

# Cantrips

## Cantrips

You prepare all of your cantrips every time you Prepare Spells without having to select them or count them toward your allotment of spells.

### **LIGHTFOOT** CANTRIP

You are able to move unimpeded over difficult terrain. This includes sand, rocks, heavy snow and swamp. The spell lasts until you lay foot on solid ground or until you dispell it.

### **MINOR WEATHER CONTROL** CANTRIP

You are able to summon a small amount of control over the elements. Allowing you to exert a small gust of wind, cause a minor downpour or part the clouds for a moment.

### **PRESTIDIGITATION** CANTRIP

You perform minor tricks of true magic. If you touch an item as part of the casting you can make cosmetic changes to it: clean it, soil it, cool it, warm it, flavor it, or change its color. If you cast the spell without touching an item you can instead create minor illusions no bigger than yourself. Prestidigitation illusions are crude and clearly illusions—they won't fool anyone, but they might entertain them.

## First Level Spells

### **MAGICAL TRACKING** LEVEL 1 *SUMMONING*

Using a link to the creature you are tracking, you are able to magically feel out the beast. Ask the GM one question about the beast, its location or its status.

### **DETECT MAGIC** LEVEL 1 *DIVINATION*

One of your senses is briefly attuned to magic. The GM will tell you what here is magical.

### **THUNDER SNAP** LEVEL 1 *DIVINATION*

You summon a clap of thunder, bright and loud. It confuses and blinds one group of your choice for a short time.

### **CHARM ANIMAL** LEVEL 1 *ENCHANTMENT*

The animal (not person or monster) you touch while casting this spell counts you as a friend until they take damage or you prove otherwise.

### **TO WIND** LEVEL 1 *ILLUSION ONGOING*

Touch an ally: They become a gust of wind, incorporeal. They are unable to attack or interact with the world in this form and return to their normal form when they stop moving. You are unable to Cast Spell while they are under the effects of this spell.

### **LIGHTNING BOLT** LEVEL 1 *EVOCATION*

Arcs of lightning spark from your fingertips. Deal 1d4 damage to one foe, then 1d4 to another.

### **THUNDER DAGGER** LEVEL 1

You conjure a knife of lightning and throw it at a foe. Deal 1d6 damage to one foe. Take 1 Forward for every attack on that creature till the end of combat.

## Third Level Spells

### **DISPEL MAGIC** LEVEL 3

Choose a spell or magic effect in your presence: this spell rips it apart. Lesser spells are ended, powerful magic is just reduced or dampened so long as you are nearby.

### **STORM RIDER** LEVEL 3 *DIVINATION*

Focus your innate connect with storms and waether. You disappear in a strike of lightning and reappear anywhere within site. Any foe that you appear on takes 1d6 damage. This does not trigger Defy Danger.

### **THUNDERBOLT** LEVEL 3 *EVOCATION*

You evoke a mighty lance of thunder that envelops your target and everyone nearby, inflicting 2d6 damage which ignores armor.

### **ASERTAIN WEAKNESS** LEVEL 3 *ONGOING*

Using something belonging to your prey, you are able to magically asertain one weakness or weak spot. Ask the GM where the monster is weakest or what items they are weak against. They must answer truthfully.

### **DECOY** LEVEL 3 *ILLUSION*

You create an illusory image of yourself. The next attack against you effects the illusory image, not you. The image then dissipates.

### **CONDUIT** LEVEL 3 *ENCHANTMENT*

Prepare before an attack. Upon successfully striking a foe, you funnel a massive charge of magic into them. Deal an extra 1d4 damage and inflict one debility of your choice.



# Storm Hunter Spells

## fifth Level Spells

**CAGE** LEVEL 5 *EVOCATION ONGOING*

The target is held in a cage of magical force. Nothing can get in or out of the cage. The cage remains until you cast another spell or dismiss it. While the spell is ongoing, the caged creature can hear your thoughts and you cannot leave sight of the cage.

**PERFECT GRIP** LEVEL 5 *DIVINATION*

You become perfectly balanced. You are able to run up sheer walls, and stand firm on the back of the most tenacious beast. The spell lasts until you are on firm ground.

**FORCE TELEPORT** LEVEL 5 *ENCHANTMENT*

Prepare before attack a foe. The next time you successfully strike an opponent, a lightning bolt strikes you both. The foe takes an extra 1d4 damage and you both teleport anywhere within sight.

**SUMMON ELEMENTAL** LEVEL 5 *SUMMONING ONGOING*

A storm elemental appears and aids you as best it can. Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats and 1 HP. The monster also gets your choice of 1d6 of these traits:

- It has +2 instead of +1 to one stat (you may choose this trait up to two times)
- It's is not reckless
- It does 1d6 damage
- It's bond to your plane is strong, +3 HP for each level you have (you may choose this trait up to two times)
- It has some useful adaptation (you may choose this trait as many times as you'd like)

The creature remains on this plane until it dies or you dismiss it. While the spell is ongoing you take -1 to Cast a Spell.

## Seventh Level Spells

**UNIFIED GRIP** LEVEL 7 *ENCHANTMENT ONGOING*

Touch an ally. They gain the effects of Perfect Grip until they either take damage or successfully attack.

**TRUE TRACKING** LEVEL 7 *DIVINATION ONGOING*

You perfectly track any foe you are seeking. This lasts until tell a lie or stop hunting the beast.

**CLOUD WALK** LEVEL 7 *ILLUSION*

The clouds you target with this spell become a portal for you and your allies. Name a location, describing it with a number of words up to your level. Stepping through the portal deposits you and any allies present when you cast the spell at the location you described. The portal may only be used once by each ally.

**REVEAL WEAKNESS** LEVEL 7 *EVOCATION*

You reveal, in a bright burst of red light, a foes weakness or weak spot. Everyone in the area sees the weakness as a glowing red spot on the foe and gains +1 forward to attacking the beast.

**STORMKILL** LEVEL 7 *SUMMONING*

A cloud of thunder and lightning drifts into this realm from beyond the Black Gates of Death, filling the immediate area. Whenever a creature in the area takes damage it takes an additional, separate 1d4 damage which ignores armor. This spell persists so long as you can see the affected area, or until you dismiss it.

## Ninth Level Spells

**STORM CALL** LEVEL 9 *ENCHANTMENT ONGOING*

You summon a badass storm. Describe the intensity and type of your storm. The storm continues as long as desire. You take -1 to Cast Spell as long as this storm is in effect.

**ALERT** LEVEL 9 *DIVINATION*

Describe an event. The GM will tell you when that event occurs, no matter where you are or how far away the event is. You can only have one Alert active at a time.

**SOUL TRAP** LEVEL 9

You trap the soul of a dying creature within yourself. For as long as you have that soul gem, you gain an innate understanding of that beast. Gain 1 forward on any discred realities to do with this monster. Also gain +1 forward when attacking another similar monster.