

# The Calling

Spells quick-print sheet  
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Spell Name	CP	Attrib	Incant	Effect	
Forge Magic	Armor of the Forge	3	FF	10	Imbue by Forge (self only); 2 points of resettable Armor or expend to Resist a Fire attack if points of armor remain.
	Cauterizing the Wounds	2	F	8	Imbue by Forge (self only); Throw three packets to 'Stabilize by Fire' or expend to 'Stabilize by Fire to Self' if uses remain.
	Flame Lick	1	F	6	Throw a packet to 'Disarm By Fire'
	Forge Mending	2	E	8	Imbue by Forge (self only); 3 Uses of 'Refresh 2 Armor by Forge'
	Gust of Cinders	2	A	8	Throw a packet for 'Agony by Fire'
	Incinerate	1	F	6	Throw a packet for '5 Damage by Fire'
	Reforge	1	E	6	Touch cast 'Repair Weapon'
	Seismic Assault	4	EE	12	Touch packet to the ground and call 'By My Voice Slam by Earth'.
Nature Magic	Engulfing Foliage	2	E	8	Imbue by Nature (self only); Until you next reset, you may throw up to 3 packets for 'Slow by Thorns'.
	Entangling Roots	1	E	6	Throw packet for 'Root by Thorns'
	Envenom	3	FF	10	Throw packet for 'Frenzy by Poison'
	Numbing Venom	3	W	10	Imbue by Nature (self only); Twice, you may deliver by Bow or Melee weapon 'Quick Maim by Poison'
	Regenerate	1	E	6	Touch cast 'Cure Maim by Nature'
	Tongue of the Wild	1	A	6	Throw a packet for 'Speak with Plant' or 'Speak with Animal'.
Purity Magic	Touch of Nature	2	W	8	Throw a packet for 'Heal 2 by Nature' or 'Cure Poison by Nature'
	Bolt of Purity	2	E	8	Throw a packet or touch cast for Heal 3 by Purity
	Consecrate	2	F	8	Throw a packet for '5 Damage to Undead'
	Cure Disease	1	W	6	Throw a packet for 'Cure Disease by Purity'
	Cure Poison	1	A	6	Throw a packet for 'Cure Poison by Purity'
	Fountain of Life	3	EEE	10	Imbue by Purity (self only); Plant a foot. Unless you move your foot, touch cast 10x 'Heal by Purity'
	Gift of Yimira	1	F	6	Touch cast for 'Grant Defense by Purity, Resist Blight'
Sorcery	Waves of Purity	2	A	8	Imbue by Purity (self only); Throw up to 3 packets for 'Quick Repel by Purity'
	Arcane Bolts	3	AA	10	Imbue by Sorcery (self only); Throw up to 5 packets for '3 Damage by Magic'
	Clear the Mind	2	W	8	Touch cast to 'Cure <trait> by will', where <trait> is one of the following: Fear, Will, Despair, Nightmare
	Disclosing Auras	2	A	8	Touch cast to Diagnose any single trait.
	Fear	1	A	6	Throw a packet to 'Repel by Fear'
	Heavy Legs	1	E	6	Imbue by Sorcery (self only); Throw up to three packets to 'Slow by Will'
	Last Gasp	2	FF	8	Throw a packet to 'Stun by Fear'
	Second Chance	2	F	8	Imbue by Magic (self only); You may Purge Death any time before your spirit would walk off, leaving you alive, awake, and at 1 Vitality.
	Shatter Will	2	W	8	Throw a packet for 'Weakness by Will'
	Tongue Held Still	2	W	8	Throw a packet to 'Silence by Magic'
Tempest Magic	Withering Limb	2	E	8	Throw a packet to 'Maim <limb> by Will', where <limb> is an optional specific limb.
	Agonizing Storm	2	A	8	Throw a packet for 'Agony by Lightning'
	Devastating Cold	2	WW	8	Throw a packet to 'Drain by Ice'
	Eye of the Tornado	3	AW	10	Imbue by Tempest (self only); Call 'Shield' against the next packet or weapon attack that strikes you. May be reset in one minute of rest.
	Frost Bolt	2	W	8	Throw a packet for 'Double 3 Damage by Ice'
	Ice Shield	2	W	8	Touch cast to 'Grant Defense by Ice, Resist Fire'
	Raging Winds	1	A	6	Throw a packet for Repel by Wind
Trickery	Tempest Conduit	4	AA	12	Imbue by Tempest (self only); Chose Lightning or Ice. Throw 10x Two damage by (Lightning or Ice).
	Dead sleep	3	A	10	Throw a packet to 'Quick Stun by Illusion'
	Fast Talk	2	WW	8	Inflict by trickery. Effect card says "You believe that you have already been paid for one specific item that you have already agreed to sell to the person who handed you this card. You will complete the transaction as if you have been paid. You will act as if you've been paid for at least fifteen minutes, or until someone points out the truth". You get a number of effect cards at the beginning of the event equal to your Water attribute.
	It doesn't look that bad	2	E	8	Touch cast 'Heal 2 by Trickery'
	Keep your wits about you	1	F	6	Touch cast 'Grant Defense by Trickery, Resist Trickery'
Smoke and Mirrors	3	W	10	Imbue by Trickery (self only); Call 'Shield by Illusion' the first melee attack that strikes you.	