

THE SECRET FIRE

PRAAYER & SPELL SUMMARIES

PRAAYERS

* indicates a new prayer appearing in *Fragment I: The Way of Tree, Shadow & Flame*. Unless indicated otherwise, all prayers take an Action or longer.

CIRCLE OF INVOCATION (I)

Bread and Wine (Life)*: Create nourishing food and drink.

Calming Sigils (Life): Give one creature a +3 bonus against fear or an immediate Luck Throw to overcome fear.

Divine Compulsion (Life): Give one creature a single command it must obey.

Fibers of Corruption (The Great Unknown): Sense Evil emanations, including Evil-aligned creatures and cursed items.

Fire-Shaping (The Elements): Shield one creature from cold effects and cold environments.

Fist of the Old Gods (Death): A powerful hammer of force appears and attacks each turn.

Inspiration (The Great Unknown): Grant allies a +1 bonus to Attack rolls and Morale or impose upon enemies a -1 penalty to Attack rolls and Morale.

Make Whole (The Elements)*: Repair a broken item.

Mend (Life): Cure Stamina Points of one creature as a Move, or reverse to inflict damage as an Action.

Sanctify (The Void): Make contaminated food or water pure, or reverse to putrefy.

Sigils of Artrebia (The Void): Create sigils as a Move, forcing attackers to make a Luck Throw to attack you. Sigils end if you Attack.

Water Shaping (The Elements): Generate clean water, or reverse to obliterate liquid.

CIRCLE OF THE DISCIPLE (II)

Cure the Blind (Life): Heal the blindness of one creature as a Move.

Delay Venom (Life): Increase a poison's onset time by one-half hour per level as a Move.

Discover Enchantment (The Great Unknown): Determine whether one or more creatures are under the effect of a charm or possession.

Divine the Safer Path (The Great Unknown): Detect magical and physical traps.

Holy/Unholy Blast (Death): Unleash tendrils that damage all enemies in a Sphere 3.

Intone (The Void): All allies in a Sphere 5 gain a +1 bonus to Attack rolls and Luck Throws, and enemies suffer a -2 penalty.

Letters of Fire (The Elements)*: Write a message using letters of fire.

Proof Against Flame (The Elements): One creature ignores ordinary fire and gets +3 to Resistances against magical heat.

Shield of Divinity (The Elements): Give one creature a +4 bonus to Willpower and Luck Throws against mind-affecting magic.

Signs and Portents (The Great Unknown): Ask questions about the near future.

Smite (The Great Unknown)*: Smash a foe with invisible force that harms it and knocks it back.

Unearthly Hush (The Void): As a Move, quiet all sound in a Sphere 2 centered on an area, object, or creature.

CIRCLE OF TRUE FAITH (III)

Blazing Smite (The Elements): Rain magma down on all creatures in a Sphere 1.

Breath of Unlife (Death): Ask questions of one corpse.

Call Forth the Dead (Death): Raise corpses in a Sphere 6 as undead.

Cascade of Radiance (The Elements): Project a line of burning sunlight that deals double damage against undead.

Cast Down (The Great Unknown)*: Knock down and pin everyone in a chosen square.

Cleanse (Life): Cure one disease affecting one creature or kill a living parasite.

Consecrate (Life): Create a permanent holy area in a Sphere 8 that gives +2 morale to your allies and +2 to Turning attempts.

Dispel the Evil Eye (The Void): Remove curses from one creature or object.

Favor of the Deity (Life): You and allies in a Sphere 7 gain a bonus to Attack rolls, damage rolls, Luck Throws, and Skill Tests and Contests.

Sanctified Lightning (Death)*: Lightning protects an object or creature against anything that gets close.

Seek item (The Great Unknown): Sense the direction and distance to one object.

CIRCLE OF DEEP CALLING (IV)

Cloak of the Fire Walker (The Elements): Create a Sphere 3 that damages creatures starting their turns in it. Also sear one target with heat or drive an extra-planar Evil entity back home.

Divine Clarity (The Great Unknown): Ask your Deity simple questions.

Fell Sign of Forbiddance (The Void)*: A long-lasting invisible sign in 1 square damages creatures passing over it.

Force of the Gods (Death): Give yourself +3 to Attack rolls, damage rolls, and Resistances and gain Energy Points equal to your Rank in Death.

Orbraer's Blood Consecration (Death)*: Cause damage dealt to a creature to turn into healing.

Pierce the Veil (The Great Unknown): See through invisibility and disguises.

Poison Leech (Life): Nullify a poison within one creature and give temporary poison immunity.

Repent! (All): One creature takes damage to move toward the Good Alignment.

Song of the Old Ones (The Void): As a move, you make creatures in a Sphere 7 act like lunatics.

Wrath of the Green Flame (The Elements): Immolate creatures in a Line 10.

CIRCLE OF THE DEITY (V)

Avengers of the Fallen (Death): Summon spirits to provide one more service for the order.

Brazen Door (The Great Unknown)*: Create a doorway to an other-dimension room that serves as a prison, refuge, or storage.

Cacophonous Crusade (Life): Turn a crowd within a Sphere 7 into loyal followers of your cause.

Creator's Hands (Life): Regenerate one creature's severed body parts.

Embrace of Steel (The Great Unknown)*: Flying gauntlets move, manipulate objects, punch, grapple, or deflect missiles.

Inspirational Words/Blasphemies (The Great Unknown): Damage all creatures in a Sphere 6 and banish one entity within if you know its true name.

Phrase of the Refuge (The Void): Transport yourself to a place you've visited, even another plane.

Rage of the Righteous (Life): Creatures in a Sphere 4 can lose the ability to use Prayers or Spells to enter melee with a +3 bonus to melee Attack rolls and damage rolls.

Raise the Dead (Death): Return one dead creature to life.

Rending the Veil (The Void): Create a rift between dimensions and call a creature if you know its true name.

Vengeance of Nightmares (Death): Call a Crimson Horror to attack your enemies.

Wall of Teeth (The Void): Create a Line 10 wall that protects creatures behind it and damages those that pass through.

SPELLS

* indicates a new spell appearing in *Fragment I: The Way of Tree, Shadow & Flame*. Unless indicated otherwise, all spells take an Action or longer.

CANTRIPS

Eldritch Fix (The Void): Repair an object of 1 pound/level.

Parlor Magic (The Elements): Perform a minor magical trick.

String of Shadows (The Great Unknown): Lift or move a small item from a distance as a Move.

Strange Noise (The Great Unknown): Recreate a sound.

Tambor's Trusty Transport (The Great Unknown): Create a self-propelled disk that transports cargo.

ORDER OF THE LOWLY RAM (I)

Arcadian Whispers (The Void): Mimic any sound, or multiple sounds at higher level.

Arms of the Great Spider (The Great Unknown): Give one creature the ability to climb any surface.

Binding (The Great Unknown): Create a familiar that gives you a +1 bonus to spell attacks relating to its Elder God.

Black Blade of the Elder Gods (The Great Unknown): Summon a Blade that acts as a +3 longsword that can slow those it hits.

Blessing of the Gatekeeper (The Great Unknown): Seal a door or portal, increasing the difficulty to open it.

Claws of Lightning (The Void): Make a melee attack that deals extra electricity damage to one creature or object.

Cloak of Ravenous Fangs (The Great Unknown)*: Shadow cloak blocks pointed and edged metal weapons and bites back against attackers.

Comprehend Texts (The Great Unknown): Understand a nonmagical written message.

Cyclone (The Void): Create a Sphere 3 cone of force that knocks creatures and objects down or back.

Disembodied Voice (The Great Unknown): Throw your voice.

Dreadful Air (The Elements): A blast of wind knocks down, shoves, and damages all creatures in a Line 10.

Expatriated Growth (Life): Increase the size or weight of a creature or object.

Hallowed Whisper (The Void): Send a message into the minds of one or more creatures within 50 feet.

Iron Claw (The Elements)*: Turn your hands to metal to deflect attacks, make claw attacks, but be unable to cast spells.

Shield of the Magi (The Void): A barrier gives you a +3 bonus to Dodge.

Morpheus' Retreat (The Great Unknown): Alter a creature's memory to make it feel like a dream.

Seditious Advocacy (The Great Unknown): Plant an idea in the mind of one creature.

Slumber (The Void): Creatures in a Sphere 5 fall into magical sleep.

Soul's Reflection (The Great Unknown): Paralyze one creature with its worst fears.

Swords Against Evil/Good (The Great Unknown): One creature gives Attack penalties to creatures of opposed Alignment and better resists their effects.

Wrath of Flame (The Elements): Shape fire and heat to blind or damage and slow creatures.

Wytchlights (The Void): Create, shape, and move up to four glowing orbs.

ORDER OF THE RISING STAR (II)

Avalanche (The Elements): Ice and snow damage all creatures in a Line 16 and impedes those who move through.

Cast off Shadows (Life): See the forms of all invisible creatures and objects in a Sphere 6.

Celerity of the Damned (Life): Allies in a Sphere 5 increase their speed by 25 feet, get an extra Attack with a +1 bonus,, and get a +2 bonus to Dodge.

Chainflail (The Elements)*: Create a Sphere 1 pinwheel of lashing chains that entangle foes.

The Curse of Orland (Life): Creatures in a Sphere 5 grow obese, moving at half speed, taking only one Action per turn, and suffering a -1 penalty to Attack rolls, Luck Throws, and Dodge.

Dominate Creature (The Void): One creature follows your suggestions.

Ears of the Dead (Death): A spirit sensor scrys sound within 80 feet of you.

Eldritch Eye (The Great Unknown): A scrying eye sees everything in one location within 80 feet of you.

Fiery Rebuke (The Elements): A disk of flame protects you against fire-based attacks and burns creatures that hit you.

Flying Fangs (Death)*: Spit one fang/level, then move them and use them to make attacks.

Freezing Palisade (The Elements): A tough barrier of ice damages enemies.

Horrify (Death): Creatures in a Line 6 to flee from you in terror.

Nightmare of Foes (Death): Create illusions in a Sphere 5 that can damage enemies repeatedly.

Orr's Obfuscating Aura (The Great Unknown): One object falsely appears to be nonmagical or to be a type of talisman you choose.

Perplex (The Void): One creature can't tell friend from foe.

Seeping Subversion (Life): Creatures in a Line 6 fall down and have to make Luck Throws to be able to act.

Shackles of Dread (The Great Unknown): One humanoid is restrained and can't take action.

The Words of Lucidus (The Elements): Create writing that explodes in a Sphere 3 when read.

ORDER OF THE SOARING PHOENIX (III)

Acid Lash (The Elements)*: Create a weapon of acid you can attack with repeatedly.

Bite of the Cold (The Elements): Drain heat in a Line 10, dealing cold damage and reducing creatures' speeds.

Breakbone (Life)*: Tense the target's body, possibly breaking its bones.

Burning Barrier (The Elements): A barrier of flames burns creatures inside it or that move through or near it.

The Cloak of Zushakon (The Great Unknown): One creature becomes invisible until it attacks.

Creature Copy (Life): Change your appearance to that of any small, medium, or large creature.

Eldritch Stonemasonry (The Elements): Reshape and manipulate 1 cubic foot of stone per level.

Hammer of Lightning (The Elements): Lightning damages all creatures and objects in a Line 20.

Passage Through the Void (The Void): A magical tunnel passes through wood, plaster, or stone.

Phantom Restraints (The Great Unknown): One creature is paralyzed and held in place.

The Presence of the Void (The Void): Suppress magic in a Sphere 3.

Reign of Flames (The Elements): Deadly fire explodes in a Sphere 5.

Spirit Shield (The Void): Protect yourself entirely from spells of Order I and prayers of Circle I and partially from spells of Order II and prayers of Circle II.

The Tendrils of the Other World (The Void): A rope creates a pocket in the Dreamlands in which creatures can take refuge.

The Thing in the Mists (The Great Unknown): Non-corporeal beasts kill creatures of 4th level or lower in a Sphere 4.

Unseen Martyr (The Great Unknown): Increase your Armor by +4 and Anti-Magic by +3, and get a +2 bonus to Luck Throws to resist harmful spells.

Vapors of Death (Death): A cloud of spores damages creatures inside it until they leave and catch their breath.

ORDER OF THE LORD OF PENTACLES (IV)

Atomize (The Void): Your melee attack reduces a creature or object to a fine dust.

Chilling Curse (The Elements): A ball of ice damages and freezes solid creatures in a Sphere 4.

Guardian Projection (The Great Unknown): Within a Sphere 12, doors and locks are sealed, creatures move randomly, and you create a baleful teleport trap.

Inflict Transformation (Life): You physically transform one creature into another.

Invisible Barricade (The Void): Create a Line 40 invisible, impassable barrier.

Iron Wall (The Elements): Create a thick, durable iron wall in a Line 20.

Move Through the Aether (The Void): Teleport yourself up to 1,000 feet.

Silent Hand of Death (Death): Creatures must make Luck Throws, dying if they fail and losing Endurance if they succeed.

Shield Against Magic (The Void): You radiate a Sphere 7 that suppresses talismans' magical properties and raises Anti-Magic of those inside.

Stormgauntlet (The Elements)*: Create a magical gauntlet that attracts and hurls lightning.

Swarm of Swords (The Elements)*: A Sphere 2 swarm of flying force swords moves with your hand, cuts organic things, and passes through inorganic matter.

The Truth of the Great Unknown (The Great Unknown): Ask the MC one question that must be answered truthfully.

Whispering Servant (The Elements): Summon an invisible, magical servant for 1 day.

ORDER OF THE MASTER DRAGON (V)

Aetheric Acquisition (The Great Unknown): Bring one object to you from anywhere.

Anric's Brutality (The Great Unknown): A giant hand pins one creature and attacks repeatedly.

Aspect of the Elder Wyrms (Life)*: Transform into a dragon in several stages, becoming invulnerable, then attacking, then weakening as you transform back.

Deadly Whisper (The Great Unknown): A hidden name of an Elder God blasts creatures in a Sphere 3, damaging and shoving them away.

Disembodied Hand (The Great Unknown): Create a rotting hand, then use Moves to make it crawl or make poisonous attacks.

The Eyes of Death (The Great Unknown): Become immune to all damage until you attack.

Forced Exit (The Void): Teleport one creature or object to another place.

Hell of Stone (The Elements): Turn one creature to stone.

The Labyrinth of Nour (The Great Unknown): Banish the target to an endless maze.

Orb of Spells (The Great Unknown)*: Store weaker spells inside a long-lasting floating orb, then unleash their effects later.

Portal into the Unknown (The Great Unknown): Summon an extradimensional entity to do your bidding once.

Rain of Hellfire (The Elements): Gain the ability to hurl meteors in a Line 20.

Scream of the Elder Gods (The Void): Creatures in a Line 10 take damage and go insane for 10 minutes.

View of the Abyss (The Void): Blind one creature.

Void Space (The Void): Cause creatures and objects in a Sphere 10 to fall upward and take falling damage.