Magic

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Very few can master it, but all are touched by its presence: magic is the general term used for the focusing of the raw energy that flows from Aetherius into Mundus by way of the sun and stars, into various properties and for various purposes. This energy is often referred to as magicka. All magical energy comes from Aetherius and from its magicka Mundus was created. Magicka comprises every spirit, it is the energy of all living things and can be harnessed in a variety of ways. This chapter contains rules for magic in its most common forms, as well as other aspects of the arcane that may be relevant in the course of the players’ adventure.

There are a number of ways that any given magical effect can be manifested. The main three methods of using magic (listed below) are the focus of this chapter, as they are the most common means of manipulating magicka.

***Spellcasting*** allows characters to draw on their own magicka reserves in order to generate an effect in the physical world. Spell casters cast spells using the skill corresponding to the school of magic that the spell is associated with.

***Ritual Magic*** is a form of spellcasting that, while it often requires extensive preparation, can produce potent effects. Thus Ritual Magic uses the six standard spellcasting Skills, though the amount of power involved means that rituals can prove quite dangerous if botched.

***Spellbinding*** is the practice of binding together different spell effects and manipulating the spells forms and functions to create new and distinct spells. Those who master this practice are capable of creating entirely new spells, although this is rare.

***Schools of Magic***

The various magic effects are divided into parent Schools of magic. Exactly which schools are recognized, and how they’re organized, varies from era to era in Tamriel, but for the sake of simplicity this rulebook will utilize the following schools:

The school of ***Alteration*** revolves around altering the physical and magical properties of the world. This can be used to augment the self and allies, or hinder enemies.

The school of ***Conjuration*** focuses on calling upon otherworldly entities and animating the dead. These entities can manifest in a number of different forms.

The school of ***Destruction*** centers on harming targets in a variety of ways. Either through direct damage, or sapping their abilities and defenses.

The school of ***Illusion*** focuses on affecting light and the minds of sentient targets. Illusion can be used to manipulate an enemy’s perception of reality, or augment one’s own.

The school of ***Mysticism*** is a more obscure school, and its spells manipulate magicka itself. Mysticism can be used for many effects, including binding and trapping souls, or reflecting spells.

The school of ***Restoration*** revolves around augmenting and restoring the abilities and body of a target. It also contains effects that can be used against the undead.

# Spellcasting

Spellcasting is the act of drawing on one’s own magicka reserves in order to generate some sort of effect on the world. Spells can be used to create, change, destroy, or manipulate the world and the beings within it.

***Spell Components***

Casting spells requires a combination of physical components (typically precise hand motions), verbal components (incantations or words of power), and the mental component of channeling one’s magicka into the desired effect. Characters can combine all three of these components in order to produce a magical effect, which is known as casting a spell.

Characters suffer a -20 penalty to Spellcasting tests for each of these components that they are deprived of or willingly omit from the casting of their casting.

***Spell Levels***

Each spell’s Spell Level is used to determine how much magicka it costs for a character to cast (the specific cost will be listed with the spell). Higher level spells produce more powerful effects. The level of spell that a caster is capable of is tied to their Rank in the corresponding School of the spell.

| ***Spell Level*** | ***Required Rank*** |
| --- | --- |
| 1 | Novice |
| 2 | Apprentice |
| 3 | Journeyman |
| 4 | Adept |
| 5 | Expert |
| 6 | Master |

***Spell Schools***

Each spell has one associated school of magic. This reflects the type of effect the spell generates, and also determines which skill the character must use in order to cast it.

***Spell Traits***

Many spells have traits listed in their profiles that modify their rules or clarify how they function in game terms. The effects for these attributes are detailed below.

* ***Overload****: The caster benefits from an extra effect (as specified) if not restraining this spell.*
* ***Direct****: Forces a target within (½ Prc) Meters of you to make a Willpower save to resist the spell's effect. If the target does not wish to resist the spell's 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 spell's 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****: You have 1 less Action on your turn while this trait is present. You may release your Mindlock at any time, however, you lose control over the spell. You can only ever have one instance of Mindlock active at a time.*
* ***Reaction****: May be cast as a reaction when specified.*
* ***Touch****: This spell counts as a Melee Attack and has a Reach of 1m. If the caster has a Natural Weapon with a Reach greater than 1m, then that becomes the reach of this Spell type.*

***Spell Durations***

Effects that last for one or more rounds last until the start of the caster’s next turn (after they were triggered, if applicable), and then an additional amount of rounds equal to their listed duration. The Effect of a spell with a duration triggers when it is first cast and at the Start of the casters subsequent turns for as long as it is set to last. A spell ends at the end of the caster’s turn on the last listed round.

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

***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 (to a minimum MP equal to the spell’s level).

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.

***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. Alternative Castings do not require the mage to learn it as a separate spell. If an Alternative Casting lists a specific Rank, then the Mage needs to have that rank in the corresponding School to use the variant.

***AoE Forms***

Spells with the “AoE” trait are an Area of Effect spell. This means that the spell affects a specific area detailed in its description. Detailed below are the different Forms an AoE can be listed with and the area they affect.

* ***Sphere (X)***

The caster selects a sphere’s point of origin, and the sphere extends outward in a spherical shape from that point. The sphere’s X value is expressed as a radius in meters that extends from the point. A sphere’s point of origin is included in the sphere’s area of effect.

* ***Cone (X)***

A cone extends in a direction of the caster’s choosing from its point of origin, being the caster’s location. A cone ’s width at a given point along its length is equal to that point’s distance from the point of origin. A cone’s X value specifies its maximum length. A cone’s point of origin is not included in the cone ’s area of effect, unless you decide otherwise.

* ***Beam (X, Y)***

A beam extends from its point of origin in a straight path up to a length equal to its X value and covers an area of width as defined by its Y value. A beam’s point of origin is not included in the line’s area of effect, unless you decide otherwise.

***Learning Spells***

The process of Learning spells takes time and effort from the Mage. Every spell has a listed ***Complexity*** value. This value determines how complicated the spell is to learn. Over a Long or Extended Rest the Mage may make a skill test using the appropriate School for the spell they are training and record the ***DoS+the Mages IntB*** as progress towards the spell. On an Extended Rest, the Mage may test twice for two different spells or Double the progress they make towards a single spell. Once the mage’s progress meets or exceeds the spells Complexity, they learn the spell and can cast it at any level their Skill Rank in the School would allow.

***Casting Spells***

In structured time, characters use the ***Cast Magic*** action to cast spells. Follow these steps to resolve spell castings:

***Step 1***: **Caster Declares Spell and Targets**  
 First the caster must choose a spell to cast from among those they know. If the spell has a target (or targets) other than the caster, they must choose them now provided they satisfy the spell conditions (range, etc).

***Step 2***: **Casting Test**

The caster makes a skill test with the skill corresponding to the school of the spell (the Destruction skill for Destruction spells, and so forth). A character can only cast a spell of a level that their Rank in the corresponding Skill would allow.

*Spell Components*

If the character cannot speak they suffer a -20 penalty to the casting test. They suffer an additional -20 penalty to the test if they do not have two free hands, either because they are holding items or because their movement is restricted in some way.

***Step 3***: **Resolve the Spell**

Pass or fail, the caster reduces their magicka by the listed cost of the spell. If this would reduce the character’s magicka to below zero, then the spell is not successfully cast.

If the caster passed the test, resolve the effects of the spell as written. If the character is casting a multi-part spell then resolve each part of the spell simultaneously (meaning that none of the parts benefit from the effects of any of the other parts).

***Attack Spells***

Spells with the Direct, Ranged (X), or Touch Traits count as attacks. They are resolved as appropriate for an attack of that type (either ranged, melee or direct as detailed in the ***Spell Trait*** section above):

* The casting test for the spell is also the attack test, and the caster’s degrees of success are compared to the defender’s.
* Spell casting tests can suffer from circumstantial modifiers that the GM rules are appropriate.
* Spells can only benefit from the  ***Critical Hit*** Advantage Action.
* Spells cannot be parried or countered, only blocked or evaded.
* Spells cannot benefit from Stamina points, unless the Action specifically mentions that it can be used for Spellcasting. (i.e. ***Centering***)
* Spells with the AoE attribute are resolved as AoE attacks.

# Alteration

The school of Alteration revolves around altering the physical and magical properties of the world. This can be used to augment the self and allies, or hinder enemies.

## Alteration Spells

***Ward***

***Complexity:*** *30*

***Direct, 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 Direct & 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***

***Complexity:*** *45*

***Direct, 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.

***Open***

***Complexity:*** *30*

***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***

***Complexity:*** *30*

***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***

***Complexity:*** *35*

***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*

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***

***Complexity:*** *30*

***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*

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***

***Complexity:*** *50*

***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 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

The school of Conjuration focuses on calling upon otherworldly entities. These entities can manifest in a number of different forms.

***The Fragility of Binding & the power of Nymics***

Summoning spells that conjure Daedric beings into Mundus also binds them to the will of their summoner, it is this binding that forces the Daedra to obey and not just kill their summoner. This binding is represented by the ***Mindlock*** trait. However, this binding is a fragile thing and can be broken if the summoner is foolish enough to break one of these rules.

Firstly, never accept a gift freely given by a summon Daedra, doing so releases them of their binding. The second way to break the binding is usually the folly of the young and sentimental. Never address a Daedra by a name that they have not given by the Daedra themself. However, if the summoner knows the Daedra’s Nymic, or “True Name”, the binding is not necessary as invoking a Daedra’s Nymic binds them to their will ***without the need of Mindlock***. And thirdly, the inverse of the first rule. Never freely give the Daedra a personal item, doing so breaks their binding and allows the Daedra a way to curse you through your connection with the item.

***Soul Levels***

Summoning spells refer to a creature’s “Soul Level”, the table below details this value.

| ***Soul Level*** | ***Spell Level*** |
| --- | --- |
| Petty | 1 |
| Lesser | 2 |
| Common | 3 |
| Greater | 4 |
| Grand | 5 |
| Black | 6 |

## Conjuration Spells

***Summon Daedra***

***Complexity:*** *50*

***Direct. Mindlock, Upkeep***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 12 | 14 | 16 | 18 | 22 | 26 |
| ***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. This Daedra will have the Bound trait and can be dismissed at will by the caster. Summoned Creatures make a Willpower test opposed by the Spellcasting test to resist the Bound trait. Casting this spell to summon to summon a creature with a Soul Level lower than the spell level imposes a -10, for every level that the spell exceeds the creature's soul, to the creature’s Willpower test to resist the summon

*“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***

***Complexity:*** *40*

***Direct, 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***

***Complexity:*** *35*

***Direct, 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***

***Complexity:*** *45*

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

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 12 | 14 | 16 | 18 | 22 | 26 |
| ***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***

***Complexity:*** *45*

***Direct. Mindlock, Upkeep***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 12 | 14 | 16 | 18 | 22 | 26 |
| ***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. This Spirit will have the Bound trait and can be dismissed at will by the caster. Summoned Creatures make a Willpower test opposed by the Spellcasting test to resist the Bound trait. Casting this spell to summon to summon a creature with a Soul Level lower than the spell level imposes a -10, for every level that the spell exceeds the creature's soul, to the creature’s Willpower test to resist the summon

***Summon Beast***

***Complexity:*** *35*

***Direct. Mindlock, Upkeep***

| ***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. This Beast will have the Bound trait and can be dismissed at will by the caster. Summoned Creatures make a Willpower test opposed by the Spellcasting test to resist the Bound trait. Casting this spell to summon to summon a creature with a Soul Level lower than the spell level imposes a -10, for every level that the spell exceeds the creature's soul, to the creature’s Willpower test to resist the summon

***Spirit of Doom***

***Complexity:*** *35*

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

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

*Effect*

At the end of the target's next turn, they take (Spell Strength) Raw Damage as the Spirit possessing them rends them from within.

***Spirit of Battle***

*(Based on the Spell “Righteousness” from Dawnstar)*

***Complexity:*** *30*

***Direct, Upkeep***

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

*Effect*

While this spell is active, you add (Spell Strength) to all physical damage you inflict from your attacks for 1 round. The spirit possessing you brings with it a consuming hunger, draining (Spell Strength) HP from you at the start of each of your turns while the spell is active.

***Summon Undead***

***Complexity:*** *40*

***Direct. Mindlock, Upkeep***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 12 | 14 | 16 | 18 | 22 | 26 |
| ***SP Str*** | 1 | 2 | 3 | 4 | 5 | 6 |

*Effect*

Summon an Undead 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 Undead’s Soul Level rounded up. This Undead will have the Bound trait and can be dismissed at will by the caster.

***Spirit of Sorcery***

***Complexity:*** *30*

***Direct, Upkeep***

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

*Effect*

While this spell is active, you reduce the cost of all of your spells, except the upkeep or cost of this spell, by (Spell Strength) for 1 round, to a minimum MP cost equal to the Spell Level. The spirit possessing you brings with it a consuming hunger, draining (Spell Strength) HP from you at the start of each of your turns while the spell is active.

# Destruction

The school of Destruction centers on harming targets in a variety of ways. Either through direct damage, or sapping their abilities and defenses.

## Destruction Spells

***(Type) Bite***

***Complexity:*** *25*

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

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 5 | 7 | 9 | 11 | 13 | 15 |
| ***SP Str*** | +0 | +2 | +4 | +6 | +8 | +10 |

*Effect*

Fires a burst of elemental energy at target character within 1m. Deals 1d10+[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***

***Complexity:*** *30*

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

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** |
| --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 7 | 9 | 11 | 13 | 15 | 17 |
| ***SP Str*** | +0 | +2 | +4 | +6 | +8 | +10 |

*Effect*

Fires a bolt of elemental energy at target character within 30m. Deals 1d10+[Spell Strength] [type] damage

*Alt Casting (Ball)*

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

***(Type) Cloak***

***Complexity:*** *35*

***Direct, 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). The Storm inflicts 1d10+(Spell Strength) (Type) damage to anyone who enters or starts their turn in the sphere. Doing this doubles the initial Magicka cost of the spell.

***Drain Characteristic***

***Complexity:*** *40*

***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 and has variant values for Health (SpStr\*2), Stamina (½ SpStr, rounded down), and Magicka (SpStr\*3).

***(Type) Weakness***

***Complexity:*** *35*

***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.

***Drain Attribute***

***Complexity:*** *35*

***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) Glyph***

***Complexity:*** *40*

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

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

*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 1d10+[Spell Strength] [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 glyph. You can only have “WpB” Glyphs active at any given time.

*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.

***Disintegrate***

***Complexity:*** *40*

***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.

# Illusion

The school of Illusion focuses on affecting light and the minds of sentient targets. Illusion can be used to manipulate an enemy’s perception of reality, or augment one’s own.

## Illusion Spells

***Chameleon***

***Complexity:*** *35*

***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 spell's effect.

***Sanctuary***

***Complexity:*** *35*

***Direct***

| ***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.

***Light***

***Complexity:*** *25*

***Direct, 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 Direct 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***

***Complexity:*** *45*

***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.

***Silence***

***Complexity:*** *35*

***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.

***Charm***

***Complexity:*** *35*

***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.

***Mirage***

***Complexity:*** *50*

***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.

***Glamour***

***Complexity:*** *50*

***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*

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

The school of Mysticism is a more obscure school, and its spells manipulate magicka itself. Mysticism can be used for many effects, including binding and trapping souls, or reflecting spells.

## Mysticism Spells

***Teleport***

***Complexity:*** *55*

***Touch***

| ***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 Touch 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.

***Absorb Stamina***

***Complexity:*** *35*

***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).

***Soul Trap***

***Complexity:*** *40*

***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 or spell dealt by the caster.

***Telekinesis***

***Complexity:*** *30*

***Touch***

| ***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 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***

***Complexity:*** *40*

***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***

***Complexity:*** *35*

***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.

***Dispel***

***Complexity:*** *40*

***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)*

Adds the Reaction trait. 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 spell's effect.

***Clairvoyance***

***Complexity:*** *50*

***Direct***

| ***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*

# Restoration

The school of Restoration revolves around augmenting and restoring the abilities and body of a target. It also contains effects that can be used specifically against the Undead.

## Restoration Spells

***Healing***

***Complexity:*** *30*

***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***

***Complexity:*** *35*

***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. For every level that the spell exceeds the creature's Soul level, the creature takes a -10 to their Willpower test to resist.

*“Adept” Alt Casting (Protection)*

Replace the spell's 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***

***Complexity:*** *50*

***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***

***Complexity:*** *50*

***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 And has variant values for Health (SpStr\*2), Stamina (½ SpStr, rounded down), and Magicka (SpStr\*3).

***Cure***

***Complexity:*** *45*

***Touch***

| ***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***

***Complexity:*** *40*

***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***

***Complexity:*** *40*

***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***

***Complexity:*** *35*

***Direct, Upkeep, 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.

*Alt Casting (Solar Lance)*

Replace the Self & Upkeep traits with AoE (10m/2m, Beam)

# Ritual Magic

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 Skull 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