***Spell Traits***

* ***Overload****: The caster benefits from an extra effect (as specified) if not restraining this spell.*
* ***Direct****: Forces a target within (Prc) Meters of you to make a Willpower save to resist the spells effect. If the target does not wish to resist the spells effect, they may willingly fail the test. Unconscious targets cannot resist. Direct spells can target the caster. This effect requires the caster to be able to see the target.*
* ***Upkeep****: The caster can refresh the effect (including any required tests or rolls, using the original target(s)) and duration of this spell when it ends by paying the original cost that they paid for the spell. You can only Upkeep an amount of spells at a time equal to your*
* ***Channeled****: You may maintain the spells effect without spending Magicka on Upkeep in exchange for taking no other actions aside from maintaining the spell.*
* ***AoE (Size/Form)****: Creates an area of effect at the target location with a radius of (Size) meters in the (Form) shape. You may Block to reduce the damage, but cannot be parried. Successful evasion halves the damage and negates it entirely if you are able to move outside the AoE with your evasion movement. If a spell with AoE lacks a range, it is centered on the caster.*
* ***Ranged (X)****: Acts as a ranged attack with a max range of X and may be defended using Evasion or Block, though it cannot be parried, only resisted.*
* ***Mindlock (X)****: You have X less Actions on your turn while this trait is present. You may release your Mindlock at any time, however, you lose control over the spell.*
* ***Reaction****: This spell may be cast as a reaction when specified.*
* ***Self****: This spell targets the Caster only*

***Spell Restraint***

On a successful spellcast, a mage can use their will to limit excessive use of magicka. This is known as Spell Restraint, or restrained spellcasting. A character can choose to reduce the cost of a successfully cast spell by their Willpower bonus (minimum 1).

While typically this is desirable, sometimes not holding back with a spell can have extra benefits. Some spells have the Overload attribute, which will state certain extra effects the character can benefit from if they choose not to restrain the spell when casting it.

***Unless otherwise specified, spell effects do not stack with themselves. You simply use the instance with the greatest effect.***

***Alternative Castings***

Some spells and levels will list “Alt Casting”, this is a new way the mage may cast this spell every time they cast this spell.

***AoE shapes***

* ***Sphere***
* ***Cone***
* ***Circle***
* ***Beam***

*Blank Spell Template*

***Traits***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** |  |  |  |  |  |  |
| ***SP Str*** |  |  |  |  |  |  |

*Effect*

?

***Learning Spells***

***Destruction***

*(Type) Bite*

***Ranged (1m), Overload (+WpB to Damage)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 5 | 7 | 9 | 11 | 13 | 15 |
| ***SP Str*** | 1d6 | 1d8 | 1d10 | 1d12 | 2d8 | 2d10 |

*Effect*

Fires a burst of elemental energy at target character within 1m. Deals [Spell Strength] [type] damage.

*Alt Casting (Gout)*

You can forgo the bonus damage while overloading to change the Ranged (1m) trait with the AoE (5m, Cone) trait.

*(Type) Bolt*

***Ranged (30m), Overload (+WpB to Damage)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 7 | 9 | 11 | 13 | 15 | 17 |
| ***SP Str*** | 1d6 | 1d8 | 1d10 | 1d12 | 2d8 | 2d10 |

*Effect*

Fires a bolt of elemental energy at target character within 30m. Deals [Spell Strength] [type] damage

*Alt Casting (Ball)*

You can forgo the bonus damage while overloading to add the AoE (3m, Sphere) trait.

*(Type) Cloak*

***Self, Upkeep, Overload (+WpB to Damage)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 6 | 7 | 8 | 9 | 10 | 11 |
| ***SP Str*** | 1 | 2 | 3 | 4 | 5 | 6 |

*Effect*

You become enveloped in elemental energy for 1 round. Any character that attempts to make a Melee attack against you takes (Spell Strength) (Type) damage.

*Alt Casting (Storm)*

You can replace Upkeep for Channeled and replace Self for AoE (6m, Sphere). Doing this doubles the initial Magicka cost of the spell.

*Drain Characteristic*

***Direct, Upkeep***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 7 | 9 | 11 | 13 | 15 | 17 |
| ***SP Str*** | -1 | -2 | -3 | -4 | -5 | -6 |

*Effect*

You reduce one of the target’s derived characteristics by (Spell Strength) for 1 Round. If the target is still alive when the spell ends, the drained value is returned to the target. This spell cannot affect Attunement or Luck Points and has variant values for Health (SpStr\*2), Stamina (½ SpStr, rounded down), and Magicka (SpStr\*3).

*(Type) Glyph*

***Ranged (5m), Overload (+WpB to Damage)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 7 | 9 | 11 | 13 | 15 | 17 |
| ***SP Str*** | 1 | 2 | 3 | 4 | 5 | 6 |

*Effect*

Creates a magical Glyph on the target surface within 5 meters. After a 1 round delay the rune becomes barely visible (-20 to any vision based tests to spot it). The caster chooses one or more conditions upon which the rune detonates. The rune persists indefinitely.

* ***Proximity:*** *The Glyph detonates whenever a character comes within a certain distance (chosen by the caster).*
* ***Time****: The Glyph detonates after a set amount of time.*
* ***Manual****: The caster can detonate the Glyph manually from any distance by using the Cast Magic action.*

When the Glyph detonates it does so in a burst of elemental energy, dealing [Spell Strength+5] [type] damage to all targets within 3 meters. This counts as an area of effect attack and can be evaded, but only if a character is aware of the rune.

*Alt Casting (Brand)*

You may choose to instead imbue the Glyph onto a weapon. The wielder of this weapon may choose to release the effect on any attack they make with the weapon, doing so will remove the Glyph and inflict (Spell Strength) bonus damage to the target. The weapon has the Magic quality while the Glyph is on it, regardless if the bonus damage was used. The Glyph will also dissipate after 1 Minute.

*Drain Attribute*

***Direct, Upkeep***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 10 | 12 | 14 | 16 | 18 | 20 |
| ***SP Str*** | -5 | -10 | -15 | -20 | -25 | -30 |

*Effect*

You reduce one of the target’s seven Attributes by (Spell Strength) for 1 round. Draining an Attribute has no effect on any of its derived Characteristics, only the TN of related skills and the Attribute’s bonus.

*(Type) Weakness*

***Direct, Upkeep***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 6 | 7 | 8 | 9 | 10 | 11 |
| ***SP Str*** | 1 | 2 | 3 | 4 | 5 | 6 |

*Effect*

Target character within (Prc meters) gains the Weakness ([type], [Spell Strength]) trait for 1 round.

*Disintegrate*

***Ranged (5m)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 10 | 12 | 14 | 16 | 18 | 20 |
| ***SP Str*** | 1 | 2 | 3 | 4 | 5 | 6 |

*Effect*

The Armor on a random hit location on a target within 5 meters takes the Damaged (Spell Strength) condition. If you wish to target a Weapon or a specific piece of Armor, you take a -20 to the test.

***Alteration***

*Ward*

***Self, Reaction, Overload (+WpB to Spell Strength)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 6 | 7 | 8 | 9 | 10 | 11 |
| ***SP Str*** | 5 | 7 | 9 | 11 | 13 | 15 |

*Effect*

May be cast as a reaction to an attack in place of the character’s normal defense. Caster generates a magical ward that reduces the amount of damage the attack deals by [Spell Strength].

*Alt Casting (Barrier)*

You replace the Self, & Reaction traits for Channeled & AoE (4m, Sphere). Any ranged attack, spell or physical, will pass through the ward. All attacks that pass through the ward are reduced. AoE effects cannot be targeted inside the Ward.

*Levitation*

***Self, Upkeep, Overload (+WpB to Spell Strength)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 6 | 7 | 8 | 9 | 10 | 11 |
| ***SP Str*** | *1* | *2* | *3* | *4* | *5* | *6* |

*Effect*

Grants the caster the Flyer (Spell Strength) trait for 1 minute.

*Alt Casting (Flight)*

You can replace the Upkeep and Self traits with the Direct and Channeled traits.

*Open*

***Ranged (1m), Overload (+WpB to Spell Strength)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 10 | 12 | 14 | 16 | 18 | 20 |
| ***SP Str*** | 1 | 2 | 3 | 4 | 5 | 6 |

*Effect*

The caster chooses a locked door or container within 1 meter. If the extended test threshold to unlock it is [Spell Strength] or lower, then it instantly unlocks itself.

*Burden*

***Direct, Upkeep***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 10 | 12 | 14 | 16 | 18 | 20 |
| ***SP Str*** | *1* | *2* | *3* | *4* | *5* | *6* |

*Effect*

You impose a -20 penalty to all of the targets Agility and Strength based tests, as well as reducing their speed by (Spell Strength) for 1 Round.

*“Expert” Alt Casting (Paralyze)*

You can overload the spell to give the target the Paralyzed condition instead of the normal effects.

*Feather*

***Self, Upkeep***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 6 | 7 | 8 | 9 | 10 | 11 |
| ***SP Str*** | *1* | *2* | *3* | *4* | *5* | *6* |

*Effect*

You may add (Spell Strength) to the distance you jump and may reduce the distance you fall by the same amount for determining fall damage.

*“Expert” Alt Casting (Weightless)*

While this spell is active, you reduce any instance of Encumbrance by 1 step.

*Buoyancy*

***Self, Upkeep***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 6 | 7 | 8 | 9 | 10 | 11 |
| ***SP Str*** | *1* | *2* | *3* | *4* | *5* | *6* |

*Effect*

While this spell is active, you may breathe underwater. Additionally, you may add (Spell Strength) to the distance you can move while swimming.

*“Adept” Alt Casting (Water Walking)*

While this spell is active, you may walk on the surface of any liquid substance.

*Passwall*

***Self, Upkeep***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 10 | 12 | 14 | 16 | 18 | 20 |
| ***SP Str*** | *1* | *2* | *3* | *4* | *5* | *6* |

*Effect*

You may freely move through (Spell Strength) meters of any mundane solid material. If you end your turn inside a solid object, you will begin suffocating. If this spell ends while you are inside a solid object, you will die.

***Conjuration***

*Summon Daedra*

***Self. Mindlock (X), Upkeep, Overload (-1 Mindlock)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 12 | 14 | 16 | 18 | 22 | 22 |
| ***SP Str*** | 1 | 2 | 3 | 4 | 5 | 6 |

*Effect*

Summon a Daedra with a Soul Level of (Spell Strength) into an unoccupied space within 5m of you for 1 round. Your Mindlock value is half the summoned Daedra’s Soul Level rounded up. This Daedra will have the Bound trait and can be dismissed at will by the caster.

*“Adept” Alt Casting (Banish)*

You may replace all traits with Direct, if the targeted creature has the Bound trait and is a Daedra, they are banished back to Oblivion.

*Bound Armor*

***Self, Upkeep***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 8 | 10 | 12 | 14 | 16 | 18 |
| ***SP Str*** | 4 | 5 | 6 | 7 | 8 | 9 |

*Effect*

Creates a full suit of ethereal armor that encompasses the caster. This armor is weightless and has (Spell Strength) AR and has the Magic (Spell Level) quality. Burning the armor's condition ends the spell's effect after the damage is resolved. Any armor that the caster is wearing at the time is simply ignored, aside from constant effect enchantments. You may summon a shield as part of the armor if you so choose and may choose any amount of pieces to not summon, in case your armor would be better.

*Bound Weapon*

***Self, Upkeep***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 8 | 10 | 12 | 14 | 16 | 18 |
| ***SP Str*** | +0 | +1 | +2 | +3 | +4 | +5 |

*Effect*

You create an ethereal weapon of your choosing. This weapon counts as magic and has all of the qualities that its form would have. The weapon will have a material bonus equal to the Spell Strength. The Bound Weapon will be of Standard craftsmanship.

*Reanimate*

***Direct, Mindlock (1), Overload (+1 Mindlock, WpB Targets)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 12 | 14 | 16 | 18 | 22 | 22 |
| ***SP Str*** | 1 | 2 | 3 | 4 | 5 | 6 |

*Effect*

You can reanimate a dead target of a size based on the Spell Strength for 1 round. This reanimated corpse has all the same stats it had in life except for that they can’t cast spells and only have Half the max Health. When Overloaded, you may animate multiple targets at the cost of Mindlock 2. These additional targets can be of any size that the Spell Level can affect and anything smaller. All undead animated with this spell gain the Bound trait and can be dismissed at will by the caster.

* ***SpStr 1*** *= Tiny or Smaller*
* ***SpStr 2*** *= Small*
* ***SpStr 3*** *= Standard*
* ***SpStr 4*** *= Large*
* ***SpStr 5*** *= Huge*
* ***SpStr 6*** *= Massive*

*Summon Spirit*

***Self. Mindlock (X), Upkeep, Overload (-1 Mindlock)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 12 | 14 | 16 | 18 | 22 | 22 |
| ***SP Str*** | 1 | 2 | 3 | 4 | 5 | 6 |

*Effect*

Summon a Spirit with a Soul Level of (Spell Strength) into an unoccupied space within 5m of you for 1 round. Your Mindlock value is half the summoned Spirit’s Soul Level rounded up. This Spirit will have the Bound trait and can be dismissed at will by the caster.

*Summon Beast*

***Self. Mindlock (X), Upkeep, Overload (-1 Mindlock)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 11 | 13 | 15 | 17 | 19 | 21 |
| ***SP Str*** | 1 | 2 | 3 | 4 | 5 | 6 |

*Effect*

Summon a Beast with a Soul Level of (Spell Strength) into an unoccupied space within 5m of you. Your Mindlock value is half the summoned Beast’s Soul Level rounded up. This Beast will have the Bound trait and can be dismissed at will by the caster.

***Restoration***

*Healing*

***Direct, Overload (+WpB to Spell Strength)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 6 | 7 | 8 | 9 | 10 | 11 |
| ***SP Str*** | *5* | *7* | *9* | *11* | *13* | *15* |

*Effect*

Target restores (Spell Strength) Health.

*“Adept” Alt Casting (Regeneration)*

Replace Direct for AoE (3m, Sphere). This casting loses Overload.

*Turn Undead*

***Direct, Overload (WpB Targets), Upkeep***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 8 | 10 | 12 | 14 | 16 | 18 |
| ***SP Str*** | 1 | 2 | 3 | 4 | 5 | 6 |

*Effect*

Targets with the Undead trait with a Soul Level of (Spell Strength) must make a Willpower test to not immediately flee the caster for 1 round.

*“Adept” Alt Casting (Protection)*

Replace the spells traits with the following; AoE (2m, Circle), Upkeep, Overload (+WpB to AoE size). No Undead or Daedra can enter the circle. If they are forced in, they are instantly pushed just outside its radius.

*Fortify Attribute*

***Direct, Upkeep***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 10 | 12 | 14 | 16 | 18 | 20 |
| ***SP Str*** | +5 | +10 | +15 | +20 | +25 | +30 |

*Effect*

You increase one of the target’s seven Attributes by (Spell Strength) for 1 round. Increasing an Attribute has no effect on any of its derived Characteristics, only the TN of related skills and the Attribute’s bonus.

*Fortify Characteristic*

***Direct, Upkeep***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 7 | 9 | 11 | 13 | 15 | 17 |
| ***SP Str*** | +1 | +2 | +3 | +4 | +5 | +6 |

*Effect*

You increase one of the target’s derived characteristics by (Spell Strength) for 1 Round. This spell cannot affect Attunement or Luck Points And has variant values for Health (SpStr\*2), Stamina (½ SpStr, rounded down), and Magicka (SpStr\*3).

*Cure*

***Ranged (1m)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 10 | 12 | 14 | 16 | 18 | 20 |
| ***SP Str*** | 1 | 2 | 3 | 4 | 5 | 6 |

*Effect*

Reduce the stage of a Disease affecting the target by 1. This spell can only affect Diseases with a Severity of (Spell Strength) or lower.

*“Adept” Alt Casting (Cleanse)*

Replaces the Ranged (1m) trait with Direct. Cures the target of any non-magical, non-permanent negative conditions. Such as; Stunned, Dazed, Blinded, Deafened, etc… This spell can also nullify the effects of poison if administered soon enough.

*Replenish*

***Ranged (10m)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 7 | 9 | 11 | 13 | 15 | 17 |
| ***SP Str*** | *4* | *6* | *8* | *10* | *12* | *14* |

*Effect*

Target regains (Spell Strength) Magicka.

*Respite*

***Direct***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 8 | 10 | 12 | 14 | 16 | 18 |
| ***SP Str*** | 1 | 2 | 3 | 4 | 5 | 6 |

*Effect*

Target regains (Spell Strength) Stamina.

*Sunlight*

***Self, Overload (+WpB to Damage)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 6 | 7 | 8 | 9 | 10 | 11 |
| ***SP Str*** | 2 | 3 | 4 | 5 | 6 | 7 |

*Effect*

You become enveloped in Solar light for 1 round. Any Undead character that attempts to make a Melee attack against you takes (Spell Strength) Raw damage. This damage counts as Sunlight for the Sun-Scarred trait.

*Alt Casting (Solar Lance)*

Replace the Self & AoE traits with AoE (30m, Beam)

***Illusion***

*Chameleon*

***Direct, Upkeep***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 7 | 9 | 11 | 13 | 15 | 17 |
| ***SP Str*** | 1 | 2 | 3 | 4 | 5 | 6 |

*Effect*

Target gains the Shrouded ‘(Spell Strength) condition for 1 minute.

*“Expert” Alt Casting (Invisibility)*

Replace the Direct trait with Self. The caster gains the Invisible condition, casting any spell or performing an attack ends this spells effect.

*Light*

***Self, Upkeep***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 5 | 7 | 9 | 11 | 13 | 15 |
| ***SP Str*** | 5 | 10 | 15 | 20 | 25 | 30 |

*Effect*

Creates a light orbiting the caster that illuminates an area within [Spell Strength] meters for 1 minute.

*“Apprentice” Alt Casting (Night Eye)*

The caster gains Darksight instead of creating the orb of light.

*“Adept” Alt Casting (Blind)*

Replace the Self and Upkeep effect for Ranged (30m) and AoE (2m, Sphere). Any creature that fails to evade becomes blinded for 1 round. Gains Overload (+WpB to Rounds).

*Mayhem*

***Direct, Overload (+WpB Targets)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 7 | 9 | 11 | 13 | 15 | 17 |
| ***SP Str*** | 1 | 2 | 3 | 4 | 5 | 6 |

*Effect*

The target must make a Panic check, adding (Spell Strength) to the outcome result.

*Alt Casting (Demoralize)*

May overload the spell against a single target to have the make a Horror check instead, adding (Spell Strength) to the outcome result.

*Charm*

***Direct***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 7 | 9 | 11 | 13 | 15 | 17 |
| ***SP Str*** | +5 | +10 | +15 | +20 | +25 | +30 |

*Effect*

The caster gains a (Spell Strength) bonus to their next Personality based test made against the target. If the target passes their Willpower test, but loses to you due to DoS, with a DoS greater than the Spell Level you cast on them, they will be aware of the spell being used on them after a few moments.

*“Adept” Alt Casting (Calm)*

Adds the Upkeep trait to the spell. If the target fails their Willpower test, they become calmed for 1 minute. While calmed, they cannot willingly attack any character unless that character attacks them first, at which point they snap out of the effect and may defend themselves from the attack.

*“Master” Alt Casting (Command)*

Adds the Channeled trait to the spell. The target falls under the direct control of the caster, who may decide how they use their Actions, what actions to perform, and who to target. At the start of the Target’s turn, they may remake their willpower test to break the effect.

*Sanctuary*

***Self***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 7 | 11 | 15 | 19 | 23 | 27 |
| ***SP Str*** | 1 | 2 | 3 | 4 | 5 | 6 |

*Effect*

The caster gains (Spell Strength) bonus DoS on their next successful defensive reaction.

*Mirage*

***Direct, Overload (+WpB Targets), Upkeep***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 7 | 9 | 11 | 13 | 15 | 17 |
| ***SP Str*** | 1 | 2 | 3 | 4 | 5 | 6 |

*Effect*

Target is made to believe in an illusion constructed by the Caster using the options below. The target has no clue that this spell has been cast on them. If they interact with the illusion in a way that would hint towards its falsehood, they may remake the Willpower test. If their interaction would prove its falsehood, the spell ends immediately.

When building your illusion, you may select (Spell Strength) options below.

* ***Audible***

The illusion is capable of making sound, however it can only be used to make sounds the caster knows or has heard.

* ***Visual***

The illusion can be seen and can take any form that the caster has seen. However, touching the illusion breaks the spell.

* ***Taste***

The illusion may trick the target into tasting the illusion.

* ***Scent***

The illusion may trick the target into smelling the illusion.

* ***Tactile***

The illusion can be felt if touched as if it were real. This removes the detail from the visual effect where it breaks if touched. The illusion cannot physically hurt anyone, however, the target may believe they have been harmed.

* ***Memory***

The illusion may use details from the target’s memory instead of the casters.

*Silence*

***Direct, Overload (+WpB Targets), Upkeep***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 8 | 10 | 12 | 14 | 16 | 18 |
| ***SP Str*** | 1 | 2 | 3 | 4 | 5 | 6 |

*Effect*

The target loses the ability to speak and all of their spells cost (Spell Strength) extra magicka for 1 round. They also can no longer Restrain or Overload their spells.

*“Adept” Alt Casting (Slumber)*

Targets gain the Unconscious condition until the spell ends or they are woken up by being shaken, attacked, or by an incredibly loud sound.

*Glamour*

***Self, Upkeep, Overload (+WpB Targets)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 8 | 10 | 12 | 14 | 16 | 18 |
| ***SP Str*** | 1 | 2 | 3 | 4 | 5 | 6 |

*Effect*

The caster can alter aspects of themselves for a period of time. You may select (Spell Strength) features from the list below. The effect lasts for 1 hour. Those that can detect magic will sense a spell upon the glamoured target. You can use this spell to adopt the visage (not the stats) of any humanoid creature that the caster has seen before.

* ***Appearance***

You may change some of your visual features, such as your hair color, eye color, height (in small margins), skin tone, and the addition or removal of distinctive markings.

* ***Gender***

You may appear to be of the opposite Gender if you so choose.

* ***Race***

You may appear to be of a different race or species, so long as they are still humanoid in shape.

* ***Size***

The spell may make you appear one size smaller or larger than your base size.

* ***Voice***

You may make your voice sound like anyones that you have heard before. This only changes your voice and accent, not your speech pattern.

* ***Tactile***

This will make the Glamour touchable, say if you made your hair look longer, it will now be touchable.

***Mysticism***

*Teleport*

***Self***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 9 | 13 | 17 | 21 | 25 | 29 |
| ***SP Str*** | 3 | 5 | 7 | 9 | 21 | 13 |

*Effect*

Caster disappears and reappears in an unoccupied space within (Spell Strength) meters of where the spell is cast. The caster must be able to see where they are wanting to teleport.

*“Journeyman” Alt Casting (Mark & Recall)*

You may cast this spell at 3rd level to Mark a location that you are at, you may have a number of Marks equal to your IntB. You may then cast this spell again to teleport yourself instantly to one of your Marked locations.

*“Expert” Alt Casting (Portal)*

Replace the Self trait with Ranged (5m), AoE (2m, Sphere) and Upkeep. Any creature that can reasonably fit inside the sphere, is instantly teleported to one of the Caster’s marked locations.

*Soul Trap*

***Direct, Upkeep, Overload (+WpB Targets)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 8 | 10 | 12 | 14 | 16 | 18 |
| ***SP Str*** | 1 | 2 | 3 | 4 | 5 | 6 |

*Effect*

Targets that fail their test become Soul Trapped. If the target dies while their soul is trapped, their soul is taken from them and stored inside a Soul Gem held by the caster that is large enough to store the soul. If no soul gem large enough is present, the soul is not trapped when the target dies. Additionally, while Soul Trapped the target takes (Spell Strength) more damage from any attack dealt by the caster,

*Telekinesis*

***Self***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 8 | 10 | 12 | 14 | 16 | 18 |
| ***SP Str*** | 1 | 2 | 3 | 4 | 5 | 6 |

*Effect*

The caster can move objects with their mind within a range of 10 \* (Spell Strength) meters. This can only be used to move fairly small objects (at most a large crate or barrel) at a speed of about 1 meter per second (6 per round).

*“Adept” Alt Casting (Force Wave)*

Replace Self with AoE (3m, Cone). Targets caught in the cone are pushed outside the cones area. Targets that fail their evasion test are knocked prone just outside the cones area. You can Overload this casting to add your WpB to the cones size.

*Absorb Health*

***Direct, Overload (+WpB to Spell Strength)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 6 | 7 | 8 | 9 | 10 | 11 |
| ***SP Str*** | 2 | 3 | 4 | 5 | 6 | 7 |

*Effect*

The Target takes (Spell Strength) Magic Damage and the caster restores an amount of Health equal to the damage dealt.

*Absorb Magicka*

***Direct, Overload (+WpB to Spell Strength)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 8 | 9 | 10 | 11 | 12 | 13 |
| ***SP Str*** | 3 | 5 | 7 | 9 | 11 | 13 |

*Effect*

Target loses (Spell Strength) Magicka and the Caster regains an equal amount.

*Absorb Stamina*

***Direct***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 8 | 10 | 12 | 14 | 16 | 18 |
| ***SP Str*** | 1 | 2 | 3 | 4 | 5 | 6 |

*Effect*

Target loses (Spell Strength) Stamina and the Caster regains an equal amount of Stamina. This spell cannot bring the target into negative stamina (Fatigue).

*Dispel*

***Direct***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 8 | 10 | 12 | 14 | 16 | 18 |
| ***SP Str*** | 1 | 2 | 3 | 4 | 5 | 6 |

*Effect*

You may end one Upkeep or Channeled spell being cast by the Target if the spell’s level is equal to or lower than your (Spell Strength).

*“Expert” Alt Casting (Reflect)*

Replaces Direct with Reaction and Self. You may cast Reflect as a defensive reaction to having any Ranged or Direct spell being cast on you (not AoE effects). If you win the opposed test, the original caster becomes the target for the spells effect.

*Clairvoyance*

***Self***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 8 | 12 | 16 | 20 | 24 | 28 |
| ***SP Str*** | *1* | *2* | *3* | *4* | *5* | *6* |

*Effect*

At the time of casting, the caster must declare what they are searching for, this must be a specific item or person that you have interacted with previously. The caster becomes aware of the exact location of the target if it is within a given distance determined by the (Spell Strength) and the chart below.

* ***SpStr 1*** *= Within 5m*
* ***SpStr 2*** *= Within 25m*
* ***SpStr 3*** *= Within 100m*
* ***SpStr 4*** *= Within 5km*
* ***SpStr 5*** *= Within 20km*
* ***SpStr 6*** *= Within 100km*

*Rituals*

Ritual of Daedric Binding

Rite of Princely Summoning

Rite of the Familiar

Rite of the Homunculus

Rite of Rebirth

Rite of the Wolf-Giver

Rite of the Briarheart

Rite of the Hagraven

Rite of Warding

Rite of the Lurcher

Rite of the Hunter’s Call

Rite of the Falling Star

Rite of the Vampiric Cloud

Vision of the Tenth Eye

Rite of Far-Sight

Rite of Planar Transference

Rite of Consecration

Last Rites of Arkay

Rite of the Starfrost

Rite of Morpholithic Inscription

Rite of Focus

Rite of Undeath

Ritual of Ascendancy

Rite of Bone Sight

Rite of Mortal Flesh

Rite of Vile Reformation

Rite of Arcanum

Rite of the Innocent Quarry

Ritual of Resonance

Ritual of the Ancestor Moth

Rite of Ancestral Council

Rite of the Harrowstorm

*Advanced Magics*

Shadow Magic

Flesh Magic

Incantatory Magic

Runic Magic

Component Casting

Sources of Power