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 Penalty to Spellcasting tests for each of these components that they are deprived of or willingly omit from the casting of their casting.

### 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.

### Overloading Spells

Certain spells can be overloaded by doubling the Magicka cost of the spell. The effect of this Overloaded spell is detailed in the spell’s description. Some spells list multiple Overload effect blocks, if the effects are separated into different blocks then the caster may choose between them when they overload the spell, but only one may be used per casting.

### Caster Level

Most spells make use of a value called ***Caster Level (CL)***, this value is equal to the Caster’s Rank in the Magic School’s skill. Different spells use the CL in different ways, each detailed in the spell's description.

### Learning Spells

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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.

### 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.

* ***Direct****: Forces a target within (****½ Prc****) Meters of you to make a* ***Resolve*** *test 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.*
* ***Drain (X)****: 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 X MP.*
* ***Channeled****: You may maintain the spell's effect without spending Magicka in exchange for taking no other actions aside from maintaining the spell.*
* ***AoE****: Affects all targets caught within the area. Targets may make an Evasion test, and if successful they take reduced damage and can move DoS meters, if this would carry them out of the area, they take no damage instead.*
* *Beam (X, Y)*

*X meters Long, Y meters wide*

* *Wave (X)*

*X meters long, starting with the 1m space in front of the caster and increases in width by 2m (1 on either side) for every meter it extends outwards.*

* *Sphere (X)*

*A Sphere with a Radius of X.*

* ***Ranged (X)****: Acts as a ranged attack with a max range of X meters 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.*
* ***Prolonged****: This spell’s effect will persist until the end of the caster’s turn after an amount of rounds equal to the Caster Level.*
* ***Instant****: The spell’s effect is instantaneous and is gone after the effect is resolved*
* ***Charged****: This spell can be charged by spending multiple actions on its casting. These spells can be charged over multiple turns, but if you take an action or reaction other than to charge or release it, all built up charge is lost. The Casting test is rolled upon release, which is done as a free action on the caster’s turn. A spell can only be charged up to ten times. (UPDATE)*

### 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 cannot be parried or countered, only blocked or evaded.
* Spells with the AoE attribute are resolved as AoE attacks.

### 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.

***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).

### Ritual Casting Spells

Some spells have a “Ritual Casting” block that details an advanced casting option for the spell. All standard rituals take a Short Rest to perform and most will require some kind of focus or material component. These ***Standard Rituals*** are different from ***Advanced Rituals***, which are detailed in a later section of this chapter, in the way that standard rituals only require knowledge of the spell to perform. While advanced rituals require knowledge of the ritual itself, training in multiple schools of magic and different spells, and multiple stages to prepare and perform.

All rituals will detail a Ritual Focus, Ritual Components, or both. The difference between a focus and a component are as follows. ***Ritual Focuses*** are not destroyed during the ritual, but must remain at the ritual site in a special magic circle that suspends the focus in the air a few feet above the ritual surface. If the ritual focus is removed from its resting place, the ritual's effects end. ***Ritual Components*** are consumed by the ritual and are lost in the casting. Casting a Ritual calls for a Spellcasting test at the end of the Short Rest (1 hour cast time) and costs the same amount of Magicka it takes to Overload the spell.

# 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.

***Ward***

| ***MP Cost*** | 2 | ***School*** | Alteration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Reaction, Direct, Instant | | | |
| ***Effects***  This spell can be cast in place of the *Block* skill when taking the Block Defensive Reaction. This function as if the caster was using a shield with the Magic quality and a DR of DoS+CL | | | | |
| ***Overloaded Effect***  Replaces Direct with a (WpB) meter Sphere AoE | | | | |
| ***Ritual Casting***  Using a *Flawless Sapphire* as a focus, the caster  creates a magical barrier in an area of a 100m  Sphere AoE. No teleportation or magical  observation will function within the affected zone  until the Ritual Focus is removed from its stationary  resting place. | | | | |

***Locksplitter***

| ***MP Cost*** | 3 | ***School*** | Alteration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Touch, Instant | | | |
| ***Effects***  This spell can be cast in place of a *Security* test and counts as having Lockpicks | | | | |

***Levitation***

| ***MP Cost*** | 3 | ***School*** | Alteration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Drain (2), Direct | | | |
| ***Effects***  The target gains a flight speed equal to the spells  DoS | | | | |
| ***Overloaded Effect***  Overloading the spell doubles the spell’s Flight  speed value | | | | |

***Burden***

| ***MP Cost*** | 3 | ***School*** | Alteration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (1) | | | |
| ***Effects***  The target suffers from an increased carry weight level equal to the spell’s DoS | | | | |
| ***Overloaded Effect***  Increases the Drain (1) to *Drain (5)* and the target suffers the *Paralyzed* Condition | | | | |

***Featherflight***

| ***MP Cost*** | 3 | ***School*** | Alteration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (1) | | | |
| ***Effects***  The target adds the spell’s DoS to their jump height and distance. Additionally, they can reduce the distance they fall by DoS for determining fall damage | | | | |
| ***Overloaded Effect***  Overloading the spell reduces the targets carry weight level by DoS instead of its normal effect | | | | |

***Seastride***

| ***MP Cost*** | 2 | ***School*** | Alteration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (1) | | | |
| ***Effects***  The target gains the ability to walk on water at a speed equal to the spell’s DoS, capped at the target’s normal speed | | | | |

***Buoyancy***

| ***MP Cost*** | 2 | ***School*** | Alteration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (1) | | | |
| ***Effects***  The target gains the ability to breathe underwater and adds the DoS to their speed while swimming | | | | |

***Passwall***

| ***MP Cost*** | 4 | ***School*** | Alteration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Direct, Instant | | | |
| ***Effects***  The target can move up to DoS meters through any non-magical solid surface | | | | |
| ***Overloaded Effect***  Overloading this spell doubles the distance the target can move through solid surfaces | | | | |

***Wildshape***

| ***MP Cost*** | 4 | ***School*** | Alteration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (1) | | | |
| ***Effects***  The target takes on the stats of a Beast type creature with a Soul Level equal to the DoS. Being dropped to 0 health while in the form of a Beast, forces the target back to their normal form at 0 health | | | | |
| ***Ritual Casting***  Using an unaltered *Physical Part of the Animal* as a focus, the caster can turn into the animal associated with the focus, such as using the hide of a bear to turn into a bear, for a duration equal to the CL in hours, rather then rounds | | | | |

***Telekinesis***

| ***MP Cost*** | 2 | ***School*** | Alteration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Instant, Ranged (10) | | | |
| ***Effects***  The caster may either interact with an item or pull  an item towards them with 10m of them that they can see. The item must have a weight of DoS + CL or less, or require an amount of force equivalent to this limit, in order to interact with it | | | | |
| ***Overloaded Effect***  The spell gains the (CL + Charge meters) Wave AoE and Charged traits and loses the Instant and Ranged (10) traits. Any target caught within the AoE is flung to the far end of the AoE and must make a *Fortitude* test or be knocked prone and takes fall damage as if they had fallen whatever distances they were thrown | | | | |

***Bend Reality***

| ***MP Cost*** | 3 | ***School*** | Alteration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Direct, Instant | | | |
| ***Effects***  This spell can be cast in place of an *Athletics* test | | | | |
| ***Overloaded Effect***  ? | | | | |

# 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 |

***Bound Armor***

| ***MP Cost*** | 3 | ***School*** | Conjuration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (1) | | | |
| ***Effects***  Creates a complete suit of armor, that covers any that the target is wearing, with a total DR of (CL + DoS). If the target is wearing armor with a greater total DR, then they use the greater value. Bound Armor cannot be degraded | | | | |
| ***Overloaded Effect***  Overloading this spell multiples the CL by the DoS, instead of adding them together, for determining the total DR | | | | |

***Bound Weapon***

| ***MP Cost*** | 2 | ***School*** | Conjuration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (1) | | | |
| ***Effects***  Creates a weapon of the casters choice that has a material bonus equal to the CL or less. Bound Weapons cannot be degraded. Bound weapons that require ammunition come with 10 shots with the same material bonus | | | | |
| ***Overloaded Effect***  Overloading this spell adds the caster’s WpB to the weapon’s base damage maximum | | | | |

***Banishment***

| ***MP Cost*** | 3 | ***School*** | Conjuration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Instant, Direct | | | |
| ***Effects***  Banishes a summoned Daedra with a Soul Level equal to the spell’s DoS, or less, back to its native plane of Oblivion | | | | |
| ***Overloaded Effect***  Overloading this spell doubles the spell’s DoS for the purpose of determining the Soul Level the spell can banish | | | | |

***Spirit of Doom***

| ***MP Cost*** | 4 | ***School*** | Conjuration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Direct, Instant | | | |
| ***Effects***  This spell forces a chaotic Daedric spirit into the body of the target that will grow in power every round that the spirit is inside the target. After 2 full rounds, the spirit erupts from the target and returns to oblivion, tearing away at the target's soul and vital essence as it departs. The spirit will inflict (DoS) d6 + CL as Raw Damage | | | | |

***Spirit of Sorcery***

| ***MP Cost*** | 4 | ***School*** | Conjuration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (1) | | | |
| ***Effects***  Summons a Daedric Spirit into the body of the target that empowers their magic while draining their lifeforce. All spells cast by the target add this spell’s DoS+CL to their other spell’s CL. However, the target will take 1d10 Raw Damage every time they cast a spell while the Spirit is still inside them | | | | |

***Spirit of Battle***

| ***MP Cost*** | 4 | ***School*** | Conjuration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (1) | | | |
| ***Effects***  Summons a Daedric spirit into the body of the target that empowers their physical attacks at the cost of the target's own lifeforce. The target adds this spell’s DoS+CL to all of their physical attacks’ damage and half of all damage they inflict with a physical attack is considered Raw Damage. However, the target takes 1d10 Raw Damage after every attack they make while the spirit is still inside them | | | | |

### Summoning Resistance

The summoned creature is the target of the Direct trait for summoning spells, so they get to test Resolve to resist the control of the summoner.

***Reanimation***

| ***MP Cost*** | 3 | ***School*** | Conjuration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Ranged (10), Drain (2), Mindlock | | | |
| ***Effects***  Reanimates a slain corpse at full health, they gain the Undead trait along with the Bound (DoS) and Zombified conditions. The corpse must have been alive within the past hour and can only be of a size based on your CL. (*Puny being CL 1 and Huge being CL 6*) | | | | |
| ***Overloaded Effect***  Overloading this spell removes the Zombified Condition from the spell’s effect | | | | |
| ***Ritual Casting***  Using an *Empty Black Soul Gem* as a component, the caster may have the spell’s duration be measured in hours rather then rounds | | | | |

***Summon Daedra***

| ***MP Cost*** | 4 | ***School*** | Conjuration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (2), Mindlock | | | |
| ***Effects***  Summons a Daedra type creature with a Soul level equal to or less then the Spells’ CL. The Summoned creature will have the Bound (DoS) condition. | | | | |
| ***Overloaded Effect***  Overloading this spell imposes a Penalty on the summoned Creature’s Resolve test | | | | |
| ***Ritual Casting***  Using a *Daedra’s Heart* as a component, the caster may have the spell’s duration be measured in hours rather then rounds | | | | |

***Summon Aedra***

| ***MP Cost*** | 4 | ***School*** | Conjuration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (2), Mindlock | | | |
| ***Effects***  Summons an Aedra type creature with a Soul level equal to or less then the Spells’ CL. The Summoned creature will have the Bound (DoS) condition. | | | | |
| ***Overloaded Effect***  Overloading this spell imposes a Penalty on the summoned Creature’s Resolve test | | | | |
| ***Ritual Casting***  Using a portion of *Aedric Essence* as a component, the caster may have the spell’s duration be measured in hours rather then rounds | | | | |

***Summon Beast***

| ***MP Cost*** | 3 | ***School*** | Conjuration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (1), Mindlock | | | |
| ***Effects***  Summons a Beast type creature with a Soul level equal to or less then the Spells’ CL. The Summoned creature will have the Bound (DoS) condition. | | | | |
| ***Overloaded Effect***  Overloading this spell imposes a Penalty on the summoned Creature’s Resolve test | | | | |
| ***Ritual Casting***  Using a *Flawless Emerald* as a component, the caster may have the spell’s duration be measured in hours rather then rounds | | | | |

***Summon Undead***

| ***MP Cost*** | 3 | ***School*** | Conjuration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (1), Mindlock | | | |
| ***Effects***  Summons an Undead type creature with a Soul level equal to or less then the Spells’ CL. The Summoned creature will have the Bound (DoS) condition. The undead summoned using this spell are pulled from the creatia of the Soul Cairn | | | | |
| ***Overloaded Effect***  Overloading this spell imposes a Penalty on the summoned Creature’s Resolve test | | | | |
| ***Ritual Casting***  Using an *Empty Black Soul Gem* as a component, the caster may have the spell’s duration be measured in hours rather then rounds | | | | |

***Summon Familiar***

| ***MP Cost*** | ? | ***School*** | ? | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |
| ***Ritual Casting***  ? | | | | |

# Destruction

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

### Type Damage Spells

All spells with (Type) in its name and description are assigned a damaged type by the mage from the options of Fire, Frost, Shock, and Poison when they learn it. Each Type is treated as a different spell.

***(Type) Bite***

| ***MP Cost*** | 2 | ***School*** | **Destruction** | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Touch, Instant | | | |
| ***Effects***  Inflicts (DoS) d10 + CL (Type) Damage on the target | | | | |
| ***Overloaded Effect***  Overloading this spell replaces the Touch trait with a 4m Wave AoE | | | | |

***(Type) Bolt***

| ***MP Cost*** | 2 | ***School*** | **Destruction** | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Charged, Ranged (15), Instant | | | |
| ***Effects***  Inflicts (DoS) d8 + CL (Type) Damage on the target | | | | |
| ***Overloaded Effect***  Overloading this spell adds a (WpB) meter Sphere AoE trait to the spell | | | | |
| ***Ritual Casting***  Using a *Filled Soul Gem* as a focus, the caster turns the soul gem into an arcane defense turret that will fire a basic (Type) Bolt spell at any target that the creator hasn’t deemed an ally. The Turret has a TN equal to its creator and has a CL equal to the Soul Level that the Soul Gem is filled with. This turret has its own initiative (+10) and will always spend both of its actions charging and the it will release the bolt at the end of its turn every round | | | | |

***(Type) Cloak***

| ***MP Cost*** | 2 | ***School*** | Destruction | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (1) | | | |
| ***Effects***  The target becomes enveloped in a wreath of elemental energy.After a melee attack that hits the target of this spell, the attacker takes (CL)\*DoS (Type) Damage | | | | |
| ***Overloaded Effect***  Overloading this spell replaces the Direct and Drain (1) traits with the (WpB) Sphere AoE and Channeling traits. Inflicting its damage to everyone in the area, rather than as a retaliation attack | | | | |

***(Type) Weakness***

| ***MP Cost*** | 3 | ***School*** | Destruction | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Ranged (10), Drain (2) | | | |
| ***Effects***  The target takes the *Weakness (Type) (DoS)* trait | | | | |
| ***Overloaded Effect***  Overloading this spell adds the caster’s WpB to the Weakness traits X value | | | | |

***Disintegrate***

| ***MP Cost*** | 4 | ***School*** | **Destruction** | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Instant, Touch | | | |
| ***Effects***  The caster may select a single item on their target. This item will lose DoS condition. This spell has no effect on items with the Magic or Artifact qualities | | | | |
| ***Overloaded Effect***  Overloading this spell allows the caster to affect items with the Magic quality | | | | |

***(Type) Glyph***

| ***MP Cost*** | 3 | ***School*** | Destruction | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Ranged (10), 3m Sphere AoE (Upon Detonation) | | | |
| ***Effects***  Creates a magical symbol that covers a 1m, or smaller, space that will explode for a stored damage equal to (CL + WpB)\*DoS (Type) Damage after a predetermined parameter is met. The Caster can only maintain an amount of runes equal to their WpB and the runes will persist for 24 hours, or until detonated. No matter their size, these glyphs cannot be placed less than 3m of each other, doing so renders them inert.   * ***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.* | | | | |
| ***Ritual Casting***  Using a portion of *(Type) Salt* as a component, the Glyph becomes permanent and does not count towards the caster maximum amount of active glyphs | | | | |

***Curse of Frailty***

| ***MP Cost*** | 2 | ***School*** | Destruction | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (2) | | | |
| ***Effects***  Inflicts the *Sickened (DoS)* condition on the target | | | | |

***Curse of Lethargy***

| ***MP Cost*** | 2 | ***School*** | Destruction | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (2) | | | |
| ***Effects***  Inflicts the *Slowed (DoS)* condition on the target | | | | |

***Curse of Enervation***

| ***MP Cost*** | 2 | ***School*** | Destruction | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (2) | | | |
| ***Effects***  Inflicts the *Feeble (DoS)* condition on the target | | | | |

***Heartrend***

| ***MP Cost*** | 2 | ***School*** | Destruction | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Ranged (15), Instant, Charged | | | |
| ***Effects***  Inflicts the *Bleeding (DoS\*CL + Charge)* condition on the target | | | | |

***Chain Lightning***

| ***MP Cost*** | 3 | ***School*** | Destruction | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Ranged (10), Instant | | | |
| ***Effects***  Inflicts (DoS) d6 + CL Shock Damage on the target and (DoS-1) d6 damage to any other target within 3m of the primary target and (DoS-2) d6 damage to any targets within 2m of the secondary targets | | | | |
| ***Overloaded Effect***  Overloading this spell changes the d6 to a d8 for the spell’s damage | | | | |

***Poisonbloom***

| ***MP Cost*** | 3 | ***School*** | Destruction | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Drain (1), 5m Sphere AoE | | | |
| ***Effects***  Creates a cloud of noxious gas that counts as difficult and obscured terrain and inflicts (DoS) d6 + CL Poison Damage to anyone who ends or starts their turn in the area | | | | |
| ***Overloaded Effect***  Overloading this spell replaces the Drain (1) and Prolonged traits with Channeling | | | | |

***Wildfire***

| ***MP Cost*** | 3 | ***School*** | Destruction | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Ranged (10), Instant | | | |
| ***Effects***  Inflicts the *Burning ([DoS] d6 + CL)* condition on the target | | | | |
| ***Overloaded Effect***  Overloading this spell gives it a 3m Sphere AoE and makes the affected area into *Burning Terrain* for 3 rounds | | | | |

***Arctic Gale***

| ***MP Cost*** | 3 | ***School*** | Destruction | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Channeling, 8m Wave AoE | | | |
| ***Effects***  The Area is considered *Slick* and *Freezing* terrain anyone that falls prone within the area are pushed to the edge of its range | | | | |
| ***Overloaded Effect***  Overloading this spell replaces the 8m Wave with a 6m Sphere AoE | | | | |

# 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.

***Shadowform***

| ***MP Cost*** | 3 | ***School*** | Illusion | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Direct, Instant | | | |
| ***Effects***  This spell can be cast in place of making a *Sneak* test | | | | |
| ***Overloaded Effect***  Overloading this spell replaces the Instant trait with the Prolonged and Drain (2) traits. The target gains the *Invisible* condition. This spell ends its effects if the character takes an attack action, uses an item, or casts a spell | | | | |
| ***Ritual Casting***  Using a portion of *Vampire Dust* as a component, the spell functions as the Overloaded version with the following ability. If the Invisibility condition is broken, it will renew at the end of the target’s next turn if the target does not perform any action that would break it | | | | |

***Magelight***

| ***MP Cost*** | 1 | ***School*** | Illusion | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Channeling | | | |
| ***Effects***  The spell creates a luminous sphere above the caster’s head that projects bright light in a (DoS+WpB) Meter radius | | | | |
| ***Overloaded Effect***  Overloading this spell replaces the Channeling trait with the Prolonged and Drain (1) traits | | | | |

***Night Eye***

| ***MP Cost*** | 2 | ***School*** | Illusion | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (1) | | | |
| ***Effects***  The target gains the *Darksight (DoS)* trait | | | | |
| ***Overloaded Effect***  Overloading this spell removes the Drain (1) trait and inflicts the *Blinded* condition on the target | | | | |

***Mayhem***

| ***MP Cost*** | 3 | ***School*** | Illusion | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (2) | | | |
| ***Effects***  The target suffers the *Frenzied (DoS)* condition | | | | |
| ***Overloaded Effect***  The target suffers the *Frightened (DoS)* condition | | | | |

***Silence***

| ***MP Cost*** | 2 | ***School*** | Illusion | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Prolonged, Direct, Drain (2) | | | |
| ***Effects***  The target loses the ability to make any sound for the duration of the spell | | | | |
| ***Overloaded Effect***  Replaces the Prolonged and Drain (2) traits with the Instant trait. The target suffers the *Fatigued (DoS)* condition | | | | |

***Beguile***

| ***MP Cost*** | 3 | ***School*** | Illusion | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Direct, Instant | | | |
| ***Effects***  This spell may be cast in place of making a *Speechcraft* test. | | | | |
| ***Overloaded Effect***  Overloading this spell inflicts the *Charmed (DoS)* condition on the target and replaces the Instant trait with the *Prolonged* and *Drain (2)* traits | | | | |

***Sanctuary***

| ***MP Cost*** | 3 | ***School*** | Illusion | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Direct, Instant | | | |
| ***Effects***  The spell can be cast in place of an *Evasion* test | | | | |
| ***Overloaded Effect***  Overloading this spell gives the Prolonged and Drain (2) traits. The target gains the *Blurred (DoS)* condition | | | | |

***Mirage***

| ***MP Cost*** | ? | ***School*** | Illusion | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |
| ***Ritual Casting***  ? | | | | |

***Glamour***

| ***MP Cost*** | ? | ***School*** | Illusion | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |
| ***Ritual Casting***  ? | | | | |

***Phantasm***

| ***MP Cost*** | ? | ***School*** | Illusion | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |
| ***Ritual Casting***  ? | | | | |

# 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.

***Teleport***

| ***MP Cost*** | ? | ***School*** | Mysticism | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |
| ***Ritual Casting***  ? | | | | |

***Absorb Health***

| ***MP Cost*** | ? | ***School*** | Mysticism | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |

***Absorb Magicka***

| ***MP Cost*** | ? | ***School*** | Mysticism | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |

***Absorb Stamina***

| ***MP Cost*** | ? | ***School*** | Mysticism | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |

***Soul Trap***

| ***MP Cost*** | ? | ***School*** | Mysticism | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |
| ***Ritual Casting***  ? | | | | |

***Dispel***

| ***MP Cost*** | ? | ***School*** | Mysticism | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |

***Clairvoyance***

| ***MP Cost*** | ? | ***School*** | Mysticism | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |
| ***Ritual Casting***  ? | | | | |

***Temporal Distortion***

| ***MP Cost*** | ? | ***School*** | Mysticism | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |

***Astral Projection***

| ***MP Cost*** | ? | ***School*** | Mysticism | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |
| ***Ritual Casting***  ? | | | | |

***Negation***

| ***MP Cost*** | ? | ***School*** | Mysticism | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |

***Desiccation***

| ***MP Cost*** | ? | ***School*** | Mysticism | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |

***Psychomancy***

| ***MP Cost*** | ? | ***School*** | Mysticism | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |
| ***Ritual Casting***  ? | | | | |

***Mark of Protection***

| ***MP Cost*** | ? | ***School*** | Mysticism | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |
| ***Ritual Casting***  ? | | | | |

# 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.

***Healing***

| ***MP Cost*** | 3 | ***School*** | Restoration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Instant, Direct | | | |
| ***Effects***  Target restores *(2+CL)\*DoS* HP. This healing cannot raise someone past their current wound level. | | | | |
| ***Overloaded Effect***  Target restores *(5+CL)\*DoS* HP. This healing cannot raise someone past their current wound level. | | | | |
| ***Ritual Casting***  Using a *Flawless Emerald* as a component, the spell will affect upto five targets within the caster’s immediate area, restoring *(2+CL)\*DoS* HP. This healing cannot raise someone past their current wound level. | | | | |

***Respite***

| ***MP Cost*** | 2 | ***School*** | Restoration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Direct, Instant | | | |
| ***Effects***  Target restores *DoS* SP. | | | | |
| ***Overloaded Effect***  ? | | | | |
| ***Ritual Casting***  ? | | | | |

***Replenish***

| ***MP Cost*** | ? | ***School*** | Restoration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |
| ***Ritual Casting***  ? | | | | |

***Cleanse***

| ***MP Cost*** | 3 | ***School*** | Restoration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | Instant, Touch | | | |
| ***Effects***  This spell may be cast in place of making a *Medicine* test when made to treat a Disease and functions as a Healer’s kit | | | | |
| ***Ritual Casting***  Using a *Flawless Pearl* as a component, the caster may attempt to outright cure a disease. To do this, the spell’s DoS must be equal to or greater than the disease's current stage. | | | | |

***Turn Undead***

| ***MP Cost*** | ? | ***School*** | Restoration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |
| ***Ritual Casting***  ? | | | | |

***Sunlight***

| ***MP Cost*** | ? | ***School*** | Restoration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |

***Solar Aura***

| ***MP Cost*** | ? | ***School*** | Restoration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |

***Necrosis***

| ***MP Cost*** | ? | ***School*** | Restoration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |

***Boon of Vitality***

| ***MP Cost*** | ? | ***School*** | Restoration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |

***Boon of Alacrity***

| ***MP Cost*** | ? | ***School*** | Restoration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |

***Boon of Might***

| ***MP Cost*** | ? | ***School*** | Restoration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |

***(Type) Guard***

| ***MP Cost*** | ? | ***School*** | Restoration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |

***Contagion***

| ***MP Cost*** | ? | ***School*** | Restoration | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |

# Mythic Spells

Fingers of the Mountain

Wizard’s Fury

Stendarr’s Aura

Draw Forth the Soul

Grasp the Heart

Vision of the Tenth Eye

Deific Intervention

Auramancy

# Advanced Rituals

Ritual of Binding

Rite of Daedric Infusion

Rite of Princely Summoning

Rite of the Familiar

Last Rites of Arkay

Rite of the Starfrost

Rite of the Innocent Quarry

Ritual of the Ancestor Moth

Rite of Consecration

Rite of the Hunter’s Call

Rite of the Falling Star

Rite of the Vampiric Cloud

Rite of the Harrowstorm

Rite of the Lurcher

Rite of the Briarheart

Rite of the Hagraven

Rite of Warding

Rite of the Homunculus

Vision of the Tenth Eye

Rite of Far-Sight

Rite of Planar Transference

Rite of Arcanum

Ritual of Resonance

Rite of Morpholithic Inscription

Rite of Focus

Rite of Rebirth (Cures Vampirism)

Rite of the Wolf-Giver (Cures Lycanthropy)

Rite of Undeath

Ritual of Ascendancy

Rite of Skull Sight

Rite of Mortal Flesh

Rite of Vile Reformation

# Spellbinding

???

***SPELL***

| ***MP Cost*** | ? | ***School*** | ? | |
| --- | --- | --- | --- | --- |
| ***Traits*** | ? | | | |
| ***Effects***  ? | | | | |
| ***Overloaded Effect***  ? | | | | |
| ***Ritual Casting***  ? | | | | |