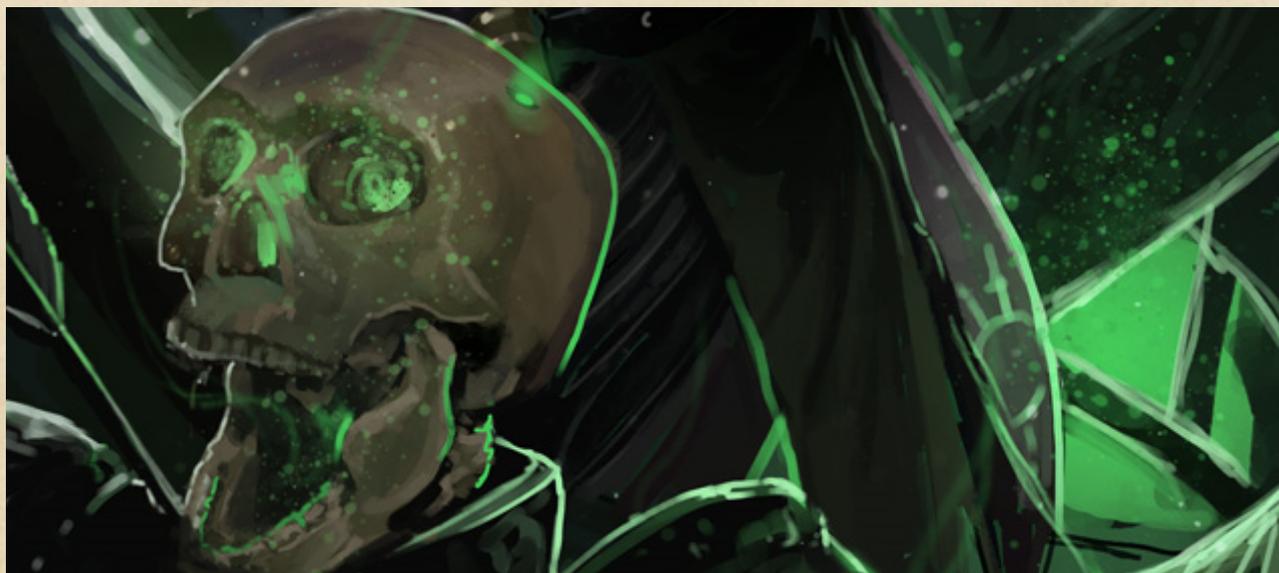


PRIMITIVE SCREWHEAD'S SPELL-PATHS

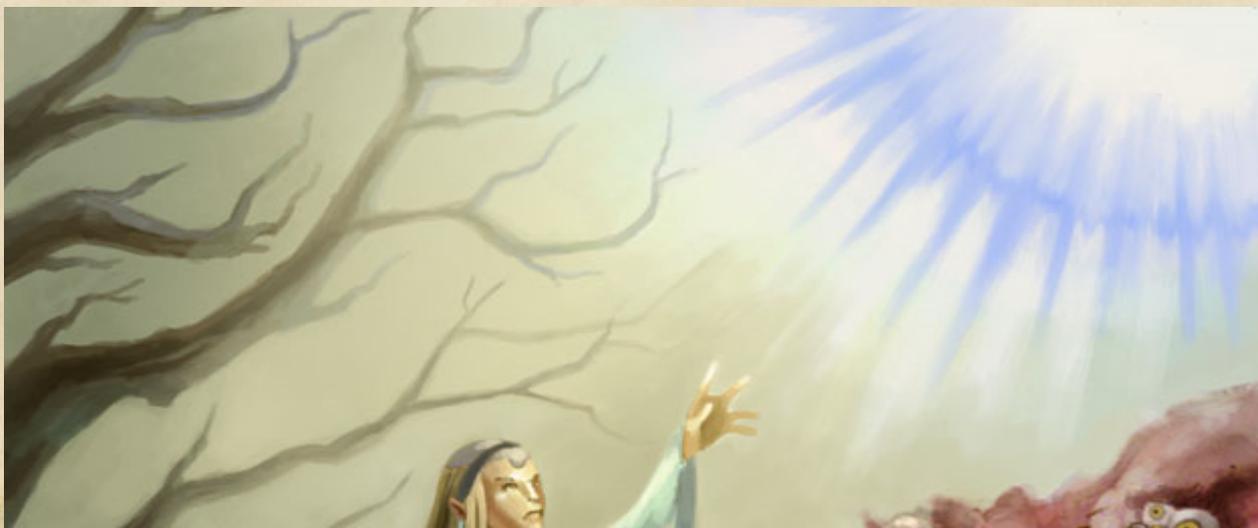
PATH OF BONES [UNDEATH, EVIL] [ABBREV: BONES]

- 0 *Shambling Skeleton* - Summon a basic Skeleton to serve you as best it can. It will defend you, but dissipates after 1 minute.
- 1 *Lesser Skeletal Armor* - Garb yourself with a garish armor made of bones, Gain SOAK 2.
- 2 *Monstrous Skeleton* - Summon a Monstrous Skeleton to server you as best it can. It dissipates after 1 minute.
- 3 *Skeletal Warrior* - Summon a basic Skeleton, equipped with LongSword and ChainMail (Soak 8). It will defend you, but dissipates after 1 minute.
- 4 *Skeletal Armor* - Garb yourself with a garish armor made of bones, Gain SOAK 4.
- 5 *Flaming Skeletal Warrior* - Summon a Skeletal Warrior that deals an additional +1d6 Fire damage, has an increased Speed +4, and ignites flammable objects that it touches.
- 6 *Monstrous Skeletal Warrior* - Summon a Monstrous Skeleton that has an increased Speed +4 and adds +2d6 fire damage to its attacks. It will defend you, but dissipates after 1 minute.
- 7 *Skeletal Squad* - Summon 5 Skeletal Warriors to fight your battles. They dissipate after 1 minute.
- 8 *Greater Skeletal Armor* - Garb yourself with a garish armor made of bones, Gain SOAK 16.
- 9 *Flying Flaming Skeletal Warrior* - Just what it says, this guy Flies!
- 10 *Elite Skeletal Squad* - Summon 2 Monstrous Skeletal Warriors to fight your battles. They dissipate after 1 minute.



PATH OF THE EYE [LIGHT] [ABBREV: EYE]

- 0 *Cast Vision* - Select a point within 800' and concentrate to view a 20' radius from that point. Creatures within view may notice that they are being observed magically if they pass a WILL vs your Magic check. The spell ends when you cease concentrating or 1 minute, whichever is less.
- 1 *Magic Light* - Touch an object to transform it so that it shines with a bright light in a 20' radius {and dim light an additional 20'}. This light lasts for 10 minutes.
- 2 *Darkvision* - You Gain Darkvision with a range of 60' for one minute.
- 3 *Blindsight* - You gain the ability to see invisible creatures within 30'. This effect lasts for 10 minutes.
- 4 *Omnivision* - You gain the ability to see through solid objects within 30' and ignore all forms of concealment except for darkness. This effect lasts for 10 minutes.
- 5 *Shared Darkvision* - Select up to {your LOG attribute} creatures within 10' of you to grant darkvision with a range of 60'. The vision lasts for 10 minutes.
- 6 *Shared Blindsight* - Select up to {your LOG attribute} creatures within 10' of you to grant blindsight with a range of 30'. The vision lasts for 10 minutes.
- 7 *Shared Omnivision* - Select up to {your LOG attribute} creatures within 10' of you to grant Omnivision with a range of 30'. The vision lasts for 10 minutes.
- 8 *True Sight* - Gain Darkvision, Blindsight, and Omnivision with a range of 60'. The vision lasts for 10 minutes.
- 9 *Stalkers Alarm* - During the next week, the first invisible creature to approach within 30' triggers a Blindsight spell that targets you, immediately revealing the creature.
- 10 *Banish the Dark* - During the next week, if you enter Magical Darkness you immediately benefit from a casting of Darkvision that lasts for 10 minutes.
- 11 *Shared True Sight* - Select up to {your LOG attribute} creatures within 10' of you to grant True Sight with a range of 60'. The vision lasts for 10 minutes.



PATH OF MIGHT [EARTH, FORCE] [ABBREV: MIGHT]

- 0 *Empower* - Gain a bonus die to STR attribute checks, to include STR based damage, for 1 minute. You can be targeted by spells that affect the Earth Element.
- 1 *Weaken* - Target a creature within 10' and pass a Mag vs Mental Def, that creature suffers a 1d6 penalty to STR attribute checks, to include STR based damage, for one minute.
- 2 *Brutal Slam* - Select a weapon to enhance, that weapon's attacks ignore up to 4 points of SOAK.
- 3 *Tough Skin* - Gain SOAK 4 for 10 minutes.
- 4 *Laborers Strength* - Gain an effective STR score of 20 {5D6} for the purposes of your Carry capacity {920 lbs} and opposed STR checks. This STR does not change your STR related damage. This strength slips away in 10 minutes.
- 5 *Strength of a Hill Giant* - Gain +5 to your STR attribute for one minute. This may change your DEF, Speed and STR dice.
- 6 *Enlarge* - Your stature grows, gaining the next size increment. You gain +1 to Speed, -2 to DEF, and are Empowered. If your new size is bigger than Medium you also gain +5 SOAK and a REACH of +1. This effect lasts for 1 minute.
- 7 *Shrink* - Touch a creature and pass a Mag vs END check to reduce the creatures size by 1 or 2 categories. For each category they will lose +1 Speed and gain +2 DEF. They may lose SOAK and Reach gained by their larger size. This effect lasts for one minute.
- 8 *Shared Strength* - Select up to {your LOG attribute} creatures within 10' of you to grant the 'Strength of a Hill Giant'.
- 9 *Brute Squad* - Select up to {your LOG attribute} creatures within 10' of you to grant Enlarge.
- 10 *Become the Turtle Bear* - For 10 minutes you are Empowered, gain +8 SOAK, and can select a weapon to enhance with the ability to ignore up to 8 points of SOAK.
- 11 *You are the Brute Squad* - Gain the benefits of both Enlarge and Strength of a Giant for one minute.

PATH OF THE SPIDER [POISON, VERMIN] [ABBREV: SPIDER]

- 0 *Venom Handler* - Gain Soak 2 vs Poison for 1 minute.
- 1 *Lesser Venomed Strike* - Your blade drips with a weak poison that adds 1d6 poison damage to your attacks. This effect lasts for one minute.
- 2 *Ensnare* - Target 1 Medium or smaller creature within 30' and roll Mag vs Agi, if successful the target is wrapped in a strong silken cocoon and will begin to suffocate. It, or its allies, can attempt to break free by spending a full round and pass a STR check vs 10. This effect lasts for 1 minute.
- 4 *Spider Climb* - You gain Spider Climb for 10 minutes.

- 5 *Venomed Strike* - Your blade drips with a poison that adds 3d6 poison damage to your attacks. This effect lasts for one minute.
- 6 *Spider Shape* - You transform into a Large Monstrous Spider, gaining a Str of 16 (9d6), Agi of 6 (4d6), and End of 10 (6d6). You also gain natural armor with a SOAK of 10, a Climb speed of 14 (70'), a poisonous Bite (9d6: 4d6 stabbing and crushing damage: venom 6d6 vs End; 2d6 poison), a Web attack (4d6: range 6; restrains), low-light vision, and 8 legs. This form lasts for 1 hour.
- 7 *Web* - Cast a web 30' away and Ensnare Enormous creatures or smaller in a 20' radius. The STR check to break free is vs 16
- 8 *Greater Venomed Strike* - Your blade drips with a strong poison that adds 4d6 poison damage to your attacks. This effect lasts for one minute.
- 10 *Phase Spider Shape* - As Spider Shape, your attacks can ignore SOAK from armor and can affect incorporeal creatures.