

CHAPTER FIVE: MAGIC

In *AGE of Tamriel*, the magic rules that is the largest change from *Fantasy AGE*. These rules are more similar to how magic is handled in the *Dragon AGE* rpg.

SCHOOLS OF MAGIC

Magic in *AGE of Tamriel* is categorized into six schools of magic: Alteration, Conjunction, Destruction, Illusion, Mysticism, and Restoration.

The **Alteration School** involves the manipulation of the physical world and its natural properties.

The **Conjunction School** governs the summoning and binding of otherworldly creatures from the plane of Oblivion.

The **Destruction School** focuses on the weakening and inflicting damage through magic, and harnessing the elemental powers of fire, frost, and lightning.

The **Illusion School** involves magic that manipulates and influences the mind.

The **Mysticism School** involves the manipulation of magical forces and manipulation of souls.

The **Restoration School** revolves around healing and restoration, as well as anti-undead magic.

LEARNING SPELLS

Spells are learned through magic talents. Whenever a character gains a degree in a magic talent, they gets to choose which spell (or spells) they learn.

SPELL REQUIREMENTS

Not all spells are equal. Some spells may have requirements that must be met before a character can learn the spell. A character who does not meet the requirements for the spell cannot learn it.

Requirements of “Novice”, “Journeyman”, and “Master” require the character to of reached that degree or higher in a magic talent before they can learn the spell.

ROGUES AND WARRIORS

Mages are not the only ones to learn magic. For rogues and warriors, there are two general talents and a few specializations that allow them to learn a small collection of spells. These talents are also considered magic talents.

MAGICKA

In keeping with the setting's lore, Magic Points are now called Magicka. All characters have Magicka. How much depends on the character's class, level, Willpower, and choice of talents.

Starting Magicka: Characters start with 10 Magicka. Characters of the mage class begin with an extra 10 Magicka.

Gaining Magicka: Only mage-classed characters will receive additional Magicka as they gain levels.

From 2nd to 10th level, mages gain 1d6 + Willpower Magicka with each level. From 11th to 20th level, they gain Magicka equal to their Willpower each level.

EXISTING SPELLS

Many spells in *AGE of Tamriel* make references to existing spells, or are re-skinned/re-named spells from *Fantasy AGE*. In such cases the existing spell will not be reproduced in full, only the changes made to the spell with be noted, if needed.

MULTI-EFFECT SPELLS

Some spells may have two or more effects. When casting these spells you have to choose which effect you are casting with that spell.

These are not separate spells. When you learn the base spell, you know how to cast all the effects of that spell. Also, some of the effects may have different casting TNs, Magicka cost, etc.

You can only have one spell effect going at a time.

[SPELL]

Requirements: X (x)

Spell Type: X

Magicka Cost: #

Casting Time: X action

Target Number: #

Test: X

[description]

ALTERATION SPELLS



ENCHANT

Requirements: Novice magic talent.

Spell Type: Enchantment **Magicka Cost:** 4+
Casting Time: 1 minute **Target Number:** 13
Test: None

You enchant a single item with magicka. For every 4 Magicka you spend the item gains a +1 bonus, up to 12 Magicka for a +3 bonus. This bonus applies to Armor Rating for armor, Defense for shields, Attack and Damage rolls for weapons, and Ability tests for tools. Enchanted items are considered magical for purposes of interacting with incorporeal creatures. This spell lasts for 10 minutes, but can be extended with a Free action and by spending 2 Magicka for every 10 minutes.

BURDEN

Requirements: Novice magic talent.

Spell Type: Attack **Magicka Cost:** 4
Casting Time: major action **Target Number:** 12
Test: Strength (Might) or Willpower (Self-discipline) test vs Spellpower

You curse a single enemy within 20 yards of you that you can see with a heavy burden. For 1 minute, the target has their Speed reduced by 5 and suffers a -2 penalty to Defense. Targets who succeed at a Strength (Might) or Willpower (Self-discipline) test against your Spellpower only have their Speed reduced. This spell can be extended with a Free action and by spending 2 Magicka for each additional minute. However, each time this spell is extended, the target can make another test to resist the spell; the spell ends if they succeed twice in a row.

SLOW

Requirements: Journeyman magic talent. Burden spell.

Spell Type: Attack **Magicka Cost:** 8
Casting Time: Major action **Target Number:** 14
Test: Strength (Might) or Willpower (Self-discipline) vs Spellpower

Your curse slows the physical movements of a single enemy within 20 yards of you that you can see. For 1 minute, the target is Stunned; Stunned targets can only perform one action per round. Targets who succeed at a Strength (Might) or Willpower (Self-discipline) test against your Spellpower are Stunned for 1 round.

PARALYZE

Requirements: Master magic talent. Slow spell.

Spell Type: Attack **Magicka Cost:** 15
Casting Time: Major action **Target Number:** 16
Test: Strength (Might) or Willpower (Self-discipline) vs Spellpower

You curse a single enemy within 20 yards of you that you can see with paralysis. For 1 minute, the target is Paralyzed. Paralyzed targets cannot move or take any actions and their Defense becomes 10; they can still function mentally, including maintain existing spells. Targets who succeed at a Strength (Might) or Willpower (Self-discipline) test against your Spellpower are merely Stunned. Stunned characters can only take one action during their turn in a round.

PARALYZE RUNE

Requirements: Master magic talent. Paralyze spell.

Spell Type: Defense **Magicka Cost:** 12
Casting Time: X action **Target Number:** 15
Test: Strength (Might) or Willpower (Self-discipline) vs Spellpower

You create a magic rune upon a hard surface within 10 yards of you. The rune remains for 10 minutes and is triggered when anything comes within 2 yards of it. When triggered, everyone within 4 yards of the rune become Paralyzed for 1 minute. Paralyzed targets cannot move or take any actions and their Defense becomes 10; they can still function mentally, including maintain existing spells. Targets who succeed at a Strength (Might) or Willpower (Self-discipline) test against your Spellpower are merely Stunned. Stunned characters can only take one action during their turn in a round.

FEATHER

Requirements: Novice magic talent.

Spell Type: Enchantment **Magicka Cost:** 4

Casting Time: Major action **Target Number:** 11

Test: None

This spell lightens the weight of an object or creature. When cast on an object, anyone attempting to lift or move it has a +2 bonus to Strength (Might) tests. If cast on a weapon it reduces the weapon's Minimum Strength by 2, and when cast on armor it reduces its Armor Penalty by 2. If cast on a shield, the shield is treated as a lighter shield (medium is treated as light, heavy treated as medium, light shields remains unchanged). If cast on a creature, they have +2 bonus to Speed and to Strength (Jumping) tests, and ignores the first 5 points of falling damage. The spell has a duration of 10 minutes.

LEVITATE

Requirements: Journeyman magic talent. Feather spell.

Spell Type: Enchantment **Magicka Cost:** 8

Casting Time: Major action **Target Number:** 14

Test: None

This spell grants the ability to walk on air, granting the target a Fly Speed of 6 + your Willpower and the use of Flying action while in the air. This spell lasts for 10 minutes, but can be extended with a Free action and by spending 5 Magicka every 10 minutes.

HASTE

Requirements: Master magic talent. Levitate spell.

Spell Type: Enchantment **Magicka Cost:** 12

Casting Time: Major action **Target Number:** 16

Test: None

While under the effects of this spell, you gain +5 Speed, a +1 bonus to Defense, and you can perform one extra melee or ranged attack as Minor action. This spell lasts for 1 minute, but can be extended with a Free action and by spending 4 Magicka every minute.

SHIELD

Requirements: Novice magic talent.

Spell Type: Defense **Magicka Cost:** 6

Casting Time: Major action **Target Number:** 12

Test: None

You conjure a protective shield around you. For the remainder of the encounter, you have a +2 bonus to Defense.

STEADFAST WARD

Requirements: Novice magic talent. Shield spell.

Spell Type: Defense **Magicka Cost:** 8

Casting Time: Major action **Target Number:** 13

Test: None

This spell creates a magic ward that blocks against incoming damage. For 1 round, your Armor Rating is equal to your Spellpower. You can extend this spell with a Free action and by spending 3 Magicka for each additional round.

FIRE SHIELD

Requirements: Novice magic talent. Fiery Touch Resist Fire, Shield spells.

Spell Type: Defense **Magicka Cost:** 8

Casting Time: Major action **Target Number:** 13

Test: None

You cloak yourself in a fiery ward. For the remainder of the encounter, you have +4 Armor Rating against fire damage and anyone attacking you in melee automatically takes 2 penetrating fire damage.

FROST SHIELD

Requirements: Novice magic talent. Frost Touch, Resist Frost, Shield spells.

Spell Type: Defense **Magicka Cost:** 8

Casting Time: Major action **Target Number:** 13

Test: None

You cloak yourself in a ward of frost. For the remainder of the encounter, you have +4 Armor Rating against frost damage and anyone attacking you in melee automatically takes 2 penetrating frost damage.

LIGHTNING SHIELD

Requirements: Novice magic talent. Shocking Touch, Resist Shock, Shield spell.

Spell Type: Defense **Magicka Cost:** 8

Casting Time: Major action **Target Number:** 13

Test: None

You cloak yourself in a shocking ward. For the remainder of the encounter, you have +4 Armor Rating against shock damage and anyone attacking you in melee automatically takes 2 penetrating shock damage.

WATERBREATHING

Requirements: Journeyman magic talent.

Spell Type: Enchantment **Magicka Cost:** 6

Casting Time: Major action **Target Number:** 12

Test: None

This spell allows you to breathe underwater and grants you a +2 bonus to Speed and Constitution (Swimming) tests while swimming. This spell lasts for 10 minutes, but can be extended with a Free action and by spending 3 Magicka every 10 minutes. In addition, by spending 6 extra Magicka, you can cast this on a number of allies equal to your Willpower (including yourself).

WATER WALKING

Requirements: Master magic talent. Waterbreathing spell.

Spell Type: Utility **Magicka Cost:** 10

Casting Time: Major action **Target Number:** 14

Test: None

This spell allows you to walk on water as if it were solid ground. You can still choose to swim by using the Activate action and can dismiss the spell's effect at any time with a Free action. This spell lasts for 10 minutes, but can be extended with a Free action and by spending 5 Magicka every 10 minutes.

MANIPULATE OBJECT

Requirements: Journeyman magic talent. Feather, Burden spells.

Spell Type: Utility **Magicka Cost:** 8

Casting Time: Major action **Target Number:** 13

Test: None

You can manipulate objects at a distance up to 20 yards away from you. You do not move the object, but interact as if you were physically present. An ability test is required to successfully manipulate or perform more complex actions, and you suffer a -2 penalty if the object is 11 to 20 yards or more away from you. You can only manipulate one object at a time.

TELEKINESIS

Requirements: Master magic talent. Levitate, Manipulate Object, Slow spells.

Spell Type: Attack **Magicka Cost:** 12

Casting Time: Major action **Target Number:** See below

Test: Special (see below)

With this spell you can lift objects and creatures into the air. The Target Number depends on the size of the target being affected (see below).

The range of your telekinesis is 30 yards. You can move the target of the spell as if it had a Speed of 6 + Willpower. However, the spell ends if you move a target beyond the spell's range.

The duration of the spell is 1 round, but can be extended with a Free action and by spending 6 Magicka for each additional round.

Lifting Objects: To lift inanimate objects all you only need is a successful casting test. The TN is based on the object's size.

SIZE	EXAMPLES	TN
Tiny	Book, Dagger, House cat	11
Small	Bucket, Short sword, Dog	13
Medium	Chair, Long sword, Human adult	15
Large	Small table, Two-handed sword, Troll	17
Huge	Large table, Wagon, Giant	19

Lifting Creatures: Creatures can be targeted with this spell, but they can resist with a Willpower (Self-discipline) test vs your Spellpower. When extending telekinesis, the target gets a new ability test to resist the spell for each extension; a successful ability test ends the spell. Smaller and/or lighter creatures might have a -2 penalty to the ability test, while larger and/or heavier creatures might have a +2 bonus.

Telekinetic Damage: You can try to inflict damage to the target either by slamming the target into hard surfaces and dangerous objects, or by telekinetically crushing it. Damaging an object requires a second successful Spellcasting test against the target's size TN. To damage a creature, it must succeed on a Willpower (Self-discipline) test vs your Spellpower test, or take damage. If you successfully are able to deal damage, you inflict 3d6 + Willpower damage onto the target.

OPEN LOCK

Requirements: Journeyman magic talent. Manipulate Object spell.

Spell Type: Utility **Magicka Cost:** 6

Casting Time: 1 minute **Target Number:** Lock's TN

Test: Special (see below)

With this spell, you can magically pick locks with a successful Spellcasting test. If you have the Dexterity (Lockpicking) focus you can apply its focus bonus when trying to pick a lock with this spell. Each attempt requires a separate casting of the spell.

MAGE LOCK

Requirements: Journeyman magic talent. Manipulate Object spell.

Spell Type: Utility **Magicka Cost:** 6

Casting Time: Minor action **Target Number:** 13

Test: Special (see below)

You magically seal a door, chest, or other such object. Attempts to open it require some sort of ability test with a TN equal to your Spellpower. The spell remains until it is opened or you dismiss the spell.

MAGELIGHT

Requirements: Novice magic talent.

Spell Type: Utility **Magicka Cost:** 2 or 4

Casting Time: Major action **Target Number:** 9

Test: None

This spell can be used to create either a candlelight and a wanderlight. The light shed by the magelight is equal to a torch, illuminating a 10 yard area. This spell counters the Darkness spell.

Candlelight: By spending 2 Magicka, you create a stationary magelight that hovers around you or an creature/object that you touch. Against an unwilling creature, the target must make a Dexterity (Acrobatics) test vs your Spellpower or be affected by the spell. The candlelight has a duration of 10 minutes, but can be extended with a Free action and by spending 2 Magicka every 10 minutes. The candlelight disappears if you dismiss it or is dispelled.

Wanderlight: By spending 4 Magicka, your magelight has a Speed of 8+Willpower and is under your control. It has a range of 40 yards. The wanderlight can be used to "mark" a creature by following it. Marking an unwilling creature requires the target to make a Dexterity (Acrobatics) test vs your Spellpower or be tracked by the magelight. The wanderlight has a duration in minutes equal to your Willpower and cannot be extended. It also disappears if it moves beyond its range, you dismiss it, or is dispelled.

DARKNESS

Requirements: Journeyman magic talent.

Spell Type: Utility **Magicka Cost:** 6

Casting Time: Major action **Target Number:** 13

Test: None

You conjure magical darkness that obscures all light. Choose a point within 20 yards of you. You create a 10 yard area of darkness from the point you choose. Anyone without Dark Sight or the equivalent cannot see in this magical darkness. This spell counters the Magelight spell.

NIGHT-EYE

Requirements: Journeyman magic talent. Darkness, Night-Eye spells.

Spell Type: Enchantment **Magicka Cost:** 8

Casting Time: Major action **Target Number:** 14

Test: None

This spell gives you the ability to see in darkness. You gain the Dark Sight out to 20 yards. If you already possess this as a racial trait, your Dark Sight range increases by 10 yards. This spell lasts for 10 minutes, but can be extended with a Free action and by spending 4 Magicka every 10 minutes.

REPAIR

Requirements: Journeyman magic talent.

Spell Type: Utility **Magicka Cost:** 8

Casting Time: 1 minute **Target Number:** 14

Test: None

This spell magically restores a damaged or broken item with a touch. This spell repairs 1d6 item Durability per 4 Magicka spent, up to 6d6. This spell can only repair an item that it is mostly intact; e.g. you cannot repair a battle axe if the axe-head is missing, but you can repair it if you have the missing axe-head when casting the spell.

SHAPE EARTH

Requirements: Journeyman magic talent.

Spell Type: Special **Magicka Cost:** 4+

Casting Time: Major action **Target Number:** 11+

Test: Special (see below)

You control and shape the land around you. When casting this spell, you can perform one of the following effects out to 10 yards from of you:

Erosion (Attack spell; Magicka cost 4+; TN 13): You erode an earthen formation and structure, trying to destroy it. For every 3 Magicka you spend you deal 1d6 damage, up to 6d6, to a single earthen formation/structure within 20 yards of you that you can see. If used against an earthen creature,

the creature gets a Constitution (Stamina) test against your Spellpower to reduce the damage by one-half.

Pitfall (Attack spell; Magicka cost 12; TN 15): You create a pit 4 yards wide and 4 yards deep. Anyone within the area must make a Dexterity (Acrobatics) test or fall into the pit and take 2d6 falling damage (those who succeed take 1d6 damage). You can widen or deepen the pit by an additional 2 yards by spending 5 Magicka, or both for an additional 10 Magicka. Deepening the pit increases the falling damage by 1d6.

Shift Earth (Utility spell; Magicka cost 8; TN 11): You shift around a patch of earth that measures 4 yards wide, 4 yards long, and 2 yards deep. This effect does not radically alter the surface quickly. Instead, the earth slowly rolls and shifts until the desired result is achieved. It does not affect rock or stone, nor does it affect trees, structures, rock formations, except for changes in elevation and topography. It also is too slow to trap or bury creatures, unless they are helpless or otherwise cannot escape the shifting (such as being in a pit or tunnel). An Intelligence (Alteration) test is required if you want to a particular result, especially if any fine detail is involved. This effect remains for a number of minutes equal to your Willpower, and can be maintained with a Free action and by spending 4 Magicka every additional minute. If you stop maintaining the spell, the shifted earth will remain as it settled, subject to natural forces (like erosion and gravity).

EARTHEN WALL

Requirements: Journeyman magic talent. Shape Earth spell.

Spell Type: Defense **Magicka Cost:** 10

Casting Time: Major action **Target Number:** 13

Test: None

You create a wall of compacted earth that measures 4 yards long, 2 yards high, and 1 yard thick. When casting this spell you can create a longer wall by spending 3 Magicka for each additional 2 yard section created. You can link earthen walls together with multiple castings of this spell. The wall lasts for the encounter, but it can be destroyed; it has 20 "Health" and an Armor Rating of 3. This effect can also be used to destroy established earthen walls.

EARTHQUAKE

Requirements: Master magic talent. Shape Earth spell.

Spell Type: Attack **Magicka Cost:** 15

Casting Time: major action **Target Number:** 17

Test: Dexterity (Acrobatics) vs Spellpower

You cause the very ground to buckle and roll. Choose a point within 30 yards that you can see. Anyone within 6 yards of that suffer a -5 Penalty to Speed and -2 penalty to Defense for 1 round. They must also make a Dexterity (Acrobatics) test against your Spellpower or fall prone. The earthquake can also damage man-made structures, like buildings and walls, as

well as the surrounding environment (toppling standing stones, causing rockslides, etc). The earthquake lasts for 1 round, but can be extended with a Free action and spending 5 Magicka for each additional round.

STONE SHAPE

Requirements: Journeyman magic talent. Shape Earth spell.

Spell Type: Special **Magicka Cost:** 6+

Casting Time: Major action **Target Number:** 12+

Test: Special (see below)

You control and shape the land around you. When casting this spell, you can perform one of the following effects out to 10 yards from of you:

Shape Stone (Utility spell; Magicka cost 10; TN 12): You shape a patch of stone like clay, measuring 4 yards wide, 4 yards long, and 2 yards deep. This effect does not radically alter the surface quickly. Instead, the stone slowly rolls and shifts until the desired result is achieved. It does not affect dirt or soil, nor does it affect trees, structures, gemstone deposits, and crystal formations, except for changes in elevation and topography. It also is too slow to trap or bury creatures, unless they are helpless or otherwise cannot escape the shifting (such as being in a pit or tunnel). An Intelligence (Alteration) test is required if you want to a particular result, especially if any fine detail is involved. This effect remains for a number of minutes equal to your Willpower, and can be maintained with a Free action and by spending 5 Magicka every additional minute. If you stop maintaining the spell, the shifted stone will remain as it settled, subject to natural forces (like erosion and gravity).

Stone Trap (Defense spell; Magicka cost 15; TN 17): You create a stone enclosure measuring 4 yards wide and 2 yards high. Anyone within the area must make a Dexterity (Acrobatics) test or be captured within. You can widen or heighten the trap by an additional 2 yards by spending 5 Magicka, or both for an additional 10 Magicka. The stone enclosure has 40 "Health" and an Armor Rating of 4.

Topple (Attack spell; Magicka cost 6+; TN 14): You create pressure in a stone formation and structure, trying to topple it. For every 4 Magicka you spend you deal 1d6 damage, up to 6d6, to a single stone structure within 20 yards of you that you can see. If used against a stone creature, the creature gets a Constitution (Stamina) test against your Spellpower to reduce the damage by one-half.

STONE WALL

Requirements: Journeyman magic talent. Stone Shape spell.

Spell Type: Defense

Magicka Cost: 12

Casting Time: Major action

Target Number: 15

Test: None

You create a wall of stone that measures 4 yards long, 2 yards high, and 1 yard thick. When casting this spell you can create a longer wall by spending 4 Magicka for each additional 2 yard section created. You can link earthen walls together with multiple castings of this spell. The wall lasts for the encounter, but it can be destroyed; it has 40 "Health" and an Armor Rating of 6. This effect can also be used to destroy established stone walls.

CHAMELEON

Requirements: Journeyman magic talent.

Spell Type: Enchantment

Magicka Cost: 4

Casting Time: Major action

Target Number: 12

Test: Perception (Seeing) vs Spellpower

You blend into the surrounding environs. For 10 minutes, a successful Perception (Seeing) test vs. your Spellpower is required to spot you. Making an attack gives away your position, negating the spell's benefits until the beginning of your next turn.



CONJURATION SPELLS

MAGE ARMOR

Requirements: Journeyman magic talent.

Spell Type: Defense **Magicka Cost:** 6

Casting Time: Major action **Target Number:** 12

Test: None

You conjure an ethereal suit of armor for yourself. For the remainder of the encounter, you have a +4 bonus to your Armor Rating. This spell has no effect if you are wearing regular armor. The armor vanishes if you are knocked unconscious, stunned, or dying.

MAGE TOOL

Requirements: Novice magic talent.

Spell Type: Utility **Magicka Cost:** 4

Casting Time: 1 minute **Target Number:** 11

Test: Special (see below)

You conjure an ethereal tool or set of tools. The conjured tool functions like a normal item of its type. The conjured item lasts for 10 minutes, but can be extended with a Free action and spending 2 Magicka every 10 minutes. The tools vanish if you are knocked unconscious, stunned, or dying.

MAGE WEAPON

Requirements: Journeyman magic talent. Mage Tool spell.

Spell Type: Utility **Magicka Cost:** 6

Casting Time: Major action **Target Number:** 13

Test: None

You conjure an ethereal weapon. The mage weapon must be one that you are trained in. The mage weapon functions as the weapon chosen, except you add your Willpower to its damage rolls, instead of Strength (for melee weapons) or Perception (for ranged weapons). The mage weapon only functions for you, no one else can grasp it. If you are disarmed of the weapon, you can conjure another by spending 1 Magicka and using the Activate action. The mage weapon remains for the encounter.

Dual-wielding Weapons: When conjuring a melee weapon, you can choose to spend 3 extra Magicka to conjure a second melee weapon, allowing you to dual-wield in combat.

Ranged Weapons: Conjured ranged weapons can be reloaded with a Minor action and comes with 20 pieces of ammunition. To recover 10 ammo it requires the Activate action and costs 1 Magicka.

SOUL TRAP

Requirements: Journeyman magic talent.

Spell Type: Utility **Magicka Cost:** 6+

Casting Time: Major action **Target Number:** 13

Test: Willpower (Self-discipline) vs Spellpower

You can capture the soul of the recently dead into a soul gem. The spell must be cast within 1 minute of a creature's death to capture its soul. When cast on a living creature, they get to make a Willpower (Self-discipline) vs. Spellpower to resist. If they fail, they are marked. If a marked creature dies within 1 minute, you capture its soul. You can only mark one target at a time. Capturing a soul requires an empty soul gem of the appropriate size or larger.

SUMMON MINION**Requirements:** Novice magic talent.**Spell Type:** Utility**Magicka Cost:** 6**Casting Time:** Major action**Target Number:** 12**Test:** None

You summon magical creature to aid you. When casting this spell, you can choose to summon either a minor daedra known as scamp, or an ethereal creature known as a familiar. The summoned creature remains for 10 minutes. If the creature is reduced to 0 Health, it disappears. If you or an ally attacks the creature, it becomes hostile towards you and your allies.

Familiar: You summon an animal with a Threat Level of Minor and the special trait, Ethereal. The summoned creature has the same stats as the animal it resembles and +3 Armor Rating from its Ethereal nature.

Scamp: You summon a lesser daedra known as a scamp. See page XX for its game stats.

SUMMON ATRONACH, MINOR**Requirements:** Novice magic talent. Summon Minion spell.**Spell Type:** Utility**Magicka Cost:** 8**Casting Time:** Major action**Target Number:** 12**Test:** None

You summon an atronach (pg. XX) with a Minor threat level. The atronach appears within 10 yards of you. It is friendly to you and obedient to your commands for the duration of the encounter. When it reaches 0 Health or when the spell ends, the atronach vanishes in a burst of elemental energy, back to Oblivion. If you or an ally attacks the creature, it becomes hostile towards you and your allies.

SUMMON ATRONACH, LESSER**Requirements:** Journeyman magic talent. Summon Minor Atronach spell.**Spell Type:** Utility**Magicka Cost:** 12**Casting Time:** Major action**Target Number:** 14**Test:** None

You summon an atronach (pg. XX) with a Moderate threat level. The atronach appears within 10 yards of you. It is friendly to you and obedient to your commands for the duration of the encounter. When it reaches 0 Health or when the spell ends, the atronach vanishes in a burst of elemental energy, back to Oblivion. If you or an ally attacks the creature, it becomes hostile towards you and your allies.

SUMMON ATRONACH, GREATER**Requirements:** Master magic talent. Summon Lesser Atronach spell.**Spell Type:** Utility**Magicka Cost:** 15**Casting Time:** Major action**Target Number:** 16**Test:** None

You summon an atronach (pg. XX) with a Major threat level. The atronach appears within 10 yards of you. It is friendly to you and obedient to your commands for the duration of the encounter. When it reaches 0 Health or when the spell ends, the atronach vanishes in a burst of elemental energy, back to Oblivion. If you or an ally attacks the creature, it becomes hostile towards you and your allies.

SUMMON BEAST, MINOR**Requirements:** Novice magic talent. Summon Minion spell.**Spell Type:** utility**Magicka Cost:** 6**Casting Time:** Major action**Target Number:** 11**Test:** None

You summon an animal to aid you. You can summon any beast with a Minor threat level and it arrives in the following round. It is friendly to you and obedient to your commands for the duration of the encounter. At the end of the spell, the animal leaves on its own and remains neutral towards you. If you or an ally attacks the creature, it becomes hostile towards you and your allies.

SUMMON BEAST, LESSER**Requirements:** Journeyman magic talent. Summon Minor Beast spell.**Spell Type:** Utility**Magicka Cost:** 10**Casting Time:** Major action**Target Number:** 13**Test:** None

You summon an animal to aid you. You can summon any beast with a Moderate threat level and it arrives in the following round. It is friendly to you and obedient to your commands for the duration of the encounter. At the end of the spell, the animal leaves on its own and remains neutral towards you. If you or an ally attacks the creature, it becomes hostile towards you and your allies.

SUMMON BEAST, GREATER

Requirements: Master magic talent. Summon Lesser Beast spell.

Spell Type: Utility **Magicka Cost:** 12

Casting Time: Major action **Target Number:** 15

Test: None

You summon an animal to aid you. You can summon any beast with a Major threat level and it arrives in the following round. It is friendly to you and obedient to your commands for the duration of the encounter. At the end of the spell, the animal leaves on its own and remains neutral towards you. If you or an ally attacks the creature, it becomes hostile towards you and your allies.

SUMMON DAEDRA, MINOR

Requirements: Journeyman magic talent. Summon Minion spell.

Spell Type: Utility **Magicka Cost:** 12

Casting Time: Major action **Target Number:** 14

Test: None

You summon lesser daedra to aid you. You can summon any daedra with a Minor threat level and it appears within 10 yards of you in the following round. It is friendly to you and obedient to your commands for the duration of the encounter. At the end of the spell or when it reaches 0 Health, it vanishes in a swirl of daedric energy, back to Oblivion. If you or an ally attacks the creature, it becomes hostile towards you and your allies.

SUMMON DAEDRA, LESSER

Requirements: Master magic talent. Summon Minor Daedra spell.

Spell Type: Utility **Magicka Cost:** 15

Casting Time: Major action **Target Number:** 15

Test: None

You summon lesser daedra to aid you. You can summon any lesser daedra with a Moderate threat level and it appears within 10 yards of you in the following round. It is friendly to you and obedient to your commands for the duration of the encounter. At the end of the spell or when it reaches 0 Health, it vanishes in a swirl of daedric energy, back to Oblivion. If you or an ally attacks the creature, it becomes hostile towards you and your allies.

SUMMON DAEDRA, GREATER

Requirements: Master magic talent. Summon Lesser Daedra spell.

Spell Type: Utility **Magicka Cost:** 20

Casting Time: Major action **Target Number:** 17

Test: None

You summon lesser daedra to aid you. You can summon any lesser daedra with a Major threat level and it appears within 10 yards of you in the following round. It is friendly to you and obedient to your commands for the duration of the encounter. At the end of the spell or when it reaches 0 Health, it vanishes in a swirl of daedric energy, back to Oblivion. If you or an ally attacks the creature, it becomes hostile towards you and your allies.

BANISH DAEDRA

Requirements: Journeyman magic talent. Summon Minion spell.

Spell Type: offense **Magicka Cost:** 8

Casting Time: Major action **Target Number:** 12

Test: Willpower (Self-discipline) vs Spellpower

You banish a summoned daedra back to Oblivion. When casting this spell, choose a target within 20 yards of you that you can see. Targets who fail a Willpower (Self-discipline) test against your Spellpower are banished back to Oblivion. This spell works on daedra only, including summoned familiars, scamps, and atronachs.

SUNDER DAEDRA

Requirements: Master magic talent. Banish Daedra spell.

Spell Type: Attack **Magicka Cost:** 12

Casting Time: Major action **Target Number:** 15

Test: Intelligence (Conjuration) vs Spellpower

You sunder an enemy spellcaster's hold over their summoned daedra. When casting this spell, choose a summoned daedra within 20 yards that you can see. The spellcaster who summoned the target must make a Intelligence (Conjuration) test against your Spellpower or have their bound daedra freed and turn hostile towards them. This spell works on daedra only, including summoned familiars, scamps, and atronachs.

BIND DAEDRA

Requirements: Journeyman magic talent. Summon Greater Daedra, Sunder Daedra spell.

Spell Type: Attack **Magicka Cost:** 15

Casting Time: Major action **Target Number:** 15

Test: Willpower (Self-discipline) vs Spellpower

You attempt to bind a daedra to your will. When casting this spell, choose a daedra within 20 yards of you that you can see. Targets who fail a Willpower (Self-discipline) test against your Spellpower are bound to you for 10 minutes. The binding effect only works on daedra that are not bound to another spellcaster. This spell works on daedra only, including summoned familiars, scamps, and atronachs.

NECROMANCY SPELLS

Necromancy is a sub-school of the Conjuration school of magic. As a sub-school of Conjuration, Necromancy spells are treated as Conjuration spells for purposes of learning said spells.

CURSE

Requirements: Novice in Necromancer specialization.

Spell Type: Attack **Magicka Cost:** 8

Casting Time: Major action **Target Number:** 14

Test: Willpower (Faith) vs Spellpower

You conjure daedric forces to impede your foes. Choose one target within 20 yards of you that you can see. If the target fails at a Willpower (Faith) test against your Spellpower, the target is cursed. Cursed targets suffers a -2 penalty on ability tests based on one ability of your choice (Communication, Dexterity, etc.). Stunts based on that ability also generate -2 stunt points. If the target makes a successful Willpower (Faith) test vs. your Spellpower, the ability test and stunt point penalties are only -1. This spell is effective for a single encounter. You can only have one Curse spell active at a time.

LIFE STEAL

Requirements: Novice in Necromancer specialization.

Spell Type: Attack **Magicka Cost:** 4+

Casting Time: Major action **Target Number:** 13

Test: Constitution (Stamina) vs Spellpower

You leech the life-essence of your foes to replenish your own. For every 5 Magicka you spend, your target takes 1d6 penetrating damage, up to 3d6, plus your Willpower. Targets that succeed at a Willpower (Self-discipline) test vs your Spellpower only take 1d6 penetrating damage. In addition, you recover lost Health equal to the amount of damage done by the spell; you cannot recover more Health than your total.

LIFE-STEALING BOLT

Requirements: Journeyman in Necromancer specialization. Life-Steal spell.

Spell Type: Attack **Magicka Cost:** 8

Casting Time: Major action **Target Number:** 14

Test: Constitution (Stamina) vs Spellpower

You cast a vampiric bolt that steals the life-essence of your foes. This spell functions like the Rock Blast spell in Fantasy AGE (page 70), except as noted here. The target takes 1d6 + Willpower penetrating damage. Targets who succeed at a Constitution (Stamina) test against your Spellpower only take 1d6 penetrating damage. In addition, you recover lost Health equal to the amount of damage done by the spell; you cannot recover more Health than your total.

NECROMANTIC WARD

Requirements: Journeyman in Necromancer specialization. Animate Minor Undead spell.

Spell Type: Enchantment **Magicka Cost:** 10

Casting Time: Major action **Target Number:** 14

Test: None

You bolster yourself and undead allies with necromantic power. You and all nearby undead allies within 10 yards of you get +1 SP when generating stunt points. This spell lasts until the end of the encounter or it is dispelled.

DESECRATION

Requirements: Master in Necromancer specialization. Necromantic Ward spell.

Spell Type: Enchantment **Magicka Cost:** 12

Casting Time: Major action **Target Number:** 17

Test: None

You desecrate a 6-by-6-yard area within 10 yards of you with necromantic energy. All undead within that area gain +10 Health and a +1 bonus to attack rolls, Defense, and on ability tests when resisting spells and effects. Any undead leave the area they lose the benefits of the spell (but can regain them by entering back into the spell area). The spell effect remains for the encounter, or until dispelled.

SUMMON SPIRIT, MINOR

Requirements: Master in Necromancer specialization.
Animate Minor Undead, Soul Trap spells.

Spell Type: Utility **Magicka Cost:** 10

Casting Time: Major action **Target Number:** 13

Test: None

You bind the spirit of the dead to your will. There must be a corpse of a creature within 10 yards of you when casting this spell. It takes 1 round for the spirit to form.

The spirit is friendly to you and obedient to your commands for the duration of the encounter. At the end of the spell, if you dismiss it, or until it reaches 0 Health, it disappears in a flash of spectral energies.

This spell only works on animals and once-living creatures with a Minor threat level; it does not work on constructs, undead, daedra, atronachs, and other otherworldly creatures.

The spirit has the same statistics as the base creature it spawned from but with the following changes:

Its **Health** is reduced by 10, to a minimum of 30.

Incorporeal: Spirits are incorporeal, they ignore the effects of terrain and only magical attacks (spells or hits from magic weapons) can harm them, other attacks pass through their forms without effect. A character attacking a spirit can perform a special stunt called "Spirit Bane" for 3 SP, however. The character then inflicts normal weapon damage but substitutes Willpower for Strength or Perception.

Spectral Touch: The spirit's brawling attacks are a Spectral Attack that drains the life force from the living. This attack uses Accuracy (Brawling) and adds their Willpower to their damage rolls. Spectral attacks ignore a target's shield bonus, if any. Creatures without a soul, such as re-animated corpses or golems, take one-half damage from these attacks.

SUMMON SPIRIT, LESSER

Requirements: Master in Necromancer specialization.
Summon Minor Spirit spell.

Spell Type: Utility **Magicka Cost:** 15

Casting Time: Major action **Target Number:** 15

Test: None

You bind the spirit of the dead to your will.

This spell functions as the *Summon Minor Spirit* spell, but you are able to summon the spirits of creatures with a Moderate threat level.

SUMMON SPIRIT, GREATER

Requirements: Master in Necromancer specialization.
Summon Lesser Spirit spell.

Spell Type: Utility **Magicka Cost:** 20

Casting Time: Major action **Target Number:** 17

Test: None

You bind the spirit of the dead to your will.

This spell functions as the *Summon Minor Spirit* spell, but you are able to summon the spirits of creatures with a Major threat level.

ANIMATE UNDEAD, MINOR

Requirements: Novice in Necromancer specialization.

Spell Type: Utility **Magicka Cost:** 8

Casting Time: Major action **Target Number:** 11

Test: None

You re-animate the dead to aid you. There must be a corpse of a creature within 10 yards of you when casting this spell. It takes 1 round for the corpse to re-animate.

It is friendly to you and obedient to your commands for the duration of the encounter. At the end of the spell, if you dismiss it, or until it reaches 0 Health, it collapses in a pile of ash. Any items it was carrying are unaffected.

This spell only works on animals and once-living creatures with a Minor threat level; it does not work on constructs, undead, daedra, atronachs, and other otherworldly creatures.

The re-animated dead has the same statistics as the base creature but with the following changes:

Its **Health** is reduced by 10, to a minimum of 20.

Deathly Fortitude: Re-animated dead do not need to eat, drink, sleep, or breathe. It has a +2 bonus to Armor Rating, with a minimum Armor Rating of 4.

Mindless Aggression: The re-animated dead never flee from battle, but can be tricked or manipulated.

ANIMATE UNDEAD, LESSER

Requirements: Journeyman in Necromancer specialization.
Animate Minor Undead spell.

Spell Type: Utility **Magicka Cost:** 10

Casting Time: Major action **Target Number:** 14

Test: None

You re-animate the dead to aid you.

This spell functions as the *Animate Minor Undead* spell, but you are able to animate dead creatures with a Moderate threat level.

ANIMATE UNDEAD, GREATER

Requirements: master in Necromancer specialization.
Animate Lesser Undead spell.

Spell Type: Utility **Magicka Cost:** 15

Casting Time: Major action **Target Number:** 17

Test: None

You re-animate the dead to aid you.

This spell functions as the *Animate Minor Undead* spell, but you are able to animate dead creatures with a Major threat level.

COMMAND UNDEAD

Requirements: Journeyman in Necromancer specialization.
Animate Minor Undead spell.

Spell Type: Attack **Magicka Cost:** 8

Casting Time: Major action **Target Number:** 13

Test: Willpower (Self-discipline) vs Spellpower

You attempt to bind an undead to your will. When casting this spell, choose an undead within 20 yards of you that you can see. Targets who fail a Willpower (Self-discipline) test against your Spellpower are bound to you for 10 minutes. The binding effect only works on undead that are not bound to another spellcaster.

SUNDER UNDEAD

Requirements: Master in Necromancer specialization.
Animate Lesser Undead spell.

Spell Type: Attack **Magicka Cost:** 10

Casting Time: Major action **Target Number:** 13

Test: Intelligence (Necromancy) vs Spellpower

You sunder an enemy spellcaster's hold over their undead ally. When casting this spell, choose an undead within 20 yards that you can see. The spellcaster who commands the target must make a Intelligence (Conjuration) test against your Spellpower or have their undead ally freed and turn hostile towards them.