10009

Sundered Skies

SPELL LISTINGS

ALPHA

Armor, barrier, beast friend, bolt, boost/lower trait, burrow, deflection, detect/conceal arcana, dispel, fear, fly, greater healing, healing, invisibility, obscure, quickness, shape change, smite, speak language, speed, stun, telekinesis.

ARTIFICER/ENGINEERS

*Armor, barrier, blast, blinding flash, bolt, boost/lower trait, burrow, burst, deflection, detect arcana (not conceal), dispel (*engineers only*), elemental deluge, elemental manipulation, entangle, environmental protection, fly, god-touched (*Steampriests only*), greater healing, heal hull, healing, invisibility, light, obscure, quickness, smite, speak language, speed, stun, summon elemental, telekinesis.*

BATTLELORD

Armor, battle lust, battlelord's blessing, boost/lower trait, deflection, detect/conceal arcana, dispel, fly, gaze of the matriarch, god-touched, greater healing, heal hull, healing, obscure, quickness, smite, soothe anger, speak language, speed, stun, zombie.

LADY OF THE WINDS

Barrier, beast friend, blast, burst, boost/lower trait, deflection, detect/conceal arcana, dispel, elemental choke, elemental deluge, elemental manipulation (air only), entangle, fear, fly, gaze of the matriarch, god-touched, greater healing, healing, heal hull, invisibility, lady's fury, lady's guidance, puppet, quickness, smite, speak language, speed, summon elemental (air only), summon matriarch, telekinesis, teleport, wind wall.

LIFEMOTHER

Armor, barrier, boost/lower trait, deflection, detect arcana (not conceal), dispel, elemental choke, elemental deluge, elemental manipulation (water only), entangle, environmental protection, god-touched, greater healing, healing, puppet, quickness, speed, stun, summon elemental (water only), teleport.

THE LORD OF FESTIVAL

Armor, barrier, battle lust, beast friend, blast, bolt, boost/lower trait, deflection, detect/conceal arcana, dispel, elemental deluge, entangle, fear, god-touched, greater healing, healing, puppet, smite, soothe anger, speak language, speed, stun, summon muse.

THE WILD

Armor, barrier, beast friend, blast, bolt, boost/lower trait, burrow, burst, detect/conceal arcana, dispel, elemental deluge, elemental manipulation, entangle, fear, feral form, greater healing, healing, obscure, puppet, quickness, shape change, smite, summon elemental (tree only), wild's call, zombie.

SORCERERS

Armor, barrier, blast, blinding flash, bolt, boost/lower trait, burrow, burst, deflection, detect/conceal arcana, dispel, elemental deluge, elemental manipulation, fear, fly, invisibility, light, obscure, puppet, quickness, smite, speak language, speed, stun, summon elemental, telekinesis, teleport.

SPELL TRAPPINGS

ALPHA

Armor: The target's skin becomes mottled like a tortoise shell.

Barrier: The priest summons wildling ghosts, who form a faintly visible force wall. Foes approaching the *barrier* are warned off by ghostly bestial snarling faces.

Beast Friend: The Untamed compels any base fleshforged creature, such as badgers, birds, or even swarms of ants.

Bolt: The priest rends his foes with flying phantasmal claws.

Boost/Lower Trait: The target's features are covered by a faint image of the creature linked to the attribute for the Trait effected—ant for Strength, cat for Agility, rat for Vigor, raven for Smarts, or a mix of all four for Spirit. If the Trait is lowered the creature appears diseased.

Burrow: The hands of the untamed transform into large digging claws.

Deflection: Incoming attacks are deflected by barely-seen wildling ghosts.

Detect/Conceal Arcana: The priest's head transforms into that of a bat wildling for the duration of the spell. Supernatural auras are masked by invisible wildling shades.

Dispel: Flying phantasmal claws tear the targeted spell apart.

Fear: The priest appears as a terrible, bestial form to his targets.

Fly: Feathered wings grow from the target's back.

Greater Healing/Healing: The skin around the wound becomes scaly and regenerates.

Invisibility: The skin and clothing of the target become chameleon-like.

Obscure: Wildling ghosts cast a deep gloom over the targeted area.

Quickness: The target's features are covered by the faint image of a raccoon.

Shape Change: The priest can only change into the base fleshforge animals.

Smite: The weapon blade or head is ringed with razor-sharp teeth.

Speak Language: The priest can only speak with animals.

Speed: The target's features are covered by the faint image of a deer.

Stun: Wildling ghosts flood the targeted area with the sorrow and pain of their deaths.

Telekinesis: Wildling ghosts attack foes and lift objects.

ARTIFICER

Armor: Electricity fuses the target's skin and clothes together.

Barrier: A wall fire which does 2d10 damage to anyone within 1" and has a 1 in 6 chance of setting them alight.

Blast: The priest causes an explosion similar to a powder bomb.

Blinding Flash: The priest causes an explosion similar to a powder bomb. However, it blinds rather than causing physical damage.

Bolt: Scalding jets of steam shoot from the priest's palms.

Boost/Lower Trait: The target is encased in crude technological devices which either enhance or impede the Trait.

Burrow: The target's armor and clothing transform into tools which allow her to burrow through the earth.

Burst: The priest shoots gouts of flame from his palms.

Deflection: The target is warded from either metal or technological weapons (firearms and crossbows).

Detect Arcana: A thick monocle forms around the eye of the priest.

Elemental Deluge: The target area is filled with choking gas.

Elemental Manipulation: With a simple gesture, the priest conjures earth and fire.

Entangle: The priest conjures a ball of entangling wire.

Environmental Protection: The spell subject's skin becomes bronzed. He can survive in the hottest environments.

Fly: The target's clothing transforms into a crude jetpack.

God-touched: The target's eyes turn the color of iron.

Greater Healing/Healing: The priest generates bursts of regenerative steam.

Heal Hull: The priest repairs damage to ships with conjured materials.

Invisibility: The priest magically manipulates the density of his flesh and possessions, allowing light to pass through.

Light: The priest conjures a light emitting lens. Use the Cone Template rather than a Large Burst Template.

Obscure: Similar to *light,* but the lens emits a cone of darkness.

Quickness: The priest stimulates the target's nervous system with electricity.

Smite: The weapon crackles with electricity.

Speak Language: The target's head is wreathed in steam, which distorts the words spoken and heard so they have a strange, metallic quality.

Speed: The subject's footwear manifests wheels or tracks.

Stun: The priest causes an explosion, similar to a powder bomb.

Summon Elemental: The priest summons fire elementals by using a blaze at least as large as a campfire.

Telekinesis: Static electricity arcs from the priest's palms to the item or person he wishes to move.

BATTLELORD

Armor: The subject's armor visibly improves, removing any blemishes, dings, or marks. Otherwise, a phantasmal chain hauberk is conjured.

Battle Lust Gesturing and shouting, the priest channels slivers of his god's rage into others.

Battlelord's Blessing: The priest shares his god's knowledge with the target.

Boost/Lower Trait: The target is possessed by a warrior's ghost, which either helps or hinders the targets actions. This spell cannot affect Smarts-linked Traits.

Deflection: Warrior ghosts parry incoming attacks with phantom weapons.

Detect/Conceal Arcana: The priest's eyes burn with rage as he seeks out dishonorable warriors using magical tools to get an unfair advantage. Paradoxically, a wise warrior uses all available tools available to win. The priest dampens magical auras with the chill of the Draining Sea, although there is no visible effect.

Dispel: Ice momentarily forms on the target and then melts, washing away the enchantment.

Fly: The spell subject is borne aloft by the ghosts of warriors.

Gaze of the Matriarch: Ice forms on the enemy ship, slowing their cowardly flight.

God-touched: The subject's pupils become burning balls of ice.

Greater Healing/Healing: Ice momentarily forms over the wound and then quickly melts away. The wound is healed leaving a visible scar.

Hull Heal: The priest summons ghosts who died on an unskyworthy vessel. These shades swarm over the ship and repair damage.

Obscure: The priest conjures darkness from the blade of an obsidian dagger.

Quickness: A warrior's ghost fights alongside the subject. A raise gives a +1 Gang Up bonus instead of the initiative bonus.

Smite: The weapon causes old wounds to reopen.

Soothe Anger: With an icy touch, the priest calms a warrior's fury.

Speak Language: Ice forms on the lips and face of the subject.

Speed: The ghost of a warhorse possesses the hero.

Stun: Battlepriests who find the role of diplomat a source of great frustration are able to channel their feelings into a stunning scream. Center the Medium Burst Template upon the priest. He is unaffected.

Zombie: Battlepriests raise the corpses of slain warriors to continue the fight. The corpses must not have been dead for longer than one day and sleep cycle and only animate for d6 hours.

LADY OF THE WINDS

Barrier: A wall of windblown debris as sturdy as a brick wall.

Beast Friend: The priest can only compel creatures which live in the void, such as skylers, behemoths, and fog sharks.

Blast: A whirlwind ravages the targeted area.

Burst: A flesh-stripping cone of air.

Boost/Lower Trait: The target is possessed by an air elemental, which either helps or hinders the targets actions. This spell only affects Agility-linked Traits.

Deflection: A vortex of wind intercepts attacks.

Detect/Conceal Arcana: Winds visibly buffet all items or people with magical auras. These winds can also disrupt detection attempts.

Dispel: Winds which tear other spells apart.

Elemental Choke: The priest sharply inhales, sucking the oxygen out of the targeted area.

Elemental Deluge: The Windpriest exhales, creating a cone of wind.

Elemental Manipulation: Invoking his goddesses, the priest creates minor air effects.

Entangle: Air elementals create a web of currents around the targets

Fear: The targets are given a mental glimpse of the awful majesty of the Queen of the Vortex.

Fly: Winds lift and propel the subject.

Gaze of the Matriarch: The stern features of the Matriarch of the Becalmed forms in the void, and glares at the target ship.

God-touched: The subject's eyes turn the color of storm clouds.

Greater Healing/Healing: Wounds are healed by a warm eddy.

Hull Heal: The winds gather flotsam from the void, sealing breaches and mending sails. The repair is serviceable, but not pretty.

Invisibility: The air around the subject vibrates, creating an obscuring mirage. The subject becomes transparent, but never truly invisible. The Power Point cost is reduced to 3.

Lady's Fury: The Mistress of Storms directs her anger at the enemy. The winds shriek in rage as they tear at the targets.

Lady's Guidance: Winds steady the missile as it flies true.

Puppet: An air elemental possesses the target and controls their actions.

Quickness: Wind eddies assist the subject in his actions.

Smite: The trapping varies, depending on which aspect of the Lady of the Winds the Windpriest venerates. The Mother of Rain causes the weapon to shed hypersonic, flesh-puncturing water droplets, the Mistress of Storms coats the weapon in ice and, the Queen of the Vortex surrounds the weapon in flesh-tearing winds. The Matriarch of the Becalmed and the Daughter of the Breeze cannot be called upon for this spell.

Speak Language: Winds snatch away the spoken words and replace them with words which can be understood. This spell does not work on texts.

Speed: The target is propelled by a personal tailwind.

Summon Elemental: The elemental forms out of a wind vortex. This spell can only be cast in the open.

Summon Matriarch: The Matriarch of the Becalmed appears and quells the storm.

Telekinesis: At the priests command, air elementals lift and manipulate objects and people.

Teleport: The priest loses his physical form, becoming wind himself. He is blown to the target location, where he reforms.

Wind Wall: The Windpriest causes a chaotic series of air currents by exhaling and waving his arms.

LIFEMOTHER

Armor: Thick ice forms over the subject.

Barrier: Water streams from the priest's hands and forms a wall.

Boost/Lower Trait: The provider influences the vital fluids within the target's body, either aiding or hindering their abilities.

Deflection: The subject is encased in an anamorphic bubble of water.

Detect Arcana: Water streams from the priest's palms, soaking the area. Water elementals investigate every nook and cranny for magical auras.

Dispel: Conjured water washes away the targeted enchantment.

Elemental Choke: The priest throws a handful of water, which grows into an encompassing bubble.

Elemental Deluge: Water jets from the priest's mouth, eyes, and palms.

Elemental Manipulation: The priest whispers a short prayer to the Lifemother.

Entangle: The priest summons bands of ensnaring water.

Environmental Protection: Protective layers of air and water surround the target.

God-touched: The subject's eyes lose all color.

Greater Healing/Healing: A stream of warm healing water washes the wound away.

Puppet: The priest controls the victim's vital fluids.

Quickness: The priest stimulates the subject's vital fluids.

Speed: The subject's feet or footwear is coated in frictionless water.

Stun: The delicate balance of vital fluids is disrupted, causing dizziness and intense headaches.

Summon Elemental: Using at least a bucketful of water, the priest summons a water elemental.

Teleport: The Provider instantaneously evaporates, and reforms in the desired location.

LORD OF FESTIVAL

Armor: The priest sings a ballad about the subject's deeds or aspirations. An ultrasonic whine surrounds the subject.

Barrier: The priest creates a visible sonic wall using just his voice.

Battle Lust: The priest composes a poem denigrating the enemy.

Beast Friend: The priest plays a simple, hypnotic melody.

Blast: Using a musical instrument, the priest projects discordant notes.

Bolt: Using a musical instrument, the priest conjures sonic barbs.

Boost/Lower Trait: The priest composes a poem to demoralize or buoy the subject.

Deflection: A distorting sonic shield surrounds the spell's target.

Detect/Conceal Arcana: The Songpriest plays or whistles a simple, but incomplete melody. All magical auras in the area of effect respond by completing it. The Songpriest can also create a tune that is absorbed by a magical aura he wishes to conceal, deafening it to any detection attempt.

Dispel: The Songpriest plays a dirge which is an anathema to spells.

Elemental Deluge: A discordant, buffeting blast of music.

Entangle: The priest induces a harmonic paralysis in his target.

Fear: The priest wildly dances, aping Festival during one of his insane dances.

God-touched: The target's eyes blaze with manic merriment.

Greater Healing/Healing: The priest plays a healing ballad.

Puppet: The priest sings a jaunty song which compels the victim to dance.

Smite: The weapon visibly vibrates.

Soothe Anger: The priest plays a soothing ballad.

Speak Language: The priest recites a child's nonsense rhyme which includes words from several different languages.

Speed: The priest plays a frantic tune.

Stun: The priest plays a discordant chord. Center the Burst Template upon him. Those adjacent to the priest suffer a –1 on their vigor rolls.

Summon Muse: The priest sings a duet and the muse materializes to accompany him.

THE WILD

Armor: The spell subject's skin becomes bark-like.

Barrier: A wall of thorny vines erupts out of the ground.

Beast Friend: With predatory snarls and growls, the priest forces an animal to obey him.

Blast: Bushes and trees spring into life. Branches and thorns tear into the spell's targets.

Bolt: Plants grow in the stomach and flesh of the victim.

Boost/Lower Trait: A plant spirit possesses the target. Different spirits affect different Traits. For example: an ivy spirit aids Climbing, kudzu decreases Agility, ironwood increases Vigor, eyebright increases a subject's Smarts and related traits, but opium decreases them.

Burrow: The roots of surrounding plants tear a passage through the earth.

Burst: A cone of thorns is projected from the priest's palm.

Detect/Conceal Arcana: The priest's eyes glow purple. To conceal a magical aura he summons obscuring hawthorn spirits.

Dispel: The priest summons ghost plants. Their roots tear spells apart.

Elemental Deluge: The earth ripples and heaves as plants quickly grow.

Elemental Manipulation: The priest commands plants to dig holes or direct earth sprays at opponents.

Entangle: The surrounding plants seize the targets.

Fear: The priest creates mental images of a vague, terrifying, towering presence.

Feral Form: The priest touches the forehead of the subject with a fetish created from feral hair and wildling bones.

Greater Healing/Healing: The priest conjures healing poultices.

Obscure: The area affected by the spell becomes as shadowy as the darkest forest floor.

Puppet: The priest conjures vines and kudzu plants. They wrap around the limbs of the spell's victim and control his actions. The victim resists with Strength rather than Spirit.

Quickness: Thorns, dripping with sap, appear on the priest's hands. Injected the sap into a subject allows him to react with supernatural speed.

Shape Change: Priests can change into any animal native to Heartland, though he is still limited by rank.

Smite: The weapon grows thorns.

Summon Elemental: The priest daubs his own blood upon the roots of a tree and it is his to command.

Wild's Call: The priest blows a wildling bone whistle.

Zombie: The priest conjures glowing mosses and lichens which infest and animate corpses. The corpse's wounds, mouth, and eyes are filled with the plants.