***Component Casting***

*You can use the magical properties innate in certain alchemical ingredients to augment spells you cast. This is commonly used by shamanistic mages around the Tamriel, usually by Goblins, Orcs, & Reachmen, due to their lack of access to higher magicks.*

*Using a component to cast a spell will consume the ingredient and will increase the Spells Strength by the ingredients power without increasing the magicka cost. Alternatively, you could use the ingredient to reduce the magicka cost by the ingredients power.*

*Increasing a spell's level through the use of a component imposes only half the penalty to casting a spell of a higher level than your rank.*

*In order to use a component in casting, your Alchemy rank must be equal or greater than the ingredients power*

| ***Ingredients*** | ***Power*** |
| --- | --- |
| Rare | 1 |
| Very Rare | 2 |
| Extremely Rare | 3 |
| Legendary | 4 |

*To use an ingredient, it must match the Spell School of the spell you are casting. Listed here are some special ingredients that have a unique effect when used as a component.*

| ***Ingredients*** | ***Effect*** |
| --- | --- |
| Daedra’s Heart | *When used to summon a daedra, the summoned daedra will automatically fail their opposed Wp test to resist being bound* |
| Vampire Dust | *When used to turn invisible, you will be able to spend upkeep to remain invisible even if it would be broken.* |
| Troll Fat | *When used in a Healing Spell, it will increase the amount healed by 2* |
| Fire Salt | *When used to cast a fire spell, the damage will be increased by 2* |
| Frost Salt | *When used to cast a frost spell, the damage will be increased by 2* |
| Void Salt | *When used to cast a shock spell, the damage will be increased by 2* |
| The Hide of the (Animal) (NOT CONSUMED) | *When used to cast the “Guise of the (Animal)” spell, you get a +20 to the cast TN.* |
| Unicorn’s Horn | *When using this to cast a healing spell, it will double the amount healed and grant a +10 to the TN.* |

***Runes***

*New Skill Specialization: Enchanting (Rune Carving)*

*The practice of rune carving is an old art originating in Atmora, but was brought to Tamriel by the Nedes when they first came across the sea of ghosts. In modern day, runes are used by the Nords, Orcs, and even Goblins have learned how to utilize them due to their relatively simple design and methods compared to the more commonly used elven method of enchanting, the use of Soul Gems.*

*The making of runes is referred to as “Carving”, and falls under the skill of Enchanting. In order to make runes one must have the “Rune Carving” specialization in Enchanting.*

***Using Runes***

*When you are in possession of a Runic weapon, shield, armor, or article of clothing. You may fuel the rune to produce a temporary magical effect for as long as you maintain its effect. Fueling a rune costs an amount of magicka equal to the runes “Power + 5 - WpB” of the wielder. The DoS of the effect, when that is needed, is equal to the runes Power. A rune will remain fueled for only one round, but can be fueled repeatedly until the wielder is out of magicka. Fueling a rune costs 1 AP.*

***Learning Runes***

*To begin with Runes costs 15 CrP for each rune. Learning runes during play can be done through one of three methods; Study, Teaching, and Discovery.*

* ***Study****: Finding a runic item and making a -20 Enchanting test over a short rest.*
* ***Teaching****: Being taught the rune by someone who knows it.*
* ***Discovery****: Making a -60 Enchanting test over a long rest, each time you do this will grant you a +1 to this test. Each test costs 15 Drakes in materials.*

***Creating Runes***

*When creating a Rune, you first need a set of “Carving Kit” (80 drakes) and then you need to procure knowledge of the runes. Carving a rune onto a weapon of piece of armor takes a long rest and requires a successful Enchanting skill test made at a -”Power\*5” penalty. Carving a rune requires an amount of small magical components that costs upto 100\*Power Drakes. With these components at hand, to create a rune follow the following steps.*

***Step 1***:  *Select the Runes Essence*

*Select what magical effect you wish to imbue into the rune.*

* **Essence Runes**

*This part of the rune will determine its magical effect.*

| ***Rune*** | ***Essence*** |
| --- | --- |
| Dekeipa | Frost |
| Kuoko | Poison |
| Meip | Shock |
| Rakeipa | Fire |
| Taderi | Physical Damage |

***Step 2****: Select the Runes Effect.*

*Select how the runes effect functions*

* **Effect Runes**

*This part of the rune determines how the magic occurs.*

| ***Rune*** | ***Form*** | ***Effect*** |
| --- | --- | --- |
| Porade | Add | +P E Damage |
| Rekura | Magnify | 60m Bolt fired, inflicts SL P.! |
| Repora | Reinforce | +2\*Power AR vs E |

*P = Power*

*E = Essence*

*! = Fires a Bolt inflicting damage equal to a Bolt spell of P level. Range of 60m.*

***Step 3 (Optional****): Select any One Augmentation*

*These runes augment the power of the runes Effect. Will only work with its “Bond” rune.*

* **Augmentations**

| ***Rune*** | ***Bond*** | ***Effect*** |
| --- | --- | --- |
| Jera | Porade | Effect will persist for P/2 extra rounds |
| Rekude | Porade | Weakness E ‘P on strike |
| Kura | Rekura | Effect is Overloaded |
| Rejera | Rekura | 3m sphere (AOE) instead of Bolt |
| Denara | Repora | +3\*P instead of +2\*P |
| Jejora | Repora | Rune gains Upkeep |

***Step 4****: Select the Runes level of power*

*This will determine how strong the runes effect will be. These runes must be learned in order.*

* **Power Runes**

| ***Rune*** | ***Power*** |
| --- | --- |
| Ta | 1 |
| Jejota | 2 |
| Denata | 3 |
| Rekuta | 4 |
| Kuta | 5 |

***Step 5****: Roll for Creation*

*Over a long rest, you must make an Enchanting Skill test made at a -Power\*5 penalty, with an additional -10 penalty for every Power level of the Rune that exceeds your Enchanting Skill Rank. Failing will only destroy the materials, unless you roll an unlucky number, in which case the item is destroyed as well.*

*Runic weapons gain the “Magic” quality and runes increase the item's value by 75% multiplied by the runes Power. Runes can only be carved onto weapons and armor.*

*A rune can only have 1 of any part; 1 essence, 1 effect, 1 augmentation, and 1 power.*

***Woad***

*New Skill Specialization: Alchemy (Woad)*

*A common practice of Nords, though some Goblin tribes have taken up this art. Woad are magic markings made from certain alchemical components that are turned into a paint-like mixture. This “Woad Paint” is then smeared onto a creature's skin, bestowing them with arcane protections.*

* ***Learning Woads***

*To begin with knowledge of a Woad first requires you to have the “Woad” Alchemy specialization and costs 20 CrP.*

*Learning a Woad in game first requires one to gain the aforementioned specialization and must be either taught the Woad by someone who knows them or studying them by taking a -70 Alchemy test over a long rest. Each time you make this test, you gain a +1 to the test.*

* ***Creating & Using Woad***

*Creating a dose of Woad Paint requires knowledge of the woad you are trying to make and the appropriate ingredients detailed in the Paints entry below.*

*Making the paint requires a Mortar & Pestle (25 Drakes) or Alchemy Tools. It takes a long rest and a successful -30 Alchemy test to make. For each rank above rare that the secondary ingredient is, you get a +10 to this test. Failing destroys both ingredients.*

*Applying woad takes a short rest and consumes one dose of the woad. A creature can only ever have one woad on them at a time. Woad will last until the next long rest the creature makes, or 2 short rests.*

* ***Woad Paints***

*Each paint provides a different magical boon onto the wearer.*

***Bear Balm***

***Ingredients****:Bear Claw + any Rare+ Destruction Ingredient*

***Effect****: Wearer’s can add WpB/2 to their StrB for weapon qualities.*

***Boar’s Bone***

***Ingredients****: Boar tusk + any Rare+ Alteration Ingredient*

***Effect****: Wearer increases their WT by their WpB.*

***Trollblood***

***Ingredients****: Troll Fat + any Rare+ Restoration Ingredient*

***Effect****: Wearer gains “Regeneration ‘WpB” for one round. Costs 1 Sp to activate.*

***Stalker’s Skin***

***Ingredients****: Wolf Fang + any Rare+ Illusion Ingredient*

***Effect****: Wearer gains a +WpB\*5 bonus on Stealth.*

***Hare’s Foot***

***Ingredients****: Hare Foot + any Rare+ Mysticism Ingredient*

***Effect****: Wearer increases their Speed by their WpB.*

***Totems***

*New Skill Specialization: Enchanting (Totem)*

*The creation of magical totems are an old practice that is done by Goblins and Reachmen on a regular basis.*

* ***Learning Totems***

*To begin with knowledge of a Totem first requires you to have the “Totem” Enchanting specialization and costs 15 CrP. Learning a Totem in game first requires one to gain the aforementioned specialization and must be either taught the totem by someone who knows them or studying them by making a -70 Enchanting test over a long rest. Each time you make this test, you gain a +1 to the test.*

* ***Creating Totems***

*Creating a Totem requires a unit of Heartwood (harvested from Spriggans) and a unique ingredient determined by the specific totem, detailed below. The actual making of an idol totem takes a short rest and an effigy takes a long rest, and requires a passed Enchanting Skill test made at a -10 penalty. Failure destroys the ingredients.*

* ***Using Totems***

*Totems come in two forms; Effigies and Idols. An Effigy is a stationary totem that produces an effect in an area. While an Idol is a smaller hand held totemic staff.*

*Either way, a totem’s effect is constant and only affects specific people. A totem will affect any creature in its area either marked by the creator (for benefits) or unmarked (for negative effects). Idols can be used as a Quarterstaff with the Focus quality for combat purposes.*

* ***Destroying a Totem***

*A totem has no armor, nor can it defend itself, and have little health. Effigies have 15 hp and Idols have 8 hp, both take double damage from weapons with the “Crushing” quality.*

* ***Totem Options***

*Detailed here are the various Totems one can learn.*

* ***Totem of Terror***

***Ingredient****: A mortal’s severed head*

***Type****: Effigy*

***Area****: 12m (Unmarked)*

***Effect****: At the beginning of any creature's turn that starts within the totem’s affected area must make a -10 Panic Test.*

* ***Totem of Protection***

***Ingredient****: Skull of a Bear*

***Type****: Effigy*

***Area****: 8m (Marked)*

***Effect****: Marked creatures within range reduce all incoming damage by 2.*

* ***Totem of Shielding***

***Ingredient****: Skull of a Bear*

***Type****: Idol*

***Area****: Wielder*

***Effect****: The Wielder reduces all incoming damage by 3.*

* ***Totem of Negation***

***Ingredient****: Soul Gem of Common or higher quality*

***Type****: Effigy*

***Area****: 13m (Unmarked)*

***Effect****: Any spell cast by an unmarked creature either within the radius or whose spell would effect would enter the affected area, will automatically fail.*

* ***Totem of Elemental Fury***

***Ingredient****: Fire, Frost, or Void Salt*

***Type****: Idol*

***Area****: self*

***Effect****: Spells cast by the wielder that correspond to the element of the salt used, will inflict +2 damage.*

* ***Totem of Blood***

***Ingredient****: Heart of a Mortal*

***Type****: Effigy*

***Area****: 6m (Marked)*

***Effect****: Marked creatures within the affected area regain 2 HP at the start of their turn in combat.*

* ***Totem of Muluk’s Will***

***Ingredient****: Skull of a Stag*

***Type****: Idol*

***Area****: 5m (Marked)*

***Effect****: The Wielder may spend one of their AP to restore 1 AP to all marked creature’s within the affected area.*

* ***Totem of Foxes Flight***

***Ingredient****: Skull of a Fox*

***Type****: Idol*

***Area****: Self*

***Effect****: Wielder can’t be denied a Disengage action and can move twice as fast when attempting to escape from a threat.*

* ***Totem of Warding***

***Ingredient****: Eye of a Hawk*

***Type****: Effigy*

***Area****: 15m*

***Effect****: The totem’s creator becomes aware of any unmarked creature that passes through the affect area no matter how far they are from the totem.*

* ***Totem of Decay***

***Ingredient****: Mort Flesh*

***Type****: Effigy*

***Area****: 7m (Marked)*

***Effect****: All marked undead creatures within the affected area will inflict +2 poison damage added to all of their attacks.*

* ***Totem of Wild Magicka***

***Ingredient****: Soul Gem of Greater or higher quality*

***Type****: Effigy*

***Area****: 6m (Marked)*

***Effect****: All marked creatures within the affected area gain power well ‘15 (25 in the soul gem was grand or black) but all spells invoke a backfire (d6) on failed casting test.*

*(****NOTE****: for creatures with the “Spellcaster” trait, this allows them to cast 2-3 additional spells)*

* ***Totem of Savagery***

***Ingredient****: Ogre’s Teeth*

***Type****: Effigy*

***Area****: 7m (Marked)*

***Effect****: All marked creatures within the affected area inflict +1 to all physical damage they deal.*

* ***Totem of Storms Wrath***

***Ingredient****: Void Salt & Soul Gem of Greater quality+*

***Type****: Efficy*

***Area****: 9m range (Unmarked)*

***Effect****: At the top of the initiative order, this totem will fire a bolt of lightning at the nearest unmarked target within its range. Inflicting 1d6 Shock Damage (1d8 if the soul gem was grand or black), acts as having a DOS of 2 (or 4 if the soul gem was grand or black).*

* ***Totem of Vigor***

***Ingredient****: Troll Fat*

***Type****: Effigy*

***Area****: 7m (Marked)*

***Effect****: Any marked creature within the affected area may spend 3 AP to regain a lost SP.*

***New Talents***

*Listed here are some new talents that focus on the new powers found here in this scroll.*

* ***(School) Wortcraft***

**Expert (Intelligence)**

*Using a (School) ingredient in component casting increases that ingredient's power by 1.*

* ***Delicate Carver***

**Adept (Agility or Intelligence)**

*You can now carve runes into jewelry at a -10 penalty.*

* ***Potent Carver***

**Expert (Intelligence)**

*The power of runes you make is increased by 1.*

* ***Master Carver***

**Master (Intelligence)**

*The penalty you take when carving a rune is halved and you can now carve two runes into a single item instead of only one.*

* ***Wearer of Woad***

**Expert (Willpower)**

*You can now have two woads on you at a time.*

* ***Effigy Keeper***

**Expert (Willpower or Intelligence)**

*The affected area of your Effigies is increased by 4 meters.*

* ***Idol Bearer***

**Expert (Willpower or Intelligence)**

*The affected area of your Idols is increased by 2 meters.*

* ***Totem of Horror***

**Adept (Intelligence), must be a Hagraven**

*When you use the “Totem of Terror”, the affected must make a Horror test instead of a panic test.*

* ***Empowered Totem***

**Master (Intelligence), must be a Hagraven**

*Any Totem you create that has a numeric value, receives a +1 to this value or +1 die if that applies.*

* ***Corrupted Totem***

**Master (Intelligence), must be a Hagraven**

*You can corrupt any totem, made by you or not, doing this renders you the marked creator and increases its effects by 1 when applicable.*

*Corrupting a totem takes 1 minute and while you're within the affected area of a corrupted totem, all of your spells will inflict +2 damage.*

***A Note on Goblin’s and their Totems***

*While it would make perfect tactical sense for a Shaman to mark every member of it’s tribe, that is not how Goblins would view it. They revere their totems as holy icons and being marked by it is seen as an honor that must be earned.*

*In practice only the Shaman, Chieftain, and the Berserkers should be marked. While the other Goblins aren’t marked, they would know to avoid any dangerous totems.*

***Author’s Note***

*This was the first thing I made under a public vote, development of this file began 2 hours after that vote ended. I hope someone will enjoy the systems detailed above and a request that you give me any feedback you can think of, it will help me get better at these things.*

*I take requests for just about anything and have acknowledged the want of my next Spellcraft volume titled “Mannimarco’s Manuscript”, work on that scroll will begin as soon as possible.*

*Any thematically appropriate ideas for “Wild Magic” will be looked over and if you/I can come up with a mechanic for it, I will make it and add it to this file.*

*Thank you to everyone who voted on my pole and thank you to* ***person101*** *for your kind words...it meant a lot to me.*