

ASH CLOUD

Axiom: Spirit 14

Target: DN 16

Time: 1 action

Range: 50 meter radius

Duration: 1 minute

All in cloud suffer 1 Shock and -4 Darkness penalty.

Good: Invoker ignores the cloud's Shock.

Outstanding: Invoker ignores the cloud's Shock and darkness penalty.

BLIND

Axiom: Spirit 12

Target: willpower/Spirit

Time: 1 action

Range: 100 meters

Duration: 3 rounds

Target suffers -2 darkness penalty.

Good: Penalty increases to -4.

Outstanding: Penalty increases to -6.

BLOODLUST

Axiom: Spirit 12

Target: willpower/Spirit

Time: 1 action

Range: 25 meters

Duration: 1 minute

Targets are Very Vulnerable and gain +1 BD to melee damage for duration.

Good: Targets are only Vulnerable.

Outstanding: Target's aren't more Vulnerable.

BONE BLADES

Axiom: Spirit 14

Target: willpower/Spirit

Time: 1 action

Range: 50 meters

Duration: 3 rounds

Target suffers 2 Shock each round, but gains +2 defense vs grapples and **Strength** +2 damage spikes.

Good: Increases to +3 vs grapples and **Strength** +3 damage.

Outstanding: Increases to +3 vs grapples and **Strength** +3 damage and duration increases to 1 minute.

BREATHE FIRE

Axiom: Spirit 14

Target: dodge/Dexterity

Time: 1 action

Range: 25 meters

Duration: Instant

Damage 16 Medium Blast, applied to lowest Armor.

Good: +1 BD damage.

Outstanding: +2BD damage and blast excludes allies.

CONJURE POISON

Axiom: Spirit 12

Time: 1 action

Target: DN 10 or
dodge/Dexterity

Range: Touch

Duration: 1 minute

Poison a weapon or foe. The toxin makes targets Very Stymied.

Good: The poison also deals 1 Shock each round.

Outstanding: The poison also deals 2 Shock each round.

CURE POISON

Axiom: Spirit 12

Target: DN 10

Time: 1 action

Range: Touch

Duration: Instant

Target makes a Strength test to end Poison effects.

Good: Poison duration ends instantly.

Outstanding: Poison duration ends and all effects are eliminated.

EARTHQUAKE

Axiom: Spirit 20

Target: 18

Time: 10 minutes

Range: 500 meters

Duration: 1 minute

15 damage +1BD each round to a Large Blast, or 30 damage +2BD if fixed to the ground.

Good: Area of effect increases to everything within 100 meters.

Outstanding: Area of effect increases to everything within 500 meters.

FLAME AURA

Axiom: Spirit 14

Target: DN 14

Time: 1 action

Range: Self

Duration: 3 rounds

Attacks against the character suffer a -2 penalty. Anyone in unarmed combat suffers 14 damage, and invoker's own unarmed attacks become minimum damage 14.

Good: Duration increases to 1 minute.

Outstanding: Flame damage increases to 16.

GRASPING VINES

Axiom: Spirit 14

Target: dodge/Dexterity

Time: 1 action

Range: 25 meters

Duration: 3 rounds

Targets within a Large Blast may not run or gain Steps in a Chase.

Good: Targets may not move at all for the duration.

Outstanding: As a Good result, plus targets are Very Stymied.

HUNTER'S EAR

Axiom: Spirit 14

Target: DN 10

Time: 1 rounds

Range: Self

Duration: 1 hour

Tracking becomes a Favored skill and the invoker doesn't count as Surprised.

Good: Duration increases to 12 hours.

Outstanding: Duration increases to 1 day.

INVOKE LANALA

Axiom: Spirit 24

Target: DN 20

Time: 1 minute

Range: Special

Duration: 3 rounds

An **Avatar of Lanala** appears and acts as she wills.

Good: Invoker is immune to the avatar's **Awe** ability.

Outstanding: As Good, plus the avatar grants a request within its power.

KILL

Axiom: Spirit 14

Target: willpower/Spirit

Time: 1 action

Range: 50 meters

Duration: Instant

Deals 10 damage ignoring all Armor. Only vs Living.

Good: +1 BD and Vulnerable.

Outstanding: +2BD and Very Vulnerable.

MEND CORPSE

Axiom: Spirit 12

Target: DN 10

Time: 1 action

Range: 50 meters

Duration: Instant

Heal one Wound on an undead creature, or restore a Defeated corpse where it fell.

Good: Heal 2 Wounds or 2 different fallen undead.

Outstanding: Restore 3 Wounds or 3 different undead.

PRESERVE

Axiom: Spirit 12

Target: DN 10

Time: 1 action

Range: Touch

Duration: 1 day

Preserve a body or food, even against the Law of Decay.

Good: Duration increases to 1 week.

Outstanding: Duration increases to 1 month.

REGENERATE

Axiom: Spirit 16

Target: 16

Time: 1 action

Range: Touch

Duration: 3 rounds

Heal one Wound each round until only one suffered Wound remains, then recover 1 Shock a round instead.

Good: Duration increases to 1 minute.

Outstanding: Recover 2 Shock when no Wound can be healed.

RESURRECT

Axiom: Spirit 18

Target: DN 20

Time: 10 minutes

Range: Touch

Duration: Instant

Restore a character who has been dead for less than 3 days. Injuries remain.

Good: Injury is only temporary.

Outstanding: Subject restored to perfect health.

RIDE BEAST

Axiom: Spirit 18

Target: willpower/Spirit

Time: 1 action

Range: Touch

Duration: 3 rounds

Creature may be ridden and moves and attacks as bidden.

Good: Duration increases to 1 minute.

Outstanding: Duration increases to a scene.

SCULPT BONE

Axiom: Spirit 14

Target: DN 8 or Value

Time: 1 minute

Range: Touch

Duration: Permanent

Create a simple item out of available bone.

Good: Create up to two matching items.

Outstanding: Create up to three matching items.

SHAPE PLANT

Axiom: Spirit 14

Target: DN 8 or Value

Time: 1 minute

Range: Touch

Duration: Permanent

Create a simple item out of available vegetation.

Good: Create up to two matching items.

Outstanding: Create up to three matching items.

TOUCH OF TIME

Axiom: Spirit 12

Target: dodge/Dexterity

Time: 1 action

Range: Touch

Duration: Instant

Deal 14 damage to an unliving object, ignoring all Armor.

Good: +1 BD damage.

Outstanding: +2 BD damage.

UNCOUNTED SPEARS

Axiom: Spirit 18

Target: DN 10

Time: 1 action

Range: Self

Duration: 3 rounds

Invoker may throw a spear each round without running out.

Good: Duration increases to 1 minute.

Outstanding: Invoker may Multi-Target and throw two spears a round.

UNLIFE

Axiom: Spirit 16

Target: DN 14

Time: 1 minute

Range: 25 meters

Duration: Permanent

Create a normal sized undead creature from available cadavers.

Good: Two normal sized creatures or one large creature.

Outstanding: Four normal sized creatures or one very large creature.

WARD FLAMES

Axiom: Spirit 12

Target: DN 10

Time: 1 action

Range: 25 meters

Duration: 1 minute

Gain +6 Armor vs fire.

Good: +8 Armor vs fire.

Outstanding: +10 Armor vs fire.