

# Legends of Magic

## The Magic of the Dragon Isles

### for Legends RPG

Legends of Magic is a supplement to the Legends RPG, detailing the magic of the Dragon Isles.

This is not a "generic" magic system for Legends, but tailored specifically to the Dragon Isles of Ambar campaign setting. In effect these are the "house magic rules" for our campaigns.

There are also many links back to the campaign setting content, and some content may be repeated, but the main focus of this section is Legends-specific rules and interpretations.

## Issues

1. Sample spells
  - Magic missile - as bow asset
  - Magic armor - as armor asset - can it be heavy?
  - Paralyzation -
  - Power word kill - how is this any different from an attack spell? All or nothing
2. Flight spell - how is this different from a "wings" asset?
3. Spell Schools / magic arts / channels
  - a. Summoning
  - b. Abjuration
  - c. Evocation
  - d. Cancellation (Dispel magic)
  - e. Illusion

## Methods

- A. Generic magic arts/channels, e.g. "evocation" that group together similar kinds of spells. The spells can be detailed with rules.

- B. Explain principles of using spells. Damage, Duration, Scope, casting time
- C. Explain how some spells create Assets; some create Innate Assets. Do all spells create Assets if the item is physical?

# Magic Methods and Magic Arts

Here are the archetypical magic methods common in Ambar, along with examples of cultural Magic Arts that use them. A Magic Method is a set of abstract core mechanics shared by many Arts, while a Magic Art is an application of one or more Methods, combined with cultural nuances.

By giving consideration to the underlying magical methods involved, two characters of different cultures or magic arts can collaborate on the same kind of magic. This also makes it easier for characters to interact with magic they find while adventuring.

These magic methods are not mutually exclusive, and an individual wizard might become well versed in several of them. For example, a Dwur Thaumaturge might also embellish his creations with Runes.

## Glyphs / Runes

Spells are cast by drawing magic symbols such as glyphs or runes in the air or on objects. Each symbol has a corresponding power word that may be spoken to add to the effect, although some say this does nothing more than assist the wizard in recalling the symbol precisely.

Since glyphs and runes are a form of writing, this method of magic has been easier to pass down through generations of wizards. Also, it is possible to rediscover symbols from ancient times in old ruins.

The Guldurine Glyphs originated from the Deep Old Ones in the Astral Sea. They can often be found inscribed on coral and stones around the oceans. These glyphs rarely describe natural phenomenon like, usually only abstruse magical concepts such as summoning, binding, force lightning, and teleportation. This is likely because these glyphs originated in the Astral Seas, where the natural elements do not exist as we know them. Guldurine Glyphs are used by the "Black Wizards" of Harnendor, Avathar Necromancers, Deep Old Ones, and many Ifr'it. Runes are used by wizards (for fireball!), Dwur, other Eldar.

The Dwur are the keepers of the sacred Eldar Runes. These powerful symbols hold the keys to the creation of the world of

Ambar. There is a rune for every concept in the world, such as "fire", "mountain", or "tree", and thus are essentially the opposite of the Guldurine Glyphs ("reality" versus "theory"). Some "White Wizards" only practice runes, eschewing glyphs as occult lore that should be avoided, and most Aethiiri avoid both.

## Thaumaturgy / Alchemy

This magic method is not used to cast spells, but instead to craft magical objects such as potions, unbreakable doors, and even automatons. Special materials are often required. This magic method is used by a great many cultures, including the Baal'Yr, Avathars (blood alchemy), many Eldar, and Harnendorian Black Wizards.

## Astral Harmonics

Spells are cast by making particular sounds that have magic resonance. The instrument can be the voice, bells, horns, or even swords, but the sounds are quite eerie as this method of magic originated in the Astral Plane.

Some cultures, particularly the Aethiiri, have developed this into a fine art of music, albeit alien-sounding music. Few other cultures have mastered this method of magic, save the dragons and Baal, who use horns that mimic dragon sounds. Be aware that the Kha'din also employ astral harmonics (which is a good example of how a "magic method" is independent of its usage).

## Mthu Rygas (sorcery)

Spells are cast by forming mental images and constructs. No words or gestures are used, so some say this is the purest form of magic, however there some unusual restrictions. The sorcerer needs to be able to concentrate well, and if he wants to affect a target directly he must see it directly with his own eyes, for the eyes are the gateway to the soul.

This is most often called Mthu Rygas, and is the favored magic method of many Ifr'it, Belerions, and Vozen.

# Magic Assets - Arms and Armor

Magic-users often do not have the necessary training or physical stamina necessary to wield weapons or wear armor as well as a professional fighter. Fortunately, they can invoke protective wards and summon weapons that are nearly as effective as their mundane counterparts.

## Usage

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Each of the Assets below represents a quasi-real, weapon or armor formed of the character's magic.

The item is equivalent in usage to a `Weapon_` or to a piece of `Armor_`. For example, the `*arcane armor*` spell creates magic armor that functions the same as normal metal armor, and is used in the same way by the character. See the ``Medieval Arms and Armor`_` expansion for more information.

In addition, the item may be dissipated or conjured at a moments notice, whenever desired, as long as the Asset is available in the Scene. For example, a magic weapon might spring into being like a lightsaber.

.. `_Armor`: `article?Armor`

.. `_Weapon`: `article?Weapons`

.. `_`Medieval Arms and Armor``: `article?MedievalArms`

## Readying

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Similar to their mundane counterparts, magic arms and armor need to be "readied" before they can be used. While the roleplaying description should be vastly different, this works just like normal weapons and armor in terms of how the game works. The items are readied in-between Turns.

Note that magic arms and armor have a very important advantage over mundane arms, because they magically "pop" into existence only when readied. So a "pyromancer" character who had a "flaming sword" as described below wouldn't actually carry around a sword--it would sizzle into being when he calls upon it, and dissipate back into smoke. This has been accounted for in the Asset Cost.

## Availability

Magically conjured things have a drawback in that they tend to be more quirky and less reliable than those forged of solid wood, stone, and steel. So, a Magic Asset may not be available in certain circumstances, such as a "dead magic zone", or a "flaming sword" might not ignite underwater. The GM may allow you to increase reliability by increasing the Cost.

## Magic Armor

**Tag**	**Magic Armor**	**Rank**	**Class**	**Cost**	**Description**
MA201	armor cantrip	2	0	1	A minor cantrip commonly learned to fend off bullies.
MA111	magic shield	1	1	1	A glittering shield hovers near the wizard, interposing itself between him and incoming attacks.
MA112S	magic vestment	1	1	2	Magical glyphs and runes are subtly applied to one's clothing, so the protection is completely hidden.
MA222L	amulet of shielding	2	2	1	This golden amulet surrounds the wearer with a barrier that deflects projectiles, such as arrows, bolts, and stones.
MA222	barkskin	2	2	2	The wizard's skin turns into tree bark.
MA223R	guardian wyrd	2	2	3	A shimmering ward in the shape of a "wyrd" serpent springs up when the wizard is attacked.
MA223SL	ward pact vs swords	4	2	3	The wizard has a hidden protection against swords (including sword-like weapons such as daggers).
MA423	arcane armor	4	2	3	A shimmering ward that resembles a full suit of armor.
MA533H	stoneskin	5	3	3	The wizard's skin turns as hard as stone.
MA534	dragon scales	5	3	4	The wizard's skin becomes covered with dragon scales.

### Heavy (H)

This magic armor is as heavy as mundane armor. Normally magic armor is weightless and does not hamper swimming or climbing like mundane armor does. This decreases the Cost by -1.

### Limited (L)

This magic armor is limited to a few specific types of weapons. This decreases the Cost by -1.

### Reflexive (R)

This armor may be instantly activated or deactivated. Normally the change takes place in-between Turns. This increases the Cost by +1.

### Subtle (S)

This magic armor is hidden. Magic armor normally creates a highly visible effect (e.g. glowing or crackling magic). This increases the Cost by +1.

## Magic Weapons

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Tag	Magic Weapon	Rank	Class	Cost	Description
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MW011	palm of flame	1	0	1	A flame sprouts from your hand, which is useful for utility but will also burn anyone if you can get ahold of them.
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MW101	athame	1	0	1	This small knife is formed from your soul, and wounds the very soul of those struck, leaving no marks on their flesh.
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MW211F	moonlight sickle (F)	2	1	1	A sickle of moonlight appears. (On a Fumble, it cannot appear until the next night.)
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MW221H2F	reaper's scythe (2H, F)	2	2	1	You scatter the bones of your past victims before you in an arc, which forms into a grim scythe to reap your foes. (On a fumble, you need a fresh supply of bones.)
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MW212 flaming sword 2 1 2 A jagged sword-shaped gout of flame springs from your hand.

MW222H2 meteor hammer (2H) 2 2 2 A searing hot meteor drops from the sky, then begins to swing on the end of a magical iron chain.

MW423H2 silver sword (2H) 4 2 3 A wavy-bladed sword of liquid Aetherial silver forms.

MW213H1 silver sword (1H) 2 1 3

MW534H2 void blade (2H) 6 3 4 A long, sword-shaped cut appears in the fabric of space, through which can be glimpsed the stars of the Astral Sea. The "blade" is hungry, and impossible to control except in two hands.

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Two-handed (2H) and One-handed (1H)  
See `Medieval Arms and Armor`\_.

Fragile (F)  
See `Medieval Arms and Armor`\_.

## Magic Arts - Spells and Frameworks

See the sub-pages for house spells and frameworks.

In most cases, a "Spell" is equivalent to a single Magic Trait. You can always cast a "Cantrip" version of the spell without Burning the Trait, and in some cases may do a little more. However, powerful usage requires the Trait to be Burned.

However, some powers want a Signature Trait for their full effectiveness, mostly because players will want multiple Traits to Burn to achieve the benefits they expect. For example, a spell like invisibility can be a single Trait, but really warrants a Signature Trait with multiple Traits to allow the player to Burn them for rerolls on stealth, attacks, defenses, etc. This is because in Legends there are no static buffs or modifiers, only the reroll and winding mechanics.



Here is a sample spell to illustrate the format.

## Sample Magic Spell

Description of spell...

Cantrip: Description of "Cantrip" version of spell that does not require a Trait to be Burned.

Spell: Description of "normal" version of spell that requires Trait to be Burned.

Signature: Description of any benefits of a Signature Trait, which might enhance both the Cantrip and Spell.

Feel free to add your own pages! For example, you could make a page for "Pyromancy" or a page for a particular character such as "Magic of Der Hydra".

## Aether Manipulation Spells

The power to generate and manipulate Aether (also called Ether in some circles), the unique life force or essence that flows through most of existence, and is the source of all magic.

These spells allow a wizard to deal with the Aether, sense magic, banish magic, become insubstantial, battle ghosts, walk through walls, and teleport!

### Aether Sight

The character can see the Aether, by which he can observe both ambient and concentrated magic, as well as Aetherial creatures.

Cantrip: The character can detect concentrations of Aether. Concentrations of Aether around a person or object might indicate a wizard, saint, or magic item. A successful roll might provide additional information, answer specific questions the character might have. For example, you might be able to determine what kind of Aether spirits are common in the current area. However, only the first layer of Aether can be seen, so a wizard might have concealed his aura. Most magic traps or magical secret doors are also concealed behind a layer of Aether.

In addition, you can instantly notice anyone using Aether Sight on you. It's almost as if their eyes glow with Aether.

Spell: The character can see past the first layer of Aether. For example, he could examine a creature who is inside a magic

circle, or find a secret door or magical trap on a successful roll. You could also use this to determine conclusively what forms a magic a spell caster has access to, for example "is this guy a necromancer?"

## Aetherial Creatures

Some creatures are naturally Aetherial. The proto-souls known as Aether are an obvious example, as are creatures who have no physical bodies, such as ghosts. Such beings are invisible, and only able to be detected via spells such as Aether Sight.

All living creatures have souls, and are thus at least partially Aetherial. It is possible for a creature to become fully Aetherial, whereupon his body takes on spiritual form. An Aetherial creature will appear ghostly and take on a form that more closely matches his inner persona. Thus, a White Wizard who becomes Aetherial might look angelic, or a necromancer who becomes Aetherial might look like a liche.

Only things that have souls can become fully Aetherial, so there is no way to make a boulder insubstantial. However, the personal possessions of a creature (i.e. his Traits, Assets, and Loot) can become Aetherial with him. In fact a person's Aether normally extends to a degree into his personal possessions, even while he is fully material.

An Aetherial creature is ghostly and insubstantial, which means it can walk through walls but can't physically affect material creatures. Aetherial creatures are also less affected by gravity can slowly float like ghosts. Similarly, material creatures cannot physically affect Aetherial creatures. A material character may Burn a suitable Trait to affect a creature who is Aetherial with a physical item, and vice versa. A suitable Trait might be a weapon with a "ghost slaying" Trait.

A physical creature can affect an Aetherial creature with magic, and vice versa, but only by using Aetherial Manipulation spells like Aetherial Blast. (Note: I realize the potential for abuse here, and intend to fix it, but haven't finished most of the other spell lists yet.)

## Aether Tracking

Creatures leave behind a trail of Aether, much like physical tracks.

Cantrip: The character can look for obvious signs of passage by a creature who has Aether, such as a person, animal, ghost, or undead. The tracks appear different for different kinds of creatures, so the character can make a roll to determine roughly what manner of creature passed.

Spell: The character can determine additional details or answer more specific questions by making a roll.

Signature: The character can determine details about the creatures without rolling. Each sub-Trait should be related to one kind of creature or quality of a creature. For example, if you have a sub-Trait called "track necromancers" then you will automatically notice tracks left behind by necromancers.

## Aether Cloak

The character can create a cloak of ambient Aether around him, masking his aura.

Cantrip: The character surrounds himself with ambient Aether, concealing his magical mien from other using an Aether Sight Cantrip. This will not protect against an Aether Sight Spell.

Spell: The character surrounds himself with ambient Aether, concealing his magical mien from other using an Aether Sight Spell.

Signature: The character can use sub-Traits to change the appearance of the Aether around him. For example, a Black Wizard might normally attract a certain Aether, but he could use a Trait to make himself appear to have the Aether of a White Wizard.

## Aether Blast

The character hurls a blast of concentrated Aether.

Cantrip: The character projects a blast of concentrated Aether. This is a ranged attack similar to shooting an arrow.

The blast is made of concentrated Aether, so it passes through objects and only harms creatures who have Aether, such as people or Aetherial beings. However, you still need direct line of sight, so you can't just shoot through walls. Also, while the Aether dart does pass through nonmagical armor, shields and cover, a defender may normally still Burn such Traits since his

own Aether permeates his personal belongings to a degree, and they still conceal your target.

Spell: The blast is made of highly concentrated Aether, and passes through any nonmagical armor, shield, or cover that the defender might otherwise declare in his defense.

Signature: TBD

## Aetherial Shift

The character can change his phase, becoming Aetherial.

Cantrip: The character can determine if a barrier will stop Aether, such as an enchanted wall.

Spell: The character can shift his phase from Aetherial to material, or vice-versa. See the description of Aetherial creatures above.

Signature: The character may include one companion per sub-Trait in his spell; they must be standing ready as the spell is cast.

## Aetherial Passwall

Cantrip: The character can determine if a barrier will stop Aether, such as an enchanted wall.

Spell: The character travels through a specific solid object, such as a wall. The object may not contain any Aether. This spell causes the character to briefly become Aetherial and then material again on the predetermined course. A roll will be required if the area on the other side of the wall is difficult to re-emerge into for whatever reason, and failure can cause loss of Energy normally.

Signature: The character may include one companion per sub-Trait in his spell; they must be standing ready as the spell is cast.

## Dispel Aether

The character can disrupt any concentrations of Aether, a technique that is primarily used to dispel magic spells.

Cantrip: The character can cancel an ongoing Cantrip. This requires a roll against the caster, or the GM will assign an obstacle.

Spell: The character can cancel an ongoing Spell. This requires a roll against the caster, or the GM will assign an obstacle.

Signature: The character can cancel an ongoing Signature Spell. This requires a roll against the caster, or the GM will assign an obstacle.

### Remove Aether Corruption

This spell allows the character to remove / heal Aether Corruption, ranging from minor afflictions of the spirit to advanced curses such as Kha'din Taint, Undeath, or lycanthropy.

Note that Energy lost from Corruption does not normally recover, even if healing magic is used.

Cantrip: The character can diagnose and alleviate the symptoms of Corruption. This will allow the subject to recover up to one Energy lost from Corruption during his next rest period. The Corruption is not removed.

Spell: As the Cantrip, but one Energy is immediately restored.

Signature: If the character can remove Corruption when a Spell is cast, but only if he has a sub-Trait named for a particular kind of Corruption. Example sub-Traits: "Kha'din Taint", "ghoul corruption", "wraith drain", "vampire bite", "lycanthropy".

### Sail Ley Lines

This spell allows the character to sail or surf the magical current of a Ley Line, which can be thought of as a magical river flowing along the ground. This is a very effective way to cover long distances quickly, and is far safer than a Teleport spell.

Cantrip: The character can gauge Ley Line currents, much like a sailor might do the same on the seas. He can float along slowly in the current, mostly to test the waters and for roleplaying effect.

Spell: The character surfs the Ley Line, covering long distances with speed and relative safety.

The character moves within the Aether surrounding the Ley Line, so he becomes ghostly and physical objects will not stop him, but magical barriers, spirit creatures, or warded Nodes could. The character does not need to have traveled this Ley

Line before, but it would be wise to at least try to obtain a "roadmap" of what lies ahead and avoid dangerous paths.

The character may stop at any point in his travel, anywhere along the Ley Line or at a Node, but this is highly approximate and he must succeed on a roll to stop precisely where desired. A warded Node or other magical barrier could stop him prematurely unless he can win a contest. On a Fumble he stops traveling, but gets stuck in the Aether.

The exact speed varies widely and is effectively random, so you should roll D100 MPH if traveling downstream. The GM may increase this to D1000 MPH for a character who has a Theme involving magical speed, a swift magical mount, or a Trait indicating the character is attuned to this area. Upstream travel is only 1/10 the downstream rate.

Signature: The character may include one companion per sub-Trait in his spell; they must be standing ready as the spell is cast.

Sailing Dragon Lines

Some Baal'Yr of old excelled at travel along "Dragon Lines", and could sail ships along them, even over land. This was usually only possible if the Dragon Lines were part of a dragon-controlled Regio.

## Teleport

Cantrip: The character can sense magically disruptive areas and Aether that would make teleportation more difficult or hazardous. He can also make educated guesses about what particular mishap might occur on a failed teleport.

Spell: The character instantly transports himself to a different place within the Material Plane.

The character must either see, or visualize, or have an arcane connection with the destination. The player is advised to specify the target location very carefully to avoid ending up inside something solid. For example, trying to teleport to the other side of a wall could put you inside a object in the room.

The character must succeed in a roll. The character suffers a Disadvantage if the travel must cross Ley Lines, Regios, or other magically disruptive terrain, which is almost a certainty for any kind of long-distance travel. A Failure causes loss of Energy normally, and indicates the character arrives near the

destination he wanted, but is Aetherial, probably to avoid a physical object that was inadvertently in the way. A Fumble causes loss of Energy normally, and also means the character suffers a fun mishap as determined by the GM.

Signature: If using a Signature Trait, the character may include one companion per Trait. They must be standing ready as the spell is cast.

### GM: Mishaps

A character who fails to teleport successfully can be in serious trouble, but try to provide a mishap that is interesting or furthers the story rather than something that is just inconvenient. If you have a good side adventure in mind the character might end up in that "random" place. If you feel like the group wants a fight then they might end up on the web of an Astral Phase Spider or a Kalla mini-dungeon, perhaps separated into two groups. If the character was attempting to escape a battle perhaps he just goes nowhere, but shifts to Aetherial, so the battle continues in a new and interesting way.

### Hazard: Disorientation

Teleportation is disorienting. This generally happens if you cannot physically see the destination ahead of time, and just "pop" in somewhere, often a little up in the air (to avoid ground contact) or upside-down, or a little off-target. Try to see this not as a thing to bitch about, but something you can roleplay in a fun way, such as in Time Bandits or Sliders.

Upon arriving at the destination the character is "disoriented" and unable to take any Actions or Reactions. Failure on this roll does NOT cause loss of Energy. This makes it quite risky to teleport directly to a destination that is known to be guarded by hostile forces.

The character is allowed a roll to recover on each Turn. He can gain an Advantage if he is attuned to the exit area (such as owning a Node) but suffers a Disadvantage if the transition has crossed through a magically disruptive area (such as from Material to or through Astral).

## Astral Spells

These spells are big/weird magics dealing with planes, Nodes, Ley Lines, and Kalla.

## Astral Portal

The character opens a portal between the Astral and Material Planes. The character may opt to keep the portal open long enough for a small number of companions to accompany him. They must all travel at the same time, so they will need to be standing ready as the spell is cast. A roll is not usually required if you are standing on or very near a Node.

This can also be combined with Walk the Shining Paths for rapid travel.

## Walk the Shining Paths

The character rapidly transports himself along Shining Paths in the Astral. The character starts and ends in the Astral, so he probably opens a Node Portal at the beginning and end of the journey.

This travel takes place over Shining Paths in the Astral, so it can potentially cover vast distances in the Material Plane in very little time. The weird magic thing is that the journey feels like it takes more time for the character than it does for people in the Material plane because of the time differential. In other words, while the wizard might seem to zip-pop instantly from one place to another, to the wizard himself the journey might have taken a few hours or even days. Try to roleplay this as best you can.

## Shining Paths

Shining Paths are the Astral equivalent of Ley Lines. Shining Paths do not follow the same "ground" as Ley Lines. Also, Shining Paths are better able to form direct Node-to-Node connections since they do not need to conform to a 2D landscape.

## Astral Encounters

While this method of travel is extremely fast, encounters can still happen if the story demands them. This does not require the character to Burn the Trait, and he may bring companions with him. You can use your Trait (or Burn it) to try to avoid encounters by detecting them and taking alternate routes.

## Node Teleport

The character transports himself between two Nodes. The character does not need to have visited the destination Node,



but must be able to identify it magically, so an object keyed to a Node or its Arcanym would suffice.

The Trait must be Burned and the character must succeed in a roll. Failure means the character has reached the destination Node, but it was not available for exit so the character is on the Astral side of the Node portal. On a Fumble the character ends up at a random location in the Astral Plane, or has reached the wrong Node. Either case might only be a minor setback if he can rest and cast the spell again.

The character may opt to keep the portal open long enough for a small number of companions to accompany him. They must all travel at the same time, so they will need to be standing ready as the spell is cast. The caster makes all necessary rolls.

## Kalla Gate

The character creates a temporary gateway into or out of a Kalla. A Kalla is a Regio that has been folded to create a "pocket plane", so the only ways in or out are through a "Kalla Gate". Most Kalla have permanent gates, often with a physical manifestation such as a magic door, stone columns, star gate, or faerie ring, but some have no normal ways in or out.

The Gate remains open just long enough for you and a small number of companions to pass through quickly. You must succeed on a roll if you are not the owner of the Kalla. You suffer a Disadvantage if you are not creating the Gate in a physical location that somehow resembles a magical gateway. A pair of stone columns is fine, but creating a Gate in open air is just hard.

### Permanent Kalla Gates

If you are the owner of the Kalla you can create a permanent Gate by Burning the Trait. You can alternatively lock a Gate, close (remove) a Gate, or key a Gate to match certain kinds of people.

## Bind Node

The character can take control over a node.

## Banish

The character can \*banish\* a creature to its "home plane" for a period of time (possibly hundreds of years). The creature cannot leave it's home plane for the period unless \*summoned\*.

For example, a wizard banishes an Ifr'it for 500 years. The Ifr'it vanishes in a poof of red smoke, and will not be able to leave it's home region of the Astral unless summoned.

## Conjuration/Creation Spells

These spells seemingly create objects, \*conjuring\* them into being. The distinction between conjuration or creation is academic for the purposes of these spells. A skilled \*conjurer\* can \*conjure\* (create) a wall, a bridge, or a sturdy sword, which are only magically distinguishable from mundane items of the same kind.

All conjuration spells that create a thing Burn the Trait of the spell. The conjured thing ceases to exist if the character recovers the Trait. So, most conjurations made by characters only last within the current Scene.

### Detect Conjuration

This spell detects if an object has been conjured.

Cantrip: The character can look for obvious signs of conjuration.

Spell: The character can inspect a particular object and determine additional details or answer more specific questions by making a roll.

Signature: The character can determine details about conjurations without rolling. Each sub-Trait should be related to one kind of conjuration. For example, if you have a sub-Trait called "walls" then you know a lot about conjured walls.

### Wall of Ice

This spell conjures a solid wall of ice.

Cantrip: The character can conjure ice cubes, suitable for making drinks cold.

Spell: The character conjures a solid wall of ice. If a foe attempts to break down the wall, the character must succeed on a challenge to keep the wall in place. The GM may require a Great Success if the foe has ice-cutting tools, a source of magical flame, is extraordinary strong (e.g. a giant), or can dig through ice.

Signature: Each Trait in the Signature can specify a different specialty shape that the character may \*optionally\* use when conjuring the wall. Thus, the character could use a Trait like "igloo" to either create a dome or a normal wall. (Other suggestions include ball, bridge, roof, or raft.) Another Trait option is "ungrounded", allowing the wall to be created in mid-air.

## Wall of Stone

This spell conjures a solid wall of stone.

Cantrip: The character can look at a stone or rocky wall and succeed on a challenge to determine if it was conjured, or is real.

Spell: The character conjures a solid wall of stone. If a foe attempts to break down the wall, the character must succeed on a challenge to keep the wall in place. The GM may require a Great Success if the foe has mining tools, is extraordinary strong (e.g. a giant), or can dig through stone.

Signature: Each Trait in the Signature can specify a different specialty shape that the character may \*optionally\* use when conjuring the wall. Thus, the character could use a Trait like "stone dome" to either create a dome or a normal wall. (Other suggestions include ball, bridge, or roof.) Another Trait option is "ungrounded", allowing the wall to be created in mid-air.

## Prismatic Wall

The caster can create a wall of colored light. The wall does not block movement, but instead applies a damaging effect to any creature passing through it. The effect can vary widely, such as \*paralysis\* or \*disintegration\*.

Cantrip: The character can look at a \*prismatic wall\* and know its effect.

Spell: The character can create a single-colored \*prismatic wall\*, with a single effect. The Trait for the spell must specify both the color and effect--the same Trait cannot be used flexibly for a multitude of effects.

Signature: A multi-colored \*prismatic\* wall can be made by using a Signature Trait consisting of multiple single-colored walls. The character can Burn as many Traits within the

Signature as he wishes when creating a wall, thus allowing him to create a defense-in-depth.

## Illusion Spells

Illusions are images or can be quasi-real "phantasms".

Mthu sorcery particularly excels at illusions because the magic is based on mental images.

## Mirror Images

Each mirror image is a separate Defensive Trait that creates a copy of your image and moves how you move. In addition to using them in normal defensive ways, you can Burn one to swap places with a mirror image. You need to be within arm's reach to swap places (i.e. this isn't a teleport) but the swap isn't detectable by foes.

## Mirror Phantasms

Each mirror image is a separate Minion, either a single Trait or Signature Trait. If the Minions are Signature Traits then they might have Defensive Traits that provide the same benefits as "mirror image". Otherwise, they can take independent actions as Minions do.

## Blur / Blending / Invisibility

Various spells such as blur, blending and invisibility make it difficult to perceive the caster, acting as camouflage and making it easier for him to be stealthy. These only work to the degree of the character's skill, so a Signature Trait is needed for high degrees of invisibility.

## From the base rules Legends - Stealth

A Special Ability such as "invisibility", "elven cloak", or "cloaking device" is a more flexible and powerful type of Camouflage. A character whose camouflage consisted of dark clothes could disappear into shadows, but an invisible character can disappear into the middle of a room! This is a powerful ability, so the GM should require the player to Burn the Trait in any situation where normal Camouflage would not have sufficed to remain hidden.

Invisibility does not provide any intrinsic benefits in combat. You will need to Burn a Trait any time you want to leverage the benefits of being "invisible", such as rerolling an attack or defense in combat. Therefore, in order to have powerful invisibility you will need multiple Traits, and may want to group them into a Signature Trait.

## Transmutation

Transmutation spells change the shape or form of something, either partially or fully. Baal'Yr alchemists can transmute metals, Wizards can cast spells to polymorph, and Vozen can change shape naturally.

### Purify

The character can purify materials, especially metals.

Cantrip: The character can determine whether or not he can make a material more pure. The character does not actually know which impurities would be removed by a \*purify\* spell. Thus, a cup of water could be known to be less pure than it could be, but the character would not know if the water contained poison or was simply normal drinking water.

Spell: The character can remove all impurities from a particular substance. This normally removes all impurities, making it perfectly pure. For example, purifying water would result in double-distilled water.

Signature: The character can detect and remove specific impurities, each of which is a Trait such as "bloodbane poison".

### Detect Transmutation

The character can inspect an object or creature and determine whether it has been affected by transmutation magic that has changed its shape, as well as the extent of the change. For example, he could know that a gold ingot is alchemically pure or that a servant is an impostor. Nothing about the true shape can be determined, so while the character could know that a "frog" is not really a frog, he could not know if the frog is really a prince.

Cantrip: The character can look for obvious signs of transmutation.

Spell: The character can inspect a particular creature or object and determine additional details or answer more specific questions by making a roll.

Signature: The character can determine details about transmutations without rolling. Each sub-Trait should be related to one kind of transmutation. For example, if you have a sub-Trait called "animals" then you know a lot about animal shape-changing.

## Polymorph

The character can shape change into a different creature, man, or beast.

Cantrip: The character can change back to his natural form.

Spell: The character can take on the form of another creature.

Signature: The character can make small adjustments to the names of Traits within the Signature Trait to match the new form.

## Wildling

The character has a strong affinity with a particular natural animal, and can take on its shape, in whole or part.

Cantrip: The character can take on minor features of the animal, such as facial features, claws, eyes, features, or fur. This also allows the character to use his Trait to leverage abilities of the animal, for example he could use his eyes of an eagle to see far away. The character can also change back to his natural form.

Spell: The character can take on the form of the animal, or become a "hybrid" form.

Signature: The character can Double Burn sub-Traits related to physical characteristics of the animal, such as claws, wings, fur, etc. Note that these Traits may be available even while in human form by taking on minor features of the animal as described above. For example, an "eagle wildling" could use his "eagle eyes" Trait even while in human form.

## Wildshape

The character can take on the form of various animals.

Cantrip: The character can gain cosmetic features of an animal, or change back to his natural form.

Spell: The character can take on the form of an animal.

Signature: The character can make small adjustments to the names of Traits within the Signature Trait to match the new form.

# Fundamental Magic Principles

This page describes the "physics" of magic in the Dragon Isles of Ambar campaign setting.

## Planes

There are two primary "planes" or universes: the Material (i.e. our world/universe) and Astral. They are wholly separate universes with different physical laws, and the Astral is almost incomprehensible.

## Astral

The Astral (a.k.a. Astral Sea, Astral Plane) is a parallel universe that is the source of all magic. This is a primordial soup of souls and all creation, heaven and hell. It somewhat resembles deep space, with floating stars, shifting clouds of gas, and rocky atolls. The creatures native to the Astral are called Ifr'it. However, this is a highly magical realm and all manner of weird shit happens.

## Aether

The Aether is ambient spiritual energy that surrounds us all, flowing through the universe like airy water. Most of the Aether consists of primordial proto-souls, that is souls who have not become fully formed and self-aware. However, all living creatures have souls and are also part of the Aether just as their bodies are part of the physical world.

All magic is fundamentally based on manipulating Aether. Spells are powered by soul energy. Magic items contain magic and therefore Aether (and sometimes fully-formed souls).

Aether cannot be created or destroyed. An effect that seemingly destroys Aether actually just sends it somewhere else. When a creature's physical body dies its soul lives on, and usually begins a journey to find its ideal of an afterlife.

## Aethiiri

The Aethiiri are a race of beings who live on Ambar, but originally came from the Astral Plane. They are beings of light somewhat like angelic elves (in the Tolkien tradition) and are closer to their Aetheric selves (i.e. their magic souls) than natives of Ambar, hence the source of their name Aethiiri or "Lords of the Aether".

## Aetheric Crystals

Some wizards store Aether in "Aetheric Crystals" or "soul gems". In some cases fully developed souls are imprisoned in crystals. These can be used to power spells in times when the ambient Aether proves unsuitable or insufficient.

## Aetherial Beings

Creatures who have no physical bodies are said to be Aetherial. Aetherial creatures do not exist in the physical world, and can walk through walls or other objects. However, they cannot walk through people or objects with Aether, such as magic items. Thus, a person's fist, a magic sword, or magic spell can hurt an Aetherial being, but a mundane sword cannot. (Yes, you can punch a ghost!) An Aetherial creature who is "killed" is not destroyed (because Aether cannot be created or destroyed) but is weakened and banished elsewhere.

Some creatures are primarily Aetherial but able to assume physical bodies. Conversely, some creatures or wizards are able to force their bodies into an Aetherial state, which might allow them to walk through walls or teleport.

## Covenants

Covenants are semi-permanent magic bindings between individuals. For example, when a Dragon scars a devotee, he brings the mortal into his Covenant.

Covenants are similar to Hallows, but far less powerful and do not involve transferring one's soul. Characters can be a member



of any number of Covenants. Covenants can have one more more owners.

## Corruption

Aether can be Corrupted by afflictions of the spirit, similar to how a body might become sick or diseased. Corruption can take many forms, for example, zombies and vampires are Corrupted creatures who are afflicted with different kinds of undeath. As you might guess from these examples, Corruption can also have an effect on the physical body, which can grant both strengths and weaknesses.

Like physical diseases there is a strong tendency for Corruption to propagate and spread, almost as if it had a life of its own, which of course as soul energy it does.

Lastly, it is always possible in theory to remove Corruption. That might prove quite difficult in advanced stages of Corruption, just as it might with a physical disease, but striving for a cure is never without hope.

### Nodes

Magic energy from the Astral leaks into and out of the Material Plane via singularities called Nodes. Some Nodes are inflows (positive magic) and some outflows (negative magic).

Nodes can be "owned" by a magically-powerful being like a wizard or a dragon who attunes it to himself. This takes time and may be opposed by any current owner, even if he is not present (although that isn't as easy as being there). The Baal of old would deposit a dragon egg on a Node to guard it. Wizards often battle over control of key Nodes.

### Ascension

Ownership of Nodes is thought to be the gateway to ascension into godhood. Most dragons of the ancient times have long since melded with their Nodes and ascended, becoming Deities.

## Ifr'it Amulets

The Ifr'it typically bind their Aether souls in amulets in order to protect them from soul-stealing magic. They then hide their amulet in the deepness of the Astral Seas, or in a hidden place somewhere on Ambar. Only by obtaining an Ifr'it amulet can a wizard access or steal the Ifr'it soul.

# Regio

Each Node is surrounded by a magical realm called a Regio. Some Regio are weak and look like normal land while others are quite surreal and fantastical, with floating rocks or rivers, or faerie forests.

There is a corresponding Regio on the Astral side, which often resembles a floating island.

It is possible to ward a Regio, preventing entrance or exit, but this type of barrier is extremely weak in comparison to a Kalla.

Regios of adjacent Nodes can be combined into a larger Regio if the Nodes are attuned together or have the same owner. This essentially creates the equivalent of a "wizard kingdom" where the owner has tremendous power over a large area of the world. Many wars are actually about control over Nodes and formation of Regios.

## Corrupted Regios

Some regions of the universes are thoroughly tainted, such as the dread realms of the Kha'din or the shadowlands of Nan-Avathar. These chthonian realms are terrible places for living beings to visit, for Corrupted Aether spirits run rampant, and will seek to spread their taint to healthy Aether.  
Kalla (Foldings, Pocket Planes, Warrens)

Some Regio are a step removed from the physical world, "folded" away from the land. These are called Kalla, but are also sometimes referred to as pocket planes, foldings, or warrens.

Entering or exiting a Kalla is only possible through a "Kalla Gate". Many Kalla have permanent gates, but not all. Gates might be obvious, such as magic doors, stone columns, or faerie rings, but could be secret, or may be locked or warded. Some Kalla are like fortresses, others like prisons. Only the owner of a Kalla (the person who owns the Regio) can create or modify Gates in a permanent way--other wizards have to break in or out.

Some Kalla were formed spontaneously but others were created by arch magi for use as hidden sanctums. Some Eldar created Kalla to use as prisons for eldritch evil such as Kha'din. A creature who dies within a Kalla will find its soul stuck inside, wandering its confines as a ghost.

# Ley Lines

Nodes also form pathways between them called Ley Lines, or "Dragon Lines" by Baal. These have a current much like a river, and some are faster or slower than others. Ley Lines always Shining Paths

Shining Paths are the Astral equivalent of Ley Lines. Shining Paths do not follow the same "ground" as Ley Lines. Also, Shining Paths are more often able to form direct Node-to-Node connections since they do not need to conform to a 2D landscape.

# Religion

## Gods of Ambar

The Gods of Ambar are tremendously powerful beings, each of whom controls a portion of the Aether that is his Hallow. This is similar to how a wizard might be an owner of a Node or Regio and have more influence over the Aether he owns, except that the god actually is the energy, not just the owner.

Most gods have one or more Kalla in which they are most concentrated and have the most influence. These form the heavens and hells of the god's faith. Mortals who pledge their souls to a god become part of the god's Hallow and find a place for their soul's afterlife within that Kalla, rather than flowing back into the Astral. Thus, the concept of an "underworld" is a Kalla.

Hallows of the gods even extend through Kalla boundaries. Thus, a Saint who passes through a Kalla Gate can remain fearless for the sanctity of his soul, as opposed to any faithless companions he might have.

## Saints

The Gods of Ambar are real, and their servants, the Saints, can work miracles. The souls of the god and his saints are joined in a communion or collective called a Hallow. Saints can commune with each other and their god.

A Saint is any person, living or dead, who has pledged his soul to a god. A Saint is with his gods always and everywhere, and his god dwells in him. Saints can work miracles.

A person can become a Saint by pledging his soul to a god. This is an extraordinarily serious matter, perhaps the most important decision a person can make. Most religions have ceremonies to dress up the occasion, but all that is required is for a person to offer his or her spirit to a god. If the god finds the pledge acceptable he may take the person's soul into his Hallow, which is the collective soul of the god and all his Saints.

Most pledges also include the person's body (i.e. "body and soul") but this is not universal to all gods. Some gods have no interest in the physical shell, and in some religions the body is sacrificed in the pledge. In any case, the body has limited value for it will eventually die, whereas the soul of the Saint will now live forever within the Hallow.

Gods do not always accept a pledge. The pledge must be of free will and true heart or the binding of souls will simply not work. Gods are also very particular about which souls they want to join with their Hallow for eternity. For most gods there is a weighing of souls or a conversation with the individual, either consciously or in a dream. Gods or their Saints may also notice individuals whom they want to recruit, and "call" them to join.

Saints do not fear death, for that is only the loss of a mortal shell. Their souls are already within the Hallow, and nothing can sever that connection. This allows Saints to be utterly fearless and devoted to the service of their god. Indeed, Saints live to serve the interests of their god in the world. There are many ways to serve, and some Saints are called into one form of service or another, at various times. For example, Saints can serve by recruiting more Saints to extend the Hallow, attending to the needs of more important Saints, defending the interests of the god in the world, or waging war on Saints of opposing gods. Saints are perfectly willing to die in the service of their god, which can make them terrifying foes.

Some gods will Resurrect their Saints, returning them to life sending them back to the world for more work. This is taxing for the god, and not without constraints, so this is reserved for cases of extreme need.

# Hallows

A god's Hallow is sacred and profound. A Hallow can be thought of the god's Aether, Kalla or Regio, but it is far more, for it is extended by the presence of every Saint. Wherever a Saint goes, his god's Hallow comes with him, and so therefore does the god and the other Saints. Thus, the presence of a god is fluid.

Souls cannot be removed from or separated from a Hallow. Hallows even extend through Kalla boundaries. Thus, a Saint who passes through a Kalla Gate can remain fearless for the sanctity of his soul, as opposed to any faithless companions he might have.

The Hallow is the union of the god's soul and that of all his Saints, living or dead. A Saint can Commune with their Hallow, communicating with and consulting the other Saints. For example, a Saint could "divine" answers to many questions by communing with Saints in the Hallow, skiing around to find out if anyone knows the answer. They can also use the Hallow to communicate and coordinate over vast distances; for example a Saint could commune directly with a Saint whose physical body is on a different continent, for their souls are both in the Hallow. The location the physical body are irrelevant. Saints are still part of the Hollow after death, so even the condition of the physical body is irrelevant to the Hallow, and a Saint can commune with any other Saint, living or dead. Naturally, Saints may only commune with their own Hallow, not the Hallows of other gods.

# Miracles

As noted above, a Saint can Commune with their Hallow. A Saint can also Intercede with his god on behalf of another person. This can be used to focus the attention of the god on a new pledge or prospect, or to obtain instruction.

Saints can also draw upon the Aether of the Hallow to work Miracles. The Hallow can be utilized the same as another character might draw on ambient Aether, except that the Hallow is always present and available to a Saint. While potentially, vast, the power of a Hallow by no means unlimited, and is most efficiently used when in alignment with the god's persona. One might think of this in terms of spheres of influence in historical pantheons. For example, the Hallow of a "war god" is filled with souls of warrior-priests who are supreme at

miracles of war, and that Hallow does not excel at miracles of fishing, fertility, or animal husbandry.

## Religions

The religions of the world are related to, but separate from Saints and Hallows. From the point of view of the god and Hallow, religions are akin to the physical body of a Saint: they are less important than the true spirit. Religions serve to manage the affairs of the Hallow in the physical world, such as extending the Hallow by recruiting new Saints and protecting the interests of the Hallow in the world.

Religions usually have formal orders of priests, clerics, monks, or paladins, along with formal religious titles and ranks. These are political and job titles of influence in the physical world, so they do not always have any bearing on a Saint's relationship with his god or Hallow.

## Hallowed Ground

Just as people can pledge themselves to a god and join the Hallow, a place can be pledged to god and become Hallowed Ground. Temples, churches, shrines, or other "holy ground" are all common terms for Hallowed Ground. Although the place does not have a mind per se, it can be considered equivalent to a Saint in that it is part of the Hallow and can provide assistance to the faithful or call for aid, in its own mindless way. For example, a shrine Hallowed to a god of healing should be able to heal visitors, just as a Saint of the same god could do. It is more correct to say that Saints in the Hallow notice a need within Hallowed Ground and respond than to attribute the Hallowed Ground with any sort of mind. This means that Saints are very likely to send Avatars to defend Hallowed Ground, since the place does not really have a mind of its own and thus cannot effectively defend itself.

## Avatars

Avatars are physical incarnations of a Hallow's will, that is, apparitions sent by the Saints (or god) of a Hallow to serve their interests in the world. While some might think of an Avatar as an incarnation of the god himself, it is usually a dead Saint who becomes manifest, although not necessarily in his original form. This kind of miracle could happen anywhere a Saint is present, but is more likely to happen on Hallowed Ground, especially in order to defend a holy site that is under attack.

As one might imagine, creations sent by a Hallow can be quite powerful, at least while serving the interests of the Hallow. Avatars can make extremely potent allies or deadly foes.

## Fallen Saints

Fallen Saints are ex-saints, tragic figures who have become corrupted and then cast out from their Hallow by their god. Fallen Saints are soulless, for they gave away their soul, and are now cut off from both it and their god, which is one definition of hell.

The severance of a Saint from a Hallow is only possible by the explicit action of the god who owns the soul and Hallow. A god can cast out a Saint who profoundly breaks his pledge, becoming thoroughly corrupted or otherwise unacceptable to the god. In some cases, the god might cast the Saint's soul from the Hallow as well, usually sending it to a "hell" of isolation, such as a Kalla'din, rather than giving it back to the Fallen Saint.

## Game Mechanics

In Legends game mechanics this is not much different from other forms of magic. The Framework should reflect the guidelines above, as well as describing the specific "spheres of influence" of the Hallow. Ultimately, this simply involves taking appropriate Traits that represent special powers granted by the Hallow. Lastly, be sure to consider using Asset slots for temporary powers.

## FAQ

Q:

How would the "always have access to his hallow" work with effects like anit-magic aura or a teleport block on a dungeon? In other words does it work just like magic from any other power source (theme) or is it different?

A:

The Saint is always part of his Hallow, so he can always use whatever powers he has, wherever he is. The same is generally true for wizards, except for something like a "dead magic zone". However, that doesn't mean his powers work differently from other magic sources or magic methods. He'd still need to use a Kalla Gate ([link below](#)) to go through a Kalla boundary, not a Teleport power.

Q:

Can I banish the soul of that annoying priest to another dimension?

A:

No, because the priest gave his soul to a god, so you'd need to take the soul from that god, which is effectively impossible.