

Miscs of Aedelore

Details like rules, weapons, lists etc

- [First time guide](#)
- [Abilities cheat sheet](#)
- [Character Sheet](#)
- [Character Creation Sheet](#)
- [Rules](#)
- [Abilities](#)
 - [Melee Abilities](#)
 - [Druid Abilities](#)
 - [Conjurer Abilities](#)

First time guide

Welcome to the World of Aedelore first time guide. It will walk you through creating your first character.

1. Go to [Character Sheet](#) and print it, usually your DM will have done this for you.
2. Have a look at the [Character creation sheet](#), your DM will help you with this, but have a look at it and familiarize yourself with it.
3. Go to [Races](#) and select the race you want to play as.
4. Go to [Classes](#) and select the class you want to play as.
5. Go to [Religions](#) and select the religion you want to devote your character to, please mind that this is highly optional, it will make your playing more interesting, but will also add a layer of complexity.
6. Have a look at the different [Abilities](#), your DM will help you with this before you start your first adventure.
7. Have a look at the [Rules](#).
8. Read the [Creation Story of Aedelore](#), limit the reading to:
Dawn of the 4'th birth
Aedelore
Arrival of the firsts
9. Read some [Folk-Lore](#) if you want to give yourself a brief history lesson and sense of the world.

The following is highly optional and if you want everything in your adventure to be a surprise, dont follow these steps:

1. Read the rest of the Creation story in the [Rivermount Library](#)
2. Have a look at the [World Map](#)

Abilities cheat sheet

Abilities and When to Use Them:

Strength - Measures physical power.

- Athletics - Determines how physically capable you are in athletic feats, like running, climbing, or jumping. Example: Want to slide under a table and slice an enemy? Roll Athletics to see if you can pull it off smoothly.
- Raw Power - Measures how much sheer force you can apply. Example: Use Raw Power to break down a locked door or move a heavy obstacle.
- Unarmed - Increases the power of your strikes when fighting without weapons. Example: If you're disarmed, use Unarmed to punch or grapple opponents effectively.

Dexterity - Measures agility and reflexes.

- Endurance - How long you can physically endure, like sprinting, holding your breath, or resisting toxins. Example: Running for a long distance or trying to resist poison? Roll Endurance to test your stamina.
- Acrobatics - Reflects how nimble and flexible you are, perfect for performing agile movements. Example: Want to flip over an enemy and shoot your bow mid-air? Acrobatics helps you pull off complex stunts.
- Sleight of Hand - Determines how skilled you are at tasks requiring fine motor control, like pickpocketing or hiding objects. Example: Roll Sleight of Hand to steal a coin pouch without being noticed or hide a dagger in plain sight.
- Stealth - Makes you harder to detect in certain situations, like sneaking past guards. Example: Moving through a dark alley or forest? Use Stealth to stay hidden from enemies.

Toughness - Measures physical resilience and endurance.

- Bonus While Injured - Grants a boost when you're injured, like an adrenaline surge that keeps you going. Example: If your character is seriously hurt, they can gain an advantage on certain actions as a result of adrenaline.
- Resistance - How well you resist harmful effects, such as frost, poison, or injuries. Example: When exposed to freezing weather or poisoned food, roll Resistance to avoid taking full damage.

Intelligence - Measures reasoning, memory, and focus.

- Ignore Interrupt - Helps you focus even in chaotic or distracting situations. Example: If you're trying to solve a puzzle while under attack, Ignore Interrupt helps you stay focused.

- Arcana – Governs how quickly your magic (arcana) regenerates. Example: If you cast spells frequently, having a high Arcana will help you recover your magical energy faster.
- History – How well you remember facts about history or ancient events. Example: If you encounter a symbol from a lost civilization, use History to recall its significance.
- Investigation – Measures how well you examine details, typically when searching a room or place. Example: Searching for hidden clues or traps? Investigation helps you find them.
- Nature – Represents your knowledge about the natural world, including plants, animals, and survival. Example: Use Nature to identify a dangerous plant or to know which herbs can heal.
- Religion – Reflects your knowledge of religious practices and beliefs. Example: When facing a religious artifact or deciphering ancient prayers, use Religion to understand its importance.


Wisdom – Measures perception, insight, and emotional intelligence.

- Luck – A measure of how fortunate you are when performing uncertain actions. Example: Trying something risky, like picking a random key to open a lock? Luck can tip the odds in your favor.
- Animal Handling – Determines how good you are at managing animals, whether taming, riding, or calming them. Example: Use Animal Handling to calm a panicked horse or train a hunting dog.
- Insight – How well you pick up on subtle clues or sense when someone is lying. Example: If someone's story feels off, roll Insight to see if you can detect deception or hidden motives. 4
- Medicine – Measures your knowledge of healing and treatment. Example: If an ally is injured, use Medicine to stabilize them or heal their wounds.
- Perception – Reflects how keen your senses are, such as noticing hidden details or dangers. Example: Use Perception to spot an ambush or notice a faint sound behind a door.
- Survival – Determines how well you can survive in the wilderness, such as foraging, hunting, or navigating. Example: If you're lost in the wild, use Survival to find food, build shelter, or follow a trail.

Force of Will – Measures personal influence and determination.

- Deception – Reflects how good you are at lying or misleading others. Example: Use Deception to trick a guard into letting you through or to disguise your true intentions.
- Intimidation – Measures how frightening or forceful you can be when trying to make others submit. Example: Use Intimidation to make an enemy back down or force someone to give up information.
- Performance – Reflects your ability to perform beyond your limits, such as during an intense action or in front of an audience. Example: Use Performance when giving a rousing speech or pushing through extreme exhaustion.
- Persuasion – Measures how well you can convince or influence others. Example: Use Persuasion to talk your way out of a conflict or to win over someone's support.

Character Sheet



Ashendor

Age of Wisdom

Character Name

CLASS

BACKGROUND

PLAYER NAME

RACE

Religion

Willpower (WIS, 1/100)

/12 **Worthiness/Reputation**

STRENGTH

- ☐ — ATHLETICS
- ☐ — RAW POWER (Imagines your injury, Roll D10 for Endurance)
- ☐ — UNARMED

DEXTERITY

- ☐ — ENDURANCE
- ☐ — ACROBATICS
- ☐ — SLEIGHT OF HAND
- ☐ — STEALTH

TOUGHNESS

- ☐ — BONUS WHILE INJURED
- ☐ — Resistance

INTELLIGENCE

- ☐ — IGNORE INTERRUPT
- ☐ — ARCANAS (p = +3mgms/vent)
- ☐ — HISTORY
- ☐ — INVESTIGATION
- ☐ — NATURE
- ☐ — RELIGION

WISDOM

- ☐ — LUCK
- ☐ — ANIMAL HANDLING
- ☐ — INSIGHT
- ☐ — MEDICINE
- ☐ — PERCEPTION
- ☐ — SURVIVAL

FORCE OF WILL

- ☐ — DECEPTION
- ☐ — INTIMIDATION
- ☐ — PERFORMANCE
- ☐ — PERSUASION

THIRD EYE (PERCEPTION)

Shield

Dmg on armor

Disadvantage

HIT POINT MAXIMUM:

CURRENT HIT POINTS:

If injured you get to use "BONUS WHILE INJURED" (+10mgms/vent)

This needs to be healed before hit points start to heal.

Bleed per round

This needs to be healed before hit points start to heal.

Wounded per round

Food & Water

Alcohol (ignore 1 hitpoint of damage)

Acid (half spread of poison, 1 round/shot)

Poison (1 hitpoint damage/round)

Arrows

Poison Arrows

Armor

Weapons

Hitpoints

Bonus

Abilities

Damage

Inventory

Spells (List spell, dmg, Abilites (Str or Dex))

Arcana

LANGUAGES

Character Creation Sheet

Bonuses	Halfling	Human	Dwarf	High Elf	Night Elf	Orc	Troll		Warrior	Thief	Druid	Mage	Hunter	Outcast
Strenghth			+1			+2	+1		+1				+1	
Dexterity	+2	+1	+1		+2		+1			+2	+1		+1	
Toughness		+1	+1			+2			+1					+2
Intelligence	+1			+2							+2			
Wisdom	+1		+1	+2	+1						+2			
Force of will			+1			+2								+1
X														
Athletics		+1					+1			+1				
Raw Power			+1			+1								+1
Unarmed			+1			+1			+1					
Endurance				+1	+1		+1							
Acrobatics	+1	+1		+1	+1		+1			+1				
Slight of hand														
Stealth	+2				+1					+1			+1	
Bonus While Injured														
Resistance	+1	+1	+1			+1	+2		+2					
Ignore Interrupt														
Arcana														
History			+1	+2							+1			
Investigation	+1	+1								+1				
Nature					+2		+1				+1		+1	
Religion		+1		+1							+1			
Luck		+1												
Animal Handling					+1						+2		+1	
Insight	+1											+1		
Medicine				+1	+1						+1			
Perception		+1												
Survival		+1											+1	+1
X														
Deception														+1
Intimidation			+1			+1	+1		+1					
Performance							+1							
Persuation														
Spell capacity	Halfling	Human	Dwarf	High Elf	Night Elf	Orc	Troll		Warrior	Thief	Druid	Mage	Hunter	Outcast
	0	0	0	0	0	0	0		0	0	3	9	0	0
Ability capacity	Halfling	Human	Dwarf	High Elf	Night Elf	Orc	Troll		Warrior	Thief	Druid	Mage	Hunter	Outcast
	0	0	0	0	0	0	0		3	3	3	0	3	3
Starting Armor	Halfling	Human	Dwarf	High Elf	Night Elf	Orc	Troll		Warrior	Thief	Druid	Mage	Hunter	Outcast
	0	0	Small Shield	0	0	0	0		Chainmail	Leather	Leather	Cloth	Leather	Leather
Starting Weapon	Halfling	Human	Dwarf	High Elf	Night Elf	Orc	Troll	+	Warrior	Thief	Druid	Mage	Hunter	Outcast
	Staff	Longsword	0	Scimitar	Shorlbow	GreatClub	Spear		Battle Axe	Dagger	Spear	Staff	Longbow	Mace
Starting ammo	Halfling	Human	Dwarf	High Elf	Night Elf	Orc	Troll		Warrior	Thief	Druid	Mage	Hunter	Outcast
	0	0	0	0	1D6 Arrows	0	0		0	0	0	Full arcana	1D10	0
Starting Food and	Halfling	Human	Dwarf	High Elf	Night Elf	Orc	Troll		Warrior	Thief	Druid	Mage	Hunter	Outcast
	1D6	1D6	1D10	1D10	1D10	1D6	1D6		0	0	0	0	1D10	1D10
Starting Gold	Halfling	Human	Dwarf	High Elf	Night Elf	Orc	Troll	+	Warrior	Thief	Druid	Mage	Hunter	Outcast
	10	7	10	15	5	2	2		2	7	2	10	3	2
Starting Worthines	Halfling	Human	Dwarf	High Elf	Night Elf	Orc	Troll	+	Warrior	Thief	Druid	Mage	Hunter	Outcast
	6	5	4	7	5	1	1		4	-2	3	5	6	0

Rules

Points in Abilities

In addition to the points allocated in the [Character Creation Sheet | World of Aedelore](#), you receive 10 extra points to distribute freely among your talents.

Note that no single talent may exceed a total value of 5 at the start of the game.

Dice System Overview:

This game uses a simple D10 (10-sided dice) system, similar to the Storyteller System, allowing players and the Dungeon Master (DM) to be creative. Each point in an ability, skill, spell, or talent typically equals 1D10. The DM decides how many successes are needed and which abilities can be combined.

If you prefer a more complex system, you can switch to Dungeons & Dragons, The Chronicles of Darkness, or another rule set. This particular system was created specifically for the World of Aedelore.

Core Abilities and Dice:

Your character's main abilities (like Strength, Dexterity, Wisdom, etc.) determine how many dice you roll:

- 1-2 points: 1 die
- 3-4 points: 2 dice
- 5-6 points: 3 dice
- 6-7 points: 4 dice
- 8-9 points: 5 dice
- 10+ points: 6 dice

You often add additional dice from relevant skills, talents, or spells.

However, no action may exceed a total of 8 dice rolled — regardless of how many bonuses you stack —

unless the bonus comes from a special class ability that specifically allows you to exceed the limit.

Example: If you have 5 points in Strength (3 dice) and 4 points in Athletics (2 dice), you roll a total of **5 dice**.

If bonuses would normally raise this to 9 dice, you still only roll **8** — unless part of that bonus comes from a special class ability that allows you to go beyond.

Success Levels:

To determine if you succeed, roll the dice and check the results:

1-5: Failure

6-7: Barely a success (minimal effect)

8-9: Success (you achieve what you aimed for)

10: Critical success (you achieve more than expected, and roll the die again for a possible extra bonus)

Example: If you roll a 10, roll that die again for a chance to improve your result further.

Combat:

Before starting a battle, each player rolls a D6 (6-sided die) to determine the order of turns, where 1 is the lowest and 6 is the highest. If there are more than 6 players, use a D10 instead to determine turn order.

Step 1: Attack Check

To make an attack, roll a number of **D10s** based on:

- Your relevant **core ability** (usually Strength or Dexterity)
- Relevant **skill** (e.g., Melee, Ranged, Martial Arts, etc.)
- Any **attack bonus** from the weapon or traits
(**Max 8 dice** unless otherwise specified by a class ability.)

Success Thresholds:

- **0 successes** → Miss
- **1 success** → Glancing blow (50% damage)
- **2+ successes** → Full damage
- **Any 10s** → Critical success (roll again, may boost effects)

Step 2: Roll for Damage

If you scored at least one success on your attack check, roll for damage:

1D10 + weapon damage bonus

- **Example - Sword attack:**
- Strength: 3 (3 dice), Melee skill: 2 (2 dice), Sword atk bonus: +1 (1 die)
- You roll 6D10 and get 2 successes → Full hit
- Then roll 1D10 for damage. You get 7
- Sword has +2 damage → Total: 9 damage

The **DM has the final say** on all outcomes.

Abilities and Spells:

Melee Classes:

Melee classes, such as Thief, Warrior, Hunter, or Outcast, have specific actions related to their roles.

For example, a thief may pickpocket, hide, or deceive, while a hunter excels at handling animals. Some special abilities may be needed in more extreme situations.

Example of Using an Ability (Thief's Vanish):

To use the Vanish ability, the player checks its description and sees it uses Stealth as the bonus. The player also notes that the ability grants 4D10, meaning they roll 4 extra dice for the action if they succeed in the check.

The player rolls 1D10 for each point in Stealth. They need at least 1 success to use the ability successfully. If they succeed, they gain an extra 4D10 for the action and then pay the abilities cost in "weakened".

Magic Classes:

Magic classes, such as Conjurers and Druids, may always use spells that align with their nature. For instance, Druids can influence nature and animals, while Conjurers always may perform small magical tricks like moving objects or summoning minor items.

The DM will decide if a roll is needed or if the action succeeds automatically.

Casting Spells:

When casting a spell, first identify the spell type and the primary ability it relies on. Then, roll 1D10 for each point you have in that ability. At least one success is required to cast the spell.

Example - Support Spell (*Druid's Rebirth*):

A druid attempting to cast *Rebirth* checks that the spell type is Nature and that it uses the **Nature** ability. They then roll one D10 per point in Nature. At least one success is needed for the spell to take effect.

Example - Offensive Spell (*Conjurer's Ray of Frost*):

When casting *Ray of Frost*, which is an Arcana-based offensive spell, the caster rolls 1D10 for each point in **Arcana**. One or more successes are required to successfully cast the spell.

Damage Calculation:

Refer to the spell description for how to calculate damage. For example, *Ray of Frost* deals 1D6 damage. If the result is 4, and the spell multiplies damage by 3, the total damage is **3 × 4 = 12**.

Critical Success:

If the casting roll includes a critical success, the spell's effects may be amplified—such as increased damage or enhanced secondary effects. The specifics are up to the **DM's discretion**.

The **DM makes the final decision** on any disadvantages, critical effects, and the consequences of failed spells.

Changing Spells: Magic users, like Conjurers and Druids, can learn more spells than they can use at once. When switching spells, they don't forget the old one—it just becomes inactive. Spells can only be changed in a safe, restful area like a city or village, not in the wilderness or small camps.

Exhaustion and Bleeding: Melee classes like Warriors and Thieves can push themselves hard in combat, which can lead to exhaustion, tracked as "weakened" points. Each player has 6 weakened points. Certain abilities or actions may cost a varying number of weakened points. When all weakened points are used, the character may faint or die, depending on the situation. The DM will ask the player to roll 1D10 + their Toughness.

Outcomes:

1-2: Complete exhaustion, resulting in death

3-5: Full exhaustion, causing fainting

6-10: Full exhaustion, but the character can still move (though they cannot continue to fight)

Bleeding Example: If a character suffers a critical wound, they may start bleeding.

Roll 1D6 per turn to determine how much blood is lost:

1-2: Lose 3 points

3-4: Lose 2 points

5-6: Lose 1 point

Once all blood points are lost, roll 1D10 + Toughness to determine survival:

1-2: Full blood loss, leading to death

3-4: Barely alive

5-6: Fainted, unable to move or fight

Weapons and Armor:

Different weapons rely on different core abilities:

Melee Weapons (like swords): Strength

Axes/Clubs: Strength

Daggers: Dexterity

Thrown Weapons: Dexterity

Bows: Dexterity

The DM may decide if other abilities or skills are needed for a successful attack.

Example of a Jumping Attack: If a player wants to jump and shoot an arrow at an enemy, they would:

1. Roll for Acrobatics or Athletics to successfully jump.

2. Roll for weapon damage with the bow. More successes lead to a stronger attack and more

damage.

Armor Mechanics: When hit, or about to be hit, you can choose how to respond:

Dodging: Roll 1D10 + Dexterity + skill to avoid the hit.

Parrying: Roll 1D10 + Strength + weapon attack bonus to block.

Blocking: Roll 1D10 + Strength + shield or armor to reduce damage.

Taking the hit: Roll 1D10 + Strength + armor to reduce the damage received.

Assisting Another Player

A character may choose to **forfeit their action** on their turn in order to assist another player. When doing so, the assisted player gains **+1 additional D10** to their next roll related to the task being helped with.

Assistance must be **narratively justified** (e.g. providing cover, aiding with a ritual, distracting an enemy, focusing on the same task).

A player may only assist **one other player per round**.

The assisting character may not take any other actions that turn.

The **DM has the final say** on whether assistance is possible and appropriate in the given situation.

Food, Water, and Arrows:

Your "Class, Race Bonus Sheet" shows how much food, water, and arrows you start with. These resources are tracked using dice.

Example of Food Supply: If you start with 1D10 food, roll 1D10 at the start of each day:

Roll 6-10: Keep your food at 1D10.

Roll 1-5: Reduce your food to 1D6.

If you roll a 3 or lower on the D6, you run out of food and have 1 day before suffering damage due to hunger. You can restock food in towns or by hunting in the wild. The same rules apply to water.

Arrows: After each battle, roll to see how many arrows you lost or gained.

Worthiness and Reputation: Your reputation is crucial when dealing with kings, leaders, and authorities. It also influences how people treat you in towns and cities. A bad reputation might lead to guards or townspeople attacking or expelling you.

Reputation Mechanics: Good deeds, like helping others or performing heroic acts, earn you points. Bad deeds, like unnecessary killing or theft (especially when witnessed), make you lose points.

Potions: You start with three types of potions: Adrenaline Antidote Poison The number of potions you can carry depends on your character sheet. If you run out, you can buy more in towns or attempt to steal them.

Any additional potions can be stored in the "Miscellaneous" section of your inventory. Note that you cannot use poison to create poisonous arrows.

Miscellaneous: This system is designed to create smooth and flexible gameplay. It's not meant to be easy just because, but it gives the DM the freedom to create fun and challenging adventures.

Example: If enemies are heavily armored, the DM will account for this in combat. High Strength alone doesn't guarantee success in defeating every foe.

If your character follows a religion, you may experience certain advantages or disadvantages. For more details, check the "[Religions and Creeds](#)" page.

Abilities

Melee Abilities

Class	Name of ability	Description	Ability Bonus	Arcana Cost	Ability gain	Weakened cost	Condition
Thief	Lockpicking	Open normal locks and chests	Sleight of hands	0	4D10	1	not in battle
Thief	Sneaking	Extra quiet when sneaking	Stealth	0	3D10	2	not in battle
Thief	Awareness	You are granted third eye	Third Eye	0	4D10	4	not in battle
Thief	Vanish	You vanish into thin air	Stealth	0	4D10	4	
Thief	Footloose	You move fast as lightning	Dexterity	0	3D10	5	
Thief	Fixed Mind	You deceive someone	Deception	0	4D10	2	
Warrior	Last Stand	Take focus from enemy	Armor	0	2D10	2	
Warrior	Hero	Hero of the people	Worthiness	0	Worthiness	0	Passive
Warrior	Me First	Ignore turns of initiative	Initiative	0	1 initiative	3	1 round
Warrior	Ultimate Sacrifice	You get full of adrenaline	Strength	0	2D10	3	you take 2 dmg
Warrior	Paladins Sacrifice	Ignore Pain	Strength	0	4D10	3	you faint after
Warrior	Crusader	Use armor	Armor	0	2D10	3	1 round
Warrior	Give in	Massive Adrenaline	Strength	0	4D10	4	you loose control
Hunter	Steady Shot	Your arrow hits exactly where you aim	Dexterity	0	3D10	2	
Hunter	Tame a Beast	You tame a normal non magical beast	Animal Handling	0	5D10	5	not in battle
Hunter	Unveil Path	You notice tracks no one else notice	Survival	0	4D10	3	
Hunter	Set Trap	You build natural made traps	Nature	0	2D10	2	not in battle
Hunter	Shadow Meld	You melt into the shadows	Stealth	0	3D10	2	not in battle
Hunter	Spider Senses	You take extra notice of your surroundings	Perception	0	2D10	3	
Hunter	Rain of Death	Shoot multiple arrows at target(s)	Dexterity	0	4D10	3	
Outcast	Shadow Step	Blend into shadows, move silently	Stealth	0	2D10	3	not in battle
Outcast	Wilderness Survival	Proficiency in tracking & navigation	Survival	0	2D10	2	not in battle
Outcast	Street Smarts	Read People and intentions	Insight	0	2D10	2	not in battle
Outcast	Unseen ally	Communication with small creatures	Animal Handling	0	2D10	2	not in battle
Outcast	Improv. Weaponry	Use anything your weapon, no disadvantage	Unarmed	0	3D10	3	
Outcast	Resilient Spirit	Resist mental and emotional manipulation	Endurance	0	2D10	3	
Outcast	Counterculture	Familiarity with forbidden knowledge	History	0	2D10	2	

Druid Abilities

Class	Name of ability	Description	Type	Main ability	Arcana Cost	Damage/Heal	Condition
Druid	Rebirth	You revive someone	Nature	Nature	8	0	Not in battle
Druid	Whips	Roots from trees attack target	Nature	Nature	4	2 per D10	1 round
Druid	Mending	You mend a target	Mnature	Nature	3	1 per D10	
Druid	Innervate	Give someone initiative	Arcana	Arcana	3	0	
Druid	Prowlers Eyes	See in the dark	Nature	Nature	4	0	1 round
Druid	Packleader	Summon your friends	Nature	Nature	3	0	Only in same region
Druid	Warrior of Tohu	Channel raw arcana	Arcana	Arcana	6	8	
Druid	Tame a Beast	Tame a small beast	Nature	Nature	6	0	2 rounds
Druid	Tunes of Healing	Heal a target	Nature	Nature	4	2 per D6	
Druid	Animal Handling	You communicate with animals	Nature	Nature	3		2 rounds
Druid	Earthshaping	The earth moves at your will	Nature	Nature	3	2 per D6	1 rounds
Druid	Thunderclap	You summon thunder to hit a foe	Arcana	Arcana	4	3 per D6	1 rounds
Druid	Plant growth	A plant or tree grows quickly	Nature	Nature	4	0	Permanent
Druid	Insect plague	You summon insects at your will	Nature	Nature	2	1 per D6	1 rounds
Druid	Storm	You summon the winds	Nature	Nature	4	2 per D6	
Druid	Sunfire	Channel energy from the sun	Fire	Arcana	1	1 per D10	Only daytime
Druid	Moonfall	Channel energy from the moon	Arcana	Arcana	1	1 per D10	Only nighttime

Conjurer Abilities

Class	Name of ability	Description	Type	Main ability	Arcana Cost	Damage/Heal	Condition
Conjurer	Prismatic Barrier	Shield a party member	Protection	Arcana	2		1 rounds
Conjurer	Ice Armor	Shroud yourself in ice	Protection	Arcana	2		4 rounds
Conjurer	Polymorph	Transform a character into something	Transmutation	Arcana	3		2 rounds
Conjurer	Invisibility	Make someone invisible	Transformation	Arcana	4		4 rounds
Conjurer	Time Warp	Slow or rewind time	Manipulation	Arcana	6		1 rounds
Conjurer	Mage hand	Control a magical hand	Conjuration	Arcana	3		1 rounds
Conjurer	Animate Dead	Animate life in something dead	Necromancy	Arcana	6		1 rounds
Conjurer	Flickering Tongue	Touch a creature and understand it	Transmutation	Arcana	2		1 rounds
Conjurer	Water Breathing	Breathe under water	Transmutation	Arcana	1		10 rounds
Conjurer	Summon Imp	Summon a small imp like creature	Black Magic	Arcana	3	1/D10	1 rounds
Conjurer	Summon Void	Summon a creature from the void	Black Magic	Arcana	4	2/D6	1 rounds
Conjurer	Summon Infernal	Summon an infernal demon	Black Magic	Arcana	5	2/D10	2 rounds
Conjurer	Light	Summon a source of light	Fire	Arcana	2		1 rounds
Conjurer	Mage blade	Control a magical sword	Offensive	Arcana	2	2/D10	1 rounds
Conjurer	Scorch	Scorch an enemy	Offensive	Arcana	1	2/D10	
Conjurer	Fireblast	Blast an enemy with fire	Offensive	Arcana	4	3/D6	
Conjurer	Arcane Blast	Blast a target with arcane	Offensive	Arcana	3	2/D10	
Conjurer	Control Flames	Control nearby non magic flames	Transmutation	Arcana	4	3/D6	1 rounds
Conjurer	Icelance	Slice a target with a sharp icelance	Offensive	Arcana	2	2/D6	
Conjurer	Ray of frost	Pierce someone/something with frost	Offensive	Arcana	3	3/D6	
Conjurer	Arcane bolt	Shoot an arcane bolt	Offensive	Arcana	1	1/D10	
Conjurer	Fireball	Shoot a fireball	Offensive	Arcana	1	2/D6	
Conjurer	Icebolt	Cast a bolt of frost	Offensive	Arcana	1	1/D10	
Conjurer	Thunderclap	Summon lightning on a target	Offensive	Arcana	1	1/D6	