <p><i>Champion feat:</i> The creature can shift its form on the fly to suit the situation, making it much harder to detect and much easier for it to get into places it might otherwise have trouble.</p>	<p>Close-quarters spell Once per battle Target: You or one ally you are next to Effect: You take 3 hp worth of damage, and the target can heal using a recovery.</p> <p><i>3rd level spell</i> Take 5 hp worth of damage. Add 2d6 to the recovery. <i>5th level spell</i> Take 7 hp worth of damage. Add 3d6 to the recovery. This spell no longer costs a recovery. <i>7th level spell</i> Take 10 hp worth of damage. Add an additional 4d6 to the recovery. <i>9th level spell</i> Take 15 hp worth of damage. Add 5d10 to the recovery.</p> <p><i>Champion feat:</i> You can use this spell twice per battle.</p> <p><i>Epic feat:</i> Once a day, you can use this spell in response to hp lost from an attack as a free action, rather than as a standard action on your turn.</p>	<p>Close-quarters spell Daily Effect: You gain a +1 bonus to AC for the rest of the battle.</p> <p><i>3rd level spell</i> The bonus applies to all defenses. <i>5th level spell</i> You now receive a +2 bonus to defenses. <i>7th level spell</i> This spell can now be cast on up to 2 nearby allies in addition to yourself. <i>9th level spell</i> Anyone affected by this spell also gains resist 20 damage until the end of your next turn.</p> <p><i>Adventurer feat:</i> You can use this spell twice a day.</p> <p><i>Epic feat:</i> Any melee attack that misses you while this spell is active reflects damage equal to your level onto the attacker.</p>
Rune of the Feeble Foe	Conduit of Destruction	Sight of the Blind	Palm of Mystic Grounding
<p>Close-quarters spell Special: This spell can be used twice a day. Target: One enemy Attack: Wisdom + Level vs. MD Hit: 2d4 damage, and the target is weakened until the end of your next turn.</p> <p><i>3rd level spell</i> 4d4 damage. <i>5th level spell</i> 6d6 damage, and the target is weakened, save ends. <i>7th level spell</i> 1d4 x 10 damage, and the target is weakened, save ends. <i>9th level spell</i> 2d4 x 10 damage, and the target is weakened until the end of the battle.</p> <p><i>Adventurer feat:</i> Reroll any damage dice that came up 1. You must accept the second result.</p> <p><i>Champion feat:</i> As long as an enemy is weakened by this spell, they must roll an easy (6+) save at the beginning of each turn. If they fail, they fall prone and lose the rest of their turn.</p>	<p>Close-quarters spell Daily Target: 1d4 nearby enemies Attack: Wisdom + Level vs. PD Hit: 3d8 + Wisdom force damage, and the targets are knocked back from the caster. Miss: Half damage.</p> <p><i>3rd level spell</i> 5d8 damage. <i>5th level spell</i> 6d10 damage. <i>7th level spell</i> 3d4 x 10 damage. <i>9th level spell</i> 5d4 x 10 damage.</p> <p><i>Adventurer feat:</i> You can target 1d4 + 1 enemies with this spell.</p> <p><i>Champion feat:</i> Targets are also dazed, even on a miss.</p> <p><i>Epic feat:</i> Half damage on a miss, and all targets are dazed.</p>	<p>Close-quarters spell Daily Target: You or one ally you are next to Effect: For the rest of the battle or about 5 minutes, ignore concealing effects and cover. For targets that are plainly visible, the person affected by this spell receives a +2 bonus to attack rolls. <i>Note:</i> The bonus does not apply to targets that are underground or in another realm, such as a rogue that is shadow walking.</p> <p><i>3rd level spell</i> The spell affects 2 targets. <i>5th level spell</i> The spell affects 4 targets. <i>7th level spell</i> The spell affects the entire party. <i>9th level spell</i> The spell affects the entire party, and the bonus to plainly visible enemies increases to +4.</p> <p><i>Adventurer feat:</i> In addition to one daily combat use, this spell can be used once daily out of battle to detect traps.</p> <p><i>Epic feat:</i> This spell can be used at-will outside of combat</p>	<p>Close-quarters spell Special: You may use this spell a number of times per day equal to your Wisdom modifier. Free action to cast when attacked by another spell Target: You Effect: You can redirect some of the magical energies aimed at you and dissipate them back into the either from which they came. Take half damage from the attack.</p> <p><i>3rd level spell</i> Absorb some of the magical potential of the spell cast at you. You gain an attack reroll to be used once at any time later in the battle. <i>5th level spell</i> Half plus 2d8 less damage received from attack, and you gain an attack reroll. <i>7th level spell</i> Receive no damage from the attack, and you gain an attack reroll. <i>9th level spell</i> Redirect half the damage back at the caster in the form of magical feedback. No statuses can be inflicted by the feedback, just the damage. You do not gain a reroll.</p> <p><i>Adventurer feat:</i> When you cast this spell, roll a hard save (16+). On a success, you regain the use of one expended daily spell.</p> <p><i>Champion feat:</i> You can use this spell when an ally near you is attacked as well.</p>

Shock Wave	Conjure Medium Creature	Blood of the Enemy	Conscription
<p>Ranged spell At-will Target: One nearby enemy Attack: Wisdom + Level vs. PD Hit: 3d6 + Wisdom force damage. Miss: Damage equal to your level. <i>5th level spell</i> 5d6 force damage <i>7th level spell</i> 7d6 force damage <i>9th level spell</i> 9d6 force damage</p> <p><i>Adventurer feat:</i> You can cast this spell at any range without drawing an opportunity attack.</p> <p><i>Champion feat:</i> The shock wave can be used to target up to 2 enemies in a group.</p> <p><i>Epic feat:</i> The first time you use this spell in a battle it causes 5d4 sonic damage to enemies targeted by it, even on a miss.</p>	<p>Ranged Spell Daily Effect: Take 8 hp damage. It will last for about 10 minutes. You have a 2 out of 3 chance of it obeying you. The creature's stats, HP and level are half of yours. It will typically not appear as a target to enemies until it has attacked one of them. Attack is +7 vs. AC. The damage it deals is 1d6 per level, and unless given a command each turn by the scribe (standard action,) it will attack the nearest creature that is not the scribe who summoned it, ally or enemy. <i>5th level spell</i> Take 11 hp damage. You have a 3 out of 4 chance of the creature obeying you. <i>7th level spell</i> Take 15 hp damage. You have a 5 out of 6 chance of the creature obeying you, and its stats are now equal to yours. <i>9th level spell</i> Take 20 hp damage. The creature will obey you, and you can use this spell twice a day. <i>Champion feat:</i> If the creature is not given a command, it will only attack enemies. <i>Epic feat:</i> You can command the creature for a quick action.</p>	<p>Close-quarters Spell Once per battle Target: One engaged enemy and one nearby ally Attack: Wisdom + Level vs. PD Effect: 3d4 damage to the enemy, and the ally can use a recovery with a 1d6 bonus to its effect. <i>5th level spell</i> 3d6 damage to the enemy, 1d8 bonus to the recovery. <i>7th level spell</i> 4d10 damage to the enemy, 2d8 bonus to the recovery. <i>9th level spell</i> 6d12 damage to the enemy, 3d10 bonus to the recovery. <i>Adventurer feat:</i> The ally affected can also make a save against an ongoing effect. <i>Champion feat:</i> Once a day you can cast this spell as a free action when you stagger an enemy.</p>	<p>Ranged Spell Cyclic (Cast once per battle OR at-will when the escalation die is even.) Target: One nearby enemy Attack: Wisdom + Level vs. MD Effect: The scribe can force the target to make a basic melee attack. If the is against itself, it automatically hits. If the attack is against another enemy, treat it as a normal attack using all the enemy's stats, with a +3 bonus to the attack roll. <i>5th level spell</i> Afterward, the enemy is left dazed, save ends. <i>7th level spell</i> You can force the enemy to use any attack you've seen. <i>9th level spell</i> The enemy is left weakened instead of dazed, save ends. <i>Adventurer feat:</i> If the enemy's attack misses its target, it still does damage equal to your level. <i>Champion feat:</i> If the enemy's attack misses its target, it does half damage. <i>Epic feat:</i> The enemy's attack automatically hits any valid target.</p>
Fist of Destruction	Rune of Vicious Strength	Rune of Fortification	Sacred Palm
<p>Close-quarters spell Daily Target: One or two engaged enemies Attack: Wisdom + Level vs. PD Hit: 6d6 force damage, and the targets are knocked back and prone. They are also dazed, save ends. Miss: No damage. <i>5th level spell</i> 6d10 force damage. <i>7th level spell</i> 4d4 x 10 force damage. <i>9th level spell</i> 5d6 x 10 force damage.</p>	<p>Ranged spell Daily Target: You or one nearby ally Effect: You take 5 hp worth of damage, and the target receives a +2 bonus to their next attack and damage rolls. <i>5th level spell</i> Take 7 hp damage. If the target's attack misses, it still does half damage. <i>7th level spell</i> Take 10 hp damage. Target also adds 5d8 to their next attack's damage roll, even if the attack misses. <i>9th level spell</i> Take 15 hp damage. Target adds 5d10 to their next attack's damage roll, even if the attack misses, and the target gets an extra standard action. <i>Adventurer feat:</i> The target can also reroll 1 attack roll they are unhappy with at some point later in the battle, and must use the second result. <i>Champion feat:</i> The target can also make a recovery as a free action as soon as this spell is cast on them. <i>Epic feat:</i> The target gains an extra standard action as well.</p>	<p>Ranged spell Daily Target: You or one nearby ally Effect: You take 5 hp worth of damage, and the target receives a +2 bonus to AC until the end of your next turn. <i>5th level spell</i> You take 8 hp damage, and the bonus also applies to PD. <i>7th level spell</i> You take 12 hp damage, and can also apply the bonus to 2 targets. <i>9th level spell</i> Take 16 hp damage, and the bonus applies to all 3 defenses until the end of battle. <i>Adventurer feat:</i> The target can also reroll 1 attack roll they are unhappy with at some point later in the battle, and must use the second result. <i>Champion feat:</i> The target can also make a recovery as a free action as soon as this spell is cast on them. <i>Epic feat:</i> The target gains an extra standard action as well.</p>	<p>Close-quarters spell Special: You may use this spell a number of times per day equal to half of your Wisdom modifier, maximum twice per battle. Target: Up to 3 engaged enemies Attack: Wisdom + Level vs. PD Hit: 3d8 holy damage. Undead, demonic creatures and any type of toad are susceptible to this attack and take an additional d8 damage, and are vulnerable until they make a hard save (16+). Miss: No damage, but susceptible targets are vulnerable until the end of your next turn. <i>5th level spell</i> 5d10 holy damage, additional 2d10 to susceptible enemies. <i>7th level spell</i> 2d4 x 10 holy damage, 3d4 x 10 holy damage against susceptible enemies. <i>9th level spell</i> 4d4 x 10 holy damage, 6d4 x 10 holy damage against susceptible enemies. <i>Champion feat:</i> Vulnerability affects any enemy hit with this spell. <i>Epic feat:</i> When casting this spell, you regain 4d8 hp.</p>

Unwilling Sacrifice	Conjure Large Creature	Conjure Swarm	Fist of Molten Stone
<p>Ranged spell Special: This spell can be used twice a day but only once per battle Free action to cast Target: Up to two nearby allies, or you and one other ally Effect: When an enemy drops to 0 hp, move to it and use its dying blood to activate a rune. The target(s) can heal without expending a recovery, with a 4d4 bonus to regained hp. 7th level spell 5d6 bonus to regained hp. 9th level spell 5d8 bonus to regained hp. Champion feat: You can use this spell 3 times a day. Epic feat: The targets of this spell gain a +3 bonus to saves until the end of the battle.</p>	<p>Conjure Large Creature Ranged spell Daily Effect: Take 12 hp damage. It will last for about 10 minutes. You have a 3 out of 4 chance of it obeying you. It can be useful in battle. The creature's stats, HP and level are equal to yours. It will appear as a target to enemies as soon as it is summoned. Attack is +10 vs. AC. The damage it deals is 1d8 per level, and unless given a command each turn by the scribe (standard action,) it will attack the nearest creature that is not the scribe who summoned it, ally or enemy. In addition, it will inflict fear onto any medium or smaller enemies engaged with it with MD 16 or below until it is staggered. 7th level spell Take 16 hp damage. You have a 7 out of 8 chance of the creature obeying you. 9th level spell Take 20 hp damage. The creature will obey you. Champion feat: If the creature is not given a command, it will only attack enemies. Epic feat: You can command the creature for a quick action.</p>	<p>Ranged spell Daily Effect: Take 10 hp damage. It will last for about 10 minutes. You have a 3 out of 4 chance of it obeying you. It can be useful in battle, as well as outside of combat. The swarm's MD, HP and level are equal to yours. It's AC and PD are equal to yours +2. It will appear as a target to enemies as soon as it is summoned. It's attack is +8 vs. AC. The damage it deals is 1d6 per level, and unless given a command each turn by the scribe (standard action,) it will attack the nearest creature that is not the scribe who summoned it, ally or enemy. In addition, it has resistance to physical attacks and will ignore the first 10 points of damage it receives each round. 7th level spell Take 15 hp damage. You have a 5 out of 6 chance of the swarm obeying you. It can last up to an hour if summoned outside of combat. 9th level spell Take 20 hp damage. You have a 7 out of 8 chance of the swarm obeying you. Champion feat: If the swarm is not given a command, it will only attack enemies. Epic feat: You can command the swarm for a quick action.</p>	<p>Close-quarters spell Daily Target: One nearby enemy Attack: Wisdom + Level vs. PD Effect: For the initial attack, it is malleable enough to strike any one nearby enemy for 10d6 damage. Afterward it will allow one more attack sometime later in the battle as a basic melee attack with a +1 bonus to the attack roll and using d10 for the damage roll. After that second attack, hit or miss, the stone will crumble away. Until the second attack is made, the stone casing acts like a buckler, imparting a +1 bonus to AC like any other small shield. Miss: Half damage from the initial attack, and the rest of the effect still applies. 7th level spell 10d8 damage. 9th level spell 10d12 damage. Champion feat: The stone fist weapon will last for the rest of the battle. Epic feat: You gain a +2 bonus to AC and PD as long as you're wielding the stone fist weapon.</p>
Conduit of the Primal Predator	Name of the Primordial Earth	Name of the Primordial Wind	Conjure Twin Medium Creatures
<p>Close-quarters spell Daily Target: One nearby enemy Attack: Wisdom + Level vs. PD Effect: Using your own blood to activate the rune, you channel the ruthlessness and skill of predators that walked the earth before man existed, the most dangerous beasts imaginable. Take 10 hp damage, and move to engage a nearby enemy. The ether from which you draw power forms claws, fangs, talons, or any other type of vicious instrument used by predatory animals as you lash out at your foe. The target takes 5d10 damage and is also stunned until the end of your next turn. 7th level spell Take 15 hp damage. 8d10 damage, and the target is stunned, save ends. 9th level spell Take 20 hp damage. 10d12 damage, and the target is weakened, save ends. Epic feat: For the rest of the battle, the only way you can fail a disengage check is by rolling a 1.</p>	<p>Ranged spell Daily Target: 1d6 nearby enemies Attack: Wisdom + Level vs. PD Effect: Take 15 hp damage, and all effected enemies take 3d4 x 10 earth damage as the ground quakes and shifts, and are knocked prone. Miss: Half damage, and the targets are knocked prone. 7th level spell 3d6 x 10 earth damage. 9th level spell 3d8 x 10 earth damage, and the targets are hampered, save ends. Epic feat: Every affected enemy must make a hard check at the beginning of every turn until the end of the battle. If they fail, they are knocked prone.</p>	<p>Ranged spell Daily Target: 1d6 nearby enemies Attack: Wisdom + Level vs. PD Effect: Take 15 hp damage, and all effected enemies take 3d4 x 10 wind damage as the air whips around and through them viciously, and are knocked prone. Miss: Half damage, and the targets are knocked prone. 7th level spell 3d6 x 10 wind damage. 9th level spell 3d8 x 10 wind damage, and the targets are confused, save ends. Epic feat: Every affected enemy must make a hard check at the beginning of every turn until the end of the battle. If they fail, they are knocked prone.</p>	<p>Ranged Spell Daily Effect: Take 14 hp damage. They will last for about 10 minutes. You have a 5 out of 6 chance of them obeying you. They can be useful in battle. The creatures' stats, HP and level are equal to yours. They will appear as a target to enemies immediately upon summoning. Their attack is +11 vs. AC. The damage they deal is 1d6 per level, and unless given a command each turn by the scribe (standard action,) as a team they will attack the nearest creature that is not the scribe who summoned them, ally or enemy. Each creature can be commanded individually with the same standard action. 9th level spell Take 25 hp damage. You have a 7 out 8 chance of the creatures obeying you. Champion feat: If the creatures are not given a command, they will only attack enemies. Epic feat: You can command the creatures for a quick action.</p>

Fist of the Raging Cyclone	Rune of the Hidden Realms	Name of the Primordial Water	Name of the Primordial Flame
<p>Close-quarters spell Daily Target: One or two nearby enemies in a group Attack: Wisdom + Level vs. PD Effect: You summon raging winds from the air around you to cloak your fist in a cyclone so tightly wound it's nearly a solid gauntlet of razor sharp force. When you lash out, the coiled winds spiral out violently, causing 10d12 damage and knocking the targets prone. The winds do not immediately die down either, aggressively pinning the enemies down; the targets are stuck until the end of your next turn. Miss: Half damage and the targets are knocked prone. <i>9th level spell</i> 4d6 x 10 damage, and the targets are stuck, save ends. <i>Epic feat:</i> You can target 3 enemies with this spell, and for the rest of the battle you gain a +3 bonus to disengage checks.</p>	<p>Ranged spell Daily Target: You Effect: For the rest of the battle or about five minutes, your senses expand to encompass much more of reality than is normally possible. You can sense traps, teleporting enemies, and the essence of magical things in general. How you use these senses is up to you, pending approval of your GM. In addition, you can also briefly fold space between two nearby points. There doesn't have to be a line of sight between the points, but they must be near to each other. A shimmering window will open, allowing for things no larger than a full-grown man to pass through. It remains stable for a maximum of 30 seconds, but is more likely to flicker closed when it's most dramatic. <i>9th level spell</i> The two points can be far, up to 100 yards from each other, and the window can remain open and stable for the duration of the spell</p>	<p>Ranged spell Daily Target: 1d6 nearby enemies Attack: Wisdom + Level vs. PD Effect: Take 20 hp damage, and all effected enemies take 3d6 x 10 water damage as the rushing fluid rises out of the earth and rages violently around the enemies, pummeling them and flowing into their lungs. When the flood finally abates, the targets are prone and weakened until the end of your next turn. Miss: Half damage, and the targets are knocked prone. <i>9th level spell</i> 3d8 x 10 water damage, and the targets are weakened, hard save (16+) ends. <i>Epic feat:</i> Staggered enemies take double damage.</p>	<p>Ranged spell Daily Target: 1d6 nearby enemies Attack: Wisdom + Level vs. PD Effect: Take 25 hp damage, and all effected enemies take 3d6 x 10 fire damage as raging flames of all colors erupt from everywhere and nowhere all at once. Hot enough to turn sand to glass, in the brief time they are present the sentient fires turn skin to ash and consume massive amounts of atmosphere around the enemies. They are weakened and vulnerable until the end of your next turn. Miss: Half damage, and the targets are vulnerable until the end of your next turn. <i>9th level spell</i> 3d8 x 10 fire damage, and the targets are weakened, save ends, and vulnerable until the end of battle. <i>Epic feat:</i> If you are willing to limit this attack to one enemy and take 50 hp damage yourself, the attack will automatically hit and cause double damage.</p>
Conjure Twin Large Creatures	Fist of the Infernal Blaze	Light of Creation	Fog of Destruction
<p>Ranged spell Daily Effect: Take 25 hp damage. They will last for about 10 minutes. You have a 7 out of 8 chance of them obeying you. The creatures' stats, HP and level are equal to yours. They will appear as a targets to enemies as soon as they are summoned. Their attack is +12 vs. AC. The damage they deal is 1d10 per level, and unless given a command each turn by the scribe (standard action,) they will attack freakin' anything, ally or enemy. In addition, they will inflict fear onto any medium or smaller enemies engaged with them with MD 20 or below until they are both staggered. Each creature can be commanded individually with the same standard action. <i>Epic feat:</i> If the creature is not given a command, it will only attack enemies.</p>	<p>Close-quarters spell Daily Target: Up to 4 nearby enemies Attack: Wisdom + Level vs. PD Effect: You summon wildly dancing flames from the air around you to cloak your fist in a fiery cloak so hot it distorts the air all around you. When you lash out, forks of plasmid energy shoot out, causing 3d12 x 10 damage, minimum 60 and knocking the targets prone. The flames linger on enemies they've touched, dealing 15 ongoing damage, save ends, and the targets are vulnerable until the end of the battle. Miss: Half damage and the targets vulnerable, save ends. <i>Epic feat:</i> After using this spell, the spectral flames linger on you for a short time. Add 4d8 fire damage to all damage you inflict for the rest of the battle.</p>	<p>Ranged spell Special: This spell can be used twice a day Target: Up to 3 allies plus yourself Effect: Each target can make a recovery with a 4d8 bonus to hp regained, as well as make an immediate save against an ongoing effect. <i>Epic feat:</i> This spell affects all allies you can see.</p>	<p>Ranged spell Daily Target: The entire nearby area to the caster Effect: A thick, noxious fog pours forth from you, enveloping everything around you that lasts until the end of your next turn. While it is present, you and all allies inside the fog are concealed from all enemies, but it does not affect you or your allies' ability to see the enemies. All enemies in the fog take 20 damage and 10 ongoing damage, save ends. An enemy entering the fog takes an immediate 10 damage and also suffers the 10 ongoing damage. A save against the ongoing damage cannot be made while in the fog. No type of resistance applies to damage caused by the fog. In order to exit the fog, the enemy must pass a hard check (16+). Any enemy that ends its turn in the fog is also weakened, vulnerable and afraid, a hard save to end each effect. Boom. <i>Epic feat:</i> Enemies must take an additional 20 hp of damage to attempt to leave the fog.</p>

