



Magic is not as dissimilar as one might expect from any manner of art form or skilled action that exists in reality. Of course, it is still fantasy and has roots deep within the lore of Tara-Corax. This chapter will focus on mechanics and how to wield magic in-game. Far more information is covered in the Storyteller's Tome.

A Brief History of Magic

Magic was created by the Ancients, as their form of technology. They formulated many different tools to aid in mundane tasks and function as weapons of war. The Ancients kept trusted people as scribes to carve out instructions for magic into stone walls and libraries. After the War of the Ancients, these scribes were the very first spell casters among the civilized people who could use the same magic as the Ancients. These were the First Scribes.

The runes that form the instructions for magic are extraordinarily complex. Each spell is made up of 100 runes or more, and each rune's meaning changes with even a small misprint. As the First Scribes were under the direct tutelage of those who created magic, their copies of spell formulae was perfect. But, the host of Ancient magic was nearly lost as the war left great hordes of spell instruction destroyed, lost and forgotten. The scant few that remained served as the homes of the Scribes.

Through the generations, the First Scribes passed down their knowledge to successors. However, the accuracy of the magic began to fade. The successors copied the spells from their stone edifices to take with them as they spread throughout the world. Each new copy had a new slight error, and even the smallest error can render a spell unusable or even dangerous.

Thus, these few holdings of the original copies of magic formulae became a seat of power for casters, who eventually become the Magic Scholasta – a global quasi-allied organization that guards the sites of original magic knowledge. The Scholasta is where spellcasters typically go to learn their trade, spending 6-10 cycles to graduate with a specific vocation (Character Class).

The Scholasta essentially control all the basis of magical knowledge in Wyrmsbane. They defend it with an unscrupulous iron grip. Even the Factions and

nations of the world dare not challenge their power. They are ever-seeking new caches of Ancient runes and closely monitor the spellcasters across the lands.

What is Magic?

Magic is that which is brought forth from the unseen planes into reality. Reality, in Wyrmsbane, is made up of many layers. Just as an electronic drawing or photo negative has many layers that make up the resultant visage, so does reality. Called the Prime Plane by the Magic Scholasta, it is where all these layers come together.

Each plane, called a "Source", is of one thing; fire, water, healing, enchantment, and so on. A spellcaster is able to bring forth the essence of that source into the Prime Plane. This is done through a set of very complex instructions – the spell formula.

In this, spellcasting is very similar to any number of analogues in reality. The spell formula tells the caster exactly what they must do to produce a reliable and repeatable outcome, and straying from the formula commonly meets with disaster. Just as if you were in a pool and wanted to splash someone; you would have to cup your hands just so and they must be at the edge of the water, you would thrust your arm forward at the right speed so the water forms a wave that travels in the direction you want. Or, if you were building a steam engine; each fitting, pipe and tank would have to be connected just so, otherwise the engine would not work, or even worse, explode! Magic is no different, but instead of manipulating something physical, the spellcaster manipulates the Source.

A mage casting a fire spell, following the spell formula to the letter, would first establish their link with the Fire Source – feeling it around them. They might slowly pull their hand back, gathering power into their palm in a very specific motion (just like the splashing example). There might be a few motions needed before driving their hand forward to release

the spell, each motion exactly connected to another just as the plans of a steam engine. Only when all is done exactly as the formula says, does the spell go off. The effects of the spell are determined by the spell formula.

It is this link to the Sources that is the supernatural and fantastic. Spellcasters have this ability by way of their Mysticism Attribute. Only a person with sufficient Mysticism can establish the link in the first place, the rest is academic.

There are 28 known Sources of Magic, and 37 when you count Orderly Magic. These Sources all have a certain “feel” to them. They have an effect on the caster, pulling their thoughts and emotions in a certain direction. The Sources are then grouped into four Spheres of Magic. All Sources within a Sphere have a similar “feel”. Indeed, a spellcaster is as shaped by the spells they cast as their experiences. The Spheres of Magic are:

The Spell Sphere of Shadow, which has a nefarious and dark quality to it. Within the Sphere, these Sources are found: the Blood Source, the Decay Source, the Explosion Source, the Non-Lethal Source, the Necromancy Source, the Shade Source, and the Summoning Source. Shadow Magic is bent toward pain, affliction, damage and control. Each spell cast reduces the character’s Approach equal to the Rank of the spell.

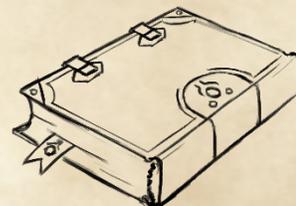
The Magical Sphere of the Elements, which is balanced and lawful. Within it one will find the Animal, Earth, Fire, Natural, Time, Water and Wind Sources. Elemental magic is bold and even, using the elements of Wyrmsbane to manipulate reality and crush its foes. Each spell cast increases the character’s Outlook equal to the Rank of the spell.

The Magical Sphere of Light is one of compassion and good. It heals, protects and defends those who wield its power. The Sources of Attack, Aura, Defending, Healing, Knowledge, Protection and Transmutative are its family. Each spell cast increases the character’s Approach equal to the Rank of the spell.

The Chaotic Sphere of Scarlet. When it was first found by the civilized people, a group of men laid claim to it and wore dark red robes, giving the Sphere its name. It is now held by the Scholasta and the Sources are Blade, Enchantment, Force, Iron, Perception, Star and

Utility. Each spell cast reduces the character’s Outlook equal to the Rank of the spell.

Lastly, we have Orderly Magic. Unlike other Spheres, the “feel” is bound to who is casting the spell, and does not affect their Alignment. Fueled by AUSA, Orderly Magic varies greatly in effect and power. The Sources are Death, Dragon, Element, Hishire, Moon, Rax, Spirit, Sun and Xylus. Each Source has its own “feel” instead, which draws a character to act in a certain manner independent of what their Alignment dictates.



Spell Books

Because of the complexity of magic, spellcasters keep tomes on them called spell books. Here, they have their copy of a formula, along with all their notes and annotations. With such complexity, only a finite number of formulae can be on the forefront of a spellcaster’s mind at any one given time, limited by the mind and training of the individual. How a spell is memorized and cast depends on the Type of Caster they are.

Spell books hold “Ranks-worth” of spells. A spell book that holds “20 Ranks-worth of spells” means that there is enough physical room to have ten 2nd Rank spells, or twenty 1st Rank spells, five 4th Rank spells or any combination thereof. Spells must always be completely contained within a single spell book.

Elements of a Spell Caster

In order to use magic in TC, you must first have a character that can cast magic. This is determined by looking at the lower right corner of the first page of any Character Class description. There, you will find what Sources they have access to, if they are Major or Minor access, number of Spell Points they begin with and how the Spell Points increase with Level and their Casting Ascension Chart, which lets you know what Rank of spell they can cast, and at what Level.

Major and Minor Access

There are two possible capabilities of a caster's power within a given Source: Major and Minor. All spells are categorized into 10 Ranks of spells, with each successive Rank holding more powerful formulae. If a character has Major Access, they can cast all the way up to the 10 Spell Rank, as limited by their Spell Ascension Chart. Minor Access means they may only cast up to the 4th Rank of spells, again, limited by their Spell Ascension Chart.

The Magic Well

Casting spells is taxing. Most casters describe the draining sensation of spell as analogous to losing consciousness. The concentration needed to bring all the training, knowledge and mystics together has a very real and exhausting effect. Eventually, a caster may reach their limits. When this happens, the caster says their Magic Well has run dry and can no longer cast magic.

The Magic Well is measured by Spell Points, which is not a part of the fantastic world and no one in Wyrmsbane is aware of the concept of Spell Points. This is necessary for the game mechanics so we can define exactly when a spell user has exhausted all of their magical power and can no longer cast spells.

Each spell has a "Cost", which is the number of Spell Points needed to cast that spell. Caster must have at least that many Spell Points to cast a spell. If even 1 short, they may not.

A Character's starting Magic Well is based off their Race, modified by their Mysticism and Class.

Skills

Spellcasters use magic by way of the Cast Spell Skill. Any Character Class that has access to magic automatically gains this Skill. They also commonly have Spell Lore, used to learn and scribe new spells. Additionally, you may want to consider Spell Ready, Create Duve, Magic Theory and Combat Casting; all of which enhance a spellcasters capabilities.

Type of Caster

Magic is cast in one of three ways: Illrathically, Mashanically or Orderly. Each of these reflects the Type of Caster your character is, and each has their own nuances.

The Illrathic Caster

The Illrathic Caster is the "standard" way of using magic. The character memorizes the spell formula and uses it as needed. Spells are memorized by way of the Spell Ready Skill, essential for casting magic Illrathically. The Spell Ready Skill allows the caster to bring a given number of spells to be *At the Ready*, a state that means the spell formula is on the tip of their minds and is cast normally. Spells *Not at the Ready*, meaning they are not designated to be *At the Ready* through the Spell Ready Skill, have a higher chance of Catastrophic Miscast.

Practically, this means the caster picks a certain number of spells to be ready to go. When they cast these, mechanics apply as normal. If they choose to cast a spell not ready to go, it is dangerous and takes longer.

Illrathic Casters are unbound in the Rank of spell they may achieve, but are also subject to a Catastrophic Miscast and must consider what spells they have *At the Ready*.

The Mashanic Caster

A Mashanic Caster is one who uses talismans, called "Duves" to cast spells, in part. A Mashanic Caster uses the Create Duve Skill to make these trinkets. Then, when in safety and as time permits, they open their spell book and cast a spell. the Duve "records" part of the spell formula. When casting the spell, they only need memorize a fraction of the formula, and then use the Duve to complete the spell. This makes them faster and less prone to a Catastrophic Miscast and Fizzle than an Illrathic Caster. However, the potential of casting is limited by the Duve itself, and while people have an unlimited potential for magic, the inanimate does not. Thus, a Mashanic Caster's is limited to the 6th Rank of spells. However, Mashanic

Caster ignore Major and Minor Access and ALL THEIR SPELLS are limited to the 6th Rank.

The Orderly Caster

While fundamentally the same in terms of mechanics, Orderly Caster have some notable differences. First of all, they draw on an unseen power called “Ausa”. Ausa is the culmination of the thought and deed. It resonates as a temporary Source of Magic within the local area where specific action take place. When someone acts out within a specific thought and ethos behind that action, it creates a well of energy in the unseen planes. When enough people have acted out in this way, the power grow strong enough for Orderly Caster to tap and use to power their spells. This is (one of many reasons) why the Orders encourage and support followers of their ethos. Therefore, the stronger the Ausa is in the local area, the more powerful their spells. Conversely, an Orderly caster far from their home may find their spells don’t work at all from lack of Ausa.

Secondly, the Orderly Sphere of Magic was not created by the Ancients; it was created by the now-Civilized People during the War of the Ancients when they found they could tap into Ausa. Thus, Orderly Magic does not follow the same complexity of rune and motion as other magic. Instead of long equations and instructions, the vast majority of the spell formula is common litanies and sayings of the Orders. It would be like replacing a large portion of a calculus equation with the A-B-C children’s song.

The result of this abbreviation of spell formula is that Orderly Casters are far more reliable in casting spells and their spells have a far less difficulty then other magic. The Orderly Caster cannot Catastrophically Miscast. However, their spells are utterly reliant on Ausa for the magnitude of the effect of the spell. Moreover, Orderly Magic, not being devised by the Ancients, has a rather lackluster power-growth as one looks across the Ranks of spells. A 10th Rank Orderly spell is not the same as a 10th Rank spell of any other Sphere.

Elements of a Spell

As stated above, when a caster casts a spell, there are certain things they do to bring the power into being. As they do, sounds and magical light form around the caster’s hands and person. Each Source has a different look and sound, recognizable through an Intellect Check (which is subjectively varied based on the character’s Class, Level and experiences.) A caster may not disguise a spell’s visual tells or subdue it in any way, aside from remaining out of sight of others. There are several items the Player must consider for their character to cast magic:

- **Rank:** The Rank of the spell. The caster may cast this spell if they are of sufficient Level listed in their Class’s Spell Ascension Chart, and if the Rank is 5 or more, they must also have Major Access.
- **Cost:** The number of Spell Points needed to cast that spell.
- **Casting Difficulty (CsD):** The Target Number of a Cast Spell Skill Check needed to successfully cast the spell.
- **Casting Time (CsT):** The amount of time the caster spends going through the motions to bring the spell into being. During this time, they may do very little else, and are susceptible to interruption. Casting time may be in terms of hours, minutes or Marks. The latter noted as “M”, thus “13M” means 13 Marks. A “Snap-Cast” is when the spell goes off on the same Initiative Mark as when the caster begins to cast.
- **Range:** The maximum range of the spell. For spells that affect an area, the range is to the center of the that area.
- **Area of Effect (AoE):** What the spells effects in terms of targets, area, volume, items and so on.
- **Duration:** How long the spell last. This may be different then the effects of the spell. in general, this refers to how long the spell itself effects the world around it as determined by the AoE.
- **Effect:** What the spell does and the additional effect of a well-cast spell.

Spell Type is the last aspect of the spell itself. There are seven types of spells. Each has a different application. Some have specific mechanics for

employment, others are tags that allow or disallow mechanics to affect them.

Dispel: Dispels are intended to end magical effects. They cannot reverse damage, but can halt over-time damaging magical effects, dispel enchantments and para-magical effects. They cannot affect Hexes or Wards. The Spell Rank of the Dispel determines what Spell Rank of Enchantment (or other magical effect) it can dispel.

Enchantment: These spells imbue items with magical power. There is both permanent and temporary versions within the spells. Enchantments can typically be detected through Abilities and Skills.

Healing: Spells listed as “Healing” magically heal Hit Points and can close wounds, stop bleeding and more. There are many effects in the world of Wyrmsbane that are not curable by magical healing. When a sentence or phrase says something to the effect of “this cannot be cured by magical means,” this Spell Type cannot heal lost Hit Points or Effects. If the spell is not of this Type, then damage is healed through mystic, or natural means and (probably) cannot be inhibited.

Hex: This is a spell that afflicts the target with some form of malady or restriction. Hexes cannot be ended by Dispels.

Magic Missile: These types of spells create an item made of magical power that the caster can hold and decide when it is used (always described in the spell’s description). When used, the caster needs to roll to-Hit against the target’s Dodge Score for the spell to have its effects take place. They receive a bonus to-Hit equal to their bonus vs. Magic Resistance Mysticism Characteristic only plus the character’s Level plus the Rank of the Spell. These spells can also Critically Strike when thrown; Critical Number is 10 for Rank 1 – 3, 9 for Rank 4 – 6, 8 for Rank 7 – 9 and 7 for Rank 10 spells.

Mind-Altering: These spells affect the target adversely in their mind. This may be confusion, causing fear, or other things making the target act as they shouldn’t. Targets may not be aware when they’re under Mind-Altering spells and must make an Intellect Check of the double the Rank of the spell +5 to know something is wrong.

Ward: A ward is a magical mark placed on an item, place or person. Some have a delayed action, or a something that triggers them to become active. The Duration stated is the duration when the Ward becomes active. Wards cannot be dispelled. However, when the effects activate, they become visible and if the thing they are placed upon is destroyed, the Ward ends.

Mechanics of Casting a Spell

Casting a Spell is a Full Action. After the Player rolls initiative, on their Mark, they declare what spell they want to cast and subtract the Casting Time from their Initiative Roll. When this new Mark comes up, roll a Cast Spell Skill Check. If the roll is equal to or greater than the Casting Difficulty of the spell, the spell goes off and subtract that number of Spell Points from your character’s Magic Well. If you fail the roll, nothing happens and subtract ½ (round up) the number of Spell Points. In order to cast the spell in the first place, they must be able to cast spells from that Spell Source (as per their Character Class), have the correct access (must have Major access for Spell Ranks over the 4th), the spell formula (in their spell book and learned), and enough Spell Points at the time of casting.

A spellcaster may hold a spell’s effect if they wish. This is done by announcing when they cast that they intend to hold the spell’s effect. The Skill Check is as normal, but any ROs are negated and cannot apply. The caster may hold the spell for a Round this way. In order to hold it for longer, they must make another Cast Spell Skill Check based on the difficulty of the spell to hold it another Round. They can release it at any time within the holding period, and then *Stand Stupid* for the remainder of that Round. While holding a spell, they are Channeling, and may not take any other Action, including Free Actions and expend 1 SpP per Round to hold the spell past completion of casting.

Roll Overs

The RO mechanic is highly encouraged with magic, but not necessary. It works differently for each Type of Caster.

Illrathic Casters use the RO mechanic as normal. Each roll of Cast Spell can bring a different level of effect into play. Their RO for any one spell is boundless on the roll, but typically limited within the spells effect.

Mashanic Caster's RO for any spell is linked to the Duve they are using (see the Create Duve Skill). Roll Cast Spell Skill Check as normal. A success is a success and ignores the RO from the Skill Check. The RO rolled when creating the Duve is becomes the RO for that spell, again, limited by the spell's effect description.

Orderly Casters do not use the RO mechanic when casting spells. The effects are driven by the local AUSA Power.

Targeting

A spell has two manners of targeting, Area and Point. An Area is any spell with an AoE what affects an area: "Radius", "Wall", "Cone", "Continuous Area", "Radial Yard", "Area", "Region", "Continent", and "All". Point is anything other than an Area: "Target", "Item", "Object", "Caster", "Encompassing Sphere", "Frontal Semisphere", and "Special".

An Area Spell choose a specific Hex within the spell's Range when casting BEGINS. A Point spell targets the caster's Focus (See Combat Chapter) or self. Both kinds of spells are dependent on Line of Sight.

A touch range spell means the caster must be in an adjacent Hex to the target. The mechanics of landing a Touched-Range spells depend on two things: if the target is moving and if the target is willing. A "willing" target means the target purposefully take a Quarter Action to allow the caster to touch them. If in adjacent Hexes and not moving, then the touch automatically connects. A moving target, as in moving from Hex to Hex, is far more difficult to hit. A willing target that is moving also must use a Quarter Action, and the caster rolls to-Hit (unmodified and with Critical Number 10) with a Target Number equal to the number of Hexes the target moved. A caster moving while using the Combat Casting Skill does not count as moving in this mechanic.

An unwilling target means the caster rolls to-Hit (again, unmodified and with Critical Number 10) with a Target Number equal to the Target's Block Score (or Dodge Score if no Block). If the caster is in the target's Front Arc, the target is allowed a free attack. An unwilling moving target adds the number of Hexes moved to the Target Number but does not allow for a free attack on the caster.

All spells that not Touch or Magic Missiles automatically hit their target, as long as Line of Sight is maintained. Any special instances and exceptions are annotated in the spells' descriptions.

Fizzle

Fizzle, or Spell Fizzle is what happens when a caster is interrupted while casting. That is to say, when your Initiative comes up in a Round, the characters starts to cast, and is actively casting for as many Marks equal to the Casting Time. During this time, they are moving their hands, mumbling to themselves as they mentally go through the spell formula and so on. If they are interrupted during this time, they must try and salvage the spell, or it Fizzles.

If a spell Fizzles, the caster immediately loses $\frac{1}{2}$ (round up) the Cost of the spell and make then act as normal. Keep in mind they have already used a Full Action to start the spell and may not take another, even if the spell carrier over into the next Round.

Several things can cause a Fizzle, some are automatic, and some can be resisted. In general, a character uses their Mysticism Resistance to avoid Fizzling a spell. A character might also have the Combat Casting Skill, in which case they use the Skill in place of a Resistance Check.

Following is a list of things that will automatically Fizzle a Spell. In general, anything that severely jars a caster or interrupts their consciousness Fizzles a spell:

- If the caster falls below 0 Hit Points
- Knocked Unconscious
- Charged by an opponent
- Failing a Resistance Check
- Falling more than 5 feet
- Knocked prone, tripped, bashed or Critically Struck
- Perform any other Action while casting

In many cases, the caster may be able to avoid a Fizzle. Each of the following is a cause that grants a Resistance Check to avoid Fizzle. If one of these causes is in effect, the caster must make a ResCheck vs. Mystic or Fizzle the spell. For each additional cause, the caster receives a -2 to roll. If the caster has the Combat Casting Skill, the Skill Check Target Number base is 2, plus 2 for each of these occurrences. This check is made at the end of the occurrences. If the caster was attacked twice, hit once for 3 damage and then move 3 Hexes, that is a total of R.Myc.-10 / TN of 10 on Combat Casting. The Player rolls and determines if successful. If failed, the Fizzle happened when the character moved after being swung at and hit.

- In melee combat, someone enters melee combat with the caster
- The caster is already below 0 Hit Points
- Each time the caster's attacked in melee (each separate attack)
- Each point of damage the caster takes (after Absorb/Resistance)
- Ongoing effects, like *poison* or *bleeding*
- Each Unit/Hex moved

These Fizzling provisions are either one or the other. If one would automatically Fizzler the spell, there is no need to roll for possible Fizzling. It should be noted that when casting, a spellcaster may not perform any other Action, even Free Actions. Likewise, channeling can be broken from any of the above as are the mechanics for resisting.

Catastrophic Miscast

Catastrophic Miscast happens when a magician rolls very poorly on a Cast Spell Skill Check. For beginning casters, with a Cast Spell Skill lower than Rank 2, a Catastrophic Miscast is only possible for Illrathic Caster who cast a spell not *At the Ready* if they Botch the Check. With a Skill Rank 2 or more, consult the table below.

Illrathic Casters use this table and rules with no modifiers or considerations.

For a Mashanic Caster, the chance of a Miscast is the same. However, if it does happen, there is a 100% chance, -10% per Rank of the spell, that the outcome will be that the Dube breaks, and no other effects occur.

Orderly Casters cannot Catastrophically Miscast. Such rolls simply mean a Fizzle.

Cast Spell Skill Rank	Number of Natural 1s needed to Catastrophically Miscast	
	Spells <i>At the Ready</i>	Spells <i>Not At the Ready</i>
1 to 1+4	Not Possible	1
2 to 2+4	2	1
3 to 3+4	2	1
4 to 4+4	3	2
5 on up	4	3

When a Catastrophic Miscast happens, roll d% and consult the table below.

Roll (d%)	Catastrophic Miscast Result
1-3	Target OTHER than the intended is hit.
4-5	Range of spell reduced to 0. If zero or touch, then target something within 30 yards.
6-7	Prone to Fizzle for the next 30 hours, all Spells cast require a ResCheck vs Myc.
8-9	Prone to Fizzle for the next 150 hours, all Spells cast require a ResCheck vs Myc.
10-11	Harmful Spells target caster, helpful spells fizzle. This is for both point target and area effect spells.
12-13	Backlash, -1 to all ResChecks vs Magic for 1 shift.
14-15	Spell Lock, can only cast that spell for the next 10 times.
16-17	Spell has double the intended effect and costs twice as much. For each unavailable HP, take 4 Unavoidable Damage.
18-19	Backlash, -3 to all ResChecks vs Magic for 1 shift.
20-21	Spell Fizzles and 1/4 the caster's maximum SpP lost. For each unavailable HP, take 3 Unavoidable Damage.
22-23	Hard Fizzle, <i>Stunned</i> for 1 Round and <i>Confused</i> for 3 Rounds after.
24-25	Spell Lock, can only cast that spell for the next 20 times.
26-27	Backlash, -5 to all ResChecks vs Magic for 1 shift.
28-29	Spell Sting, no casting for 1 passing.
30-31	Spell has double the intended effect and costs twice as much and effects a unintended target. For each unavailable HP, take 4 Unavoidable Damage.
32-33	All life within 1 league becomes imbued with the spells Source aspect. Those able will seek the caster to kill in hopes of breaking the Hex.
34-35	Drained, lose 1d4 SpP and regain SpP at 1/2 the normal rate for 3 passings.
36-37	Backlash, -1 to all ResChecks vs Magic for 2 shifts.
38-39	Spell Lock, can only cast that spell for the next 30 times.
40-41	Spell Storm, take 1d6 Raw Magic Damage, R.Mag. (- Spells Rank) to reduce by 1 per 2 RO. Spell Fizzles.
42-43	Spell Fizzles and 1/2 the caster's maximum SpP lost. For each unavailable HP, take 3 Unavoidable Damage.
44-45	Backlash, -3 to all ResChecks vs Magic for 2 shifts.
46-47	Rune Storm, all written spells from that Source are erased from the caster's spell books, and all knowledge of that Source is lost.
48-49	Backlash, -5 to all ResChecks vs Magic for 2 shifts.
50-51	Hard Fizzle, <i>Stunned</i> for 3 Rounds and <i>Confused</i> for 5 Rounds after.
52-53	Backlash, -1 to all ResChecks vs Magic for 3 shifts.
54	Major Backlash, violent magic from the source rips at caster's body. Roll on Severed (1) Critical Chart once. That part of the body explodes in a magical vortex.
55	Backlash, -3 to all ResChecks vs Magic for 3 shifts.
56	Spell Fizzles and all the caster's maximum SpP lost. For each unavailable HP, take 3 Unavoidable Damage.
57	Spell Sting, no casting for 1 shift.
58	Backlash, -5 to all ResChecks vs Magic for 3 shifts.
59	Backlash, -1 to all ResChecks vs Magic for 5 shifts.
60	All life within 5 leagues becomes imbued with the spells Source aspect. Those able will seek the caster to kill in hopes of breaking the Hex.
61	Backlash, -3 to all ResChecks vs Magic for 5 shifts.
62	Drained, lose 1d4 SpP and regain SpP at 1/2 the normal rate for 1 shift.
63	Hard Fizzle, <i>Stunned</i> for 5 Rounds and <i>Confused</i> for 5 Rounds after.
64	Backlash, -5 to all ResChecks vs Magic for 5 shifts.
65	Spell Storm, take 13 Raw Magic Damage, R.Mag. (- Spells Rank) to reduce by 1 per 2 RO. Spell Fizzles.
66	Spell Sting, no casting for 1 season.
67	Hard Fizzle, caster knocked unconscious for 1 hour.
68	Greater Rune Storm, all written spells from that Source are erased from all spell books within 1 league, and all knowledge of that Source is lost for the caster.
69	All life within 10 leagues becomes imbued with the spells Source aspect. Those able will seek the caster to kill in hopes of breaking the Hex.
70	Drained, lose 1d4 SpP and regain SpP at 1/2 the normal rate for 2 shifts.
71	Spell Sting, no casting for 1 cycle.
72	Spell Storm, take 5d6 Raw Magic Damage, R.Mag. (- Spells Rank) to reduce by 1 per 2 RO. Spell Fizzles.
73	Major Backlash, violent magic from the source rips at caster's body. Roll on Severed (1) Critical Chart twice. That part of the body explodes in a magical vortex.
74	All life within 15 leagues becomes imbued with the spells Source aspect. Those able will seek the caster to kill in hopes of breaking the Hex.
75	Drained, lose 1d4 SpP and regain SpP at 1/2 the normal rate for 5 shifts.
76	Spell Storm, take 7d6 Raw Magic Damage, R.Mag. (- Spells Rank) to reduce by 1 per 2 RO. Spell Fizzles.
77	All life within 25 leagues becomes imbued with the spells Source aspect. Those able will seek the caster to kill in hopes of breaking the Hex.
78	Drained, lose 1d4 SpP and regain SpP at 1/2 the normal rate for 1 season.
79	Major Backlash, violent magic from the source rips at caster's body. Roll on Severed (1) Critical Chart three times. That part of the body explodes in a magical vortex.
80	Drained, lose 4d4 SpP and regain SpP at 1/4 the normal rate for 3 passings.
81	Spell Storm, take 9d6 Raw Magic Damage, R.Mag. (- Spells Rank) to reduce by 1 per 2 RO. Spell Fizzles.
82	Drained, lose 4d4 SpP and regain SpP at 1/4 the normal rate for 1 shift.
83	Spell Storm, take 12d6 Raw Magic Damage in a 20 yard radius, R.Mag. (- Spells Rank) to reduce by 1 per 2 RO. Spell Fizzles.
84	Drained, lose 4d4 SpP and regain SpP at 1/4 the normal rate for 2 shifts.
85	Major Backlash, violent magic from the source rips at caster's body. Roll on Severed (2) Critical Chart once. That part of the body explodes in a magical vortex.
86	Spell Storm, take 4d6 Raw Magic Damage in a 20 yard radius, R.Mag. (- Spells Rank) to reduce by 1 per 2 RO. Spell Fizzles.
87	Drained, lose 4d4 SpP and regain SpP at 1/4 the normal rate for 5 shifts.
88	Spell Storm, take 6d6 Raw Magic Damage in a 20 yard radius, R.Mag. (- Spells Rank) to reduce by 1 per 2 RO. Spell Fizzles.
89	Drained, lose 4d4 SpP and regain SpP at 1/4 the normal rate for 1 season.
90	Major Backlash, violent magic from the source rips at caster's body. Roll on Severed (2) Critical Chart twice. That part of the body explodes in a magical vortex.
91	Drained, lose 7d4 SpP and cannot regain SpP for 3 passings.
92	Drained, lose 7d4 SpP and cannot regain SpP for 1 shift.
93	Drained, lose 7d4 SpP and cannot regain SpP for 2 shifts.
94	Major Backlash, violent magic from the source rips at caster's body. Roll on Severed (2) Critical Chart three times. That part of the body explodes in a magical vortex.
95	Drained, lose 7d4 SpP and cannot regain SpP for 5 shifts.
96	Drained, lose 7d4 SpP and cannot regain SpP for 1 season.
97	Major Backlash, violent magic from the source rips at caster's body. Roll on Severed (3) Critical Chart once. That part of the body explodes in a magical vortex.
98	Major Backlash, violent magic from the source rips at caster's body. Roll on Severed (3) Critical Chart twice. That part of the body explodes in a magical vortex.
99	Major Backlash, violent magic from the source rips at caster's body. Roll on Severed (3) Critical Chart three times. That part of the body explodes in a magical vortex.
100	Caster Sucked into the spell's Source plane and lost forever.

Recovering Spell Points and Leveling Up

The starting Spell Points are the Racial Base (found in the Race Chapter), plus the bonus from Mysticism's Bonus Spell Points per Level, plus the Class Starting Spell Points. As they are used, like Hit Points, they must be kept track of.

When gaining a Level, a character gains their bonus Spell Points per Level from Mysticism and their Class's Spell Points per Level. However, these Spell Points do not come all at once. The caster regains 5 Spell Points per Passing, no matter the conditions, until they reach their new maximum. Even if they continue to spend Spell Points, they continue to gain 5 per Passing until they reach their new maximum. Then, Spell Point recovery returns to normal.

Normal Spell Point recovery is 1 Spell Point back per 10 hours of rest. "Rest" means the character is doing nothing strenuous. They need not be sleeping, but cannot be traveling, practicing Skills, learning new spells or anything else that requires concentration, effort or focus. Think of it as being on holiday. What this means slightly changes from character to character. One character may enjoy fishing, and as long as they were on a peaceful bank resting while fishing, this would do. Being out to sea and reeling in the big one would not count.

In environments of great comfort, the rate of Spell Point recovery may double or even triple. A luxurious inn with soft beds and good food would double the recovery. A home with servants where the caster need not even get up to fetch a glass of water would be triple recovery.

Ranking Up the Cast Spell Skill and Spell Mastery

Practice is not allowed for spells. A character may not use spells wantonly and gain Pips. Pips are only gained in times of need and stress. This does not always mean combat. A healer may gain Pips trying to save another's life out of combat. An Illusionist may gain Pips as normal out of combat when casting a spell that has significant importance to the story and adventure. Casting a healing spell out of combat to heal the party

up to full does not confer Pips for the Cast Spell Skill. The act of casting a spell, to gain Pips, must be under pressure and duress. Combat always meets this narrative.

As a caster continues to cast the same spell, they will eventually master it. Mastering a spell happens once a specific spell has been cast under stress 5 times. Casting a mastered spell no longer confers any Pips to the Cast Spell Skill. It does lower the cost of the spell by 1 Spell Point, and the character can no longer fail the spell, except by Botching or Catastrophically Miscasting. Failures are treated as minimal rolls to succeed. For Mashanic Casters, failures are treated as a minimal success and the bonus to RO from a Duve are nullified.

Lastly, spells become easier to cast in a way. When a caster begins their career, they typically mumble out the spell formula as they cast. It is a necessary for all Types of Casters to do this for all non-mastered spells, as the formulae and complexity of the spells requires a "crutch" of sorts. Once a spell is mastered, there is no more need for this. As such, non-mastered spells cannot be cast when the caster is muted or can otherwise not speak.

The Wizards' Duel (Advanced Rule)

Spellcasters may attempt to nullify another spellcaster's efforts. This is done by the dueler attempting to disrupt the magical flow around the target, or by using their own power against them.

When one spellcaster is casting a spell and another attempts to stop them, the former is the "Caster" and the latter is the "Dueler".

The Dueler must be within 30 yards, plus 5 yards per Level, of their target with Line of Sight. Line of Sight must be maintained the whole time as well. The Caster's range to the Dueler is not considered when resisting a Counter. Furthermore, only Illrathic or Mashanic Caster can use these Abilities. Mashanic Casters use any Duve to Counter but gain no bonuses from the Duve, and each Counters counts as one use from the Duve. Orderly Casters cannot enter a Wizards' Duel and are not affected by one either. Combatants do not cast spells, and therefore, cannot enter a Wizards' Duel.

Mechanically, the Dueler declares a Wizards' Duel on their Initiative Mark with the intent to Counter a specified Caster. More than one Dueler can enter at a time; in fact, there is no limit on how many spellcasters can enter a Wizards' Duel, provided they all meet the range requirements. Entering a Wizards' Duel is a Free Action, but it does limit the character to only performing Free Actions, Movement or Counters during that Round. They may then start a Counter at any time they wish during that Round, after their Initiative Roll for the first Round. Being in a Wizard's Duel always carries to the next Round, and the Dueler declares they are remaining in a Wizard's Duel at Mark 30 subsequent Rounds. Moving may only take place at the original Initiative Mark when the Dueler entered the Wizard's Duel in subsequent Rounds.

A "Counter" is one of 8 Abilities any spell caster can use to disrupt or stop another caster. These are separated into Minor Counters and Major Counters. Minor Counters are Reduce, Muffle, Disrupt, Block. Major Counters are Reflect, Overload, Absorb and Redirect.

Wizard Phylum Classes can perform any of these Counters, Rogues are limited to Minor only and Battle Mages can perform Major Counters only if they take the Choice of Master: Magic Phylum Ability.

Each Counter is a Full Action, but also takes a certain amount of time to use, much like a spell. The Dueler may not act again until 15 Marks after performing a Counter.

The Dueler's Counter must take effect before the Caster's spell goes off. The Caster will always know who is countering them, what Counter they are using and if it is successful or not. More than one may counter the same Caster, in which case, the Caster knows the same info about all Duelers. The Caster may not end the casting of the spell prematurely, even if the Counter is successful and is forced to play out the outcome of the situation. The single exception is the Caster may opt to end a spell early, negating the outcome of a successful counter, but at the cost of a Catastrophic Miscast.

Below are each Counter and how they play out. In the cast of multiple Duelers, the Caster must compete against each one with a separate roll. However, if all Duelers know the spell being cast, they can add their rolls together and the Caster competes

against this one roll. Caster might identify a spell being cast through a Spell Lore Check (see the Skill for details).

Minor Counters

Reduce – 2 Marks

Slightly reduces the spell's range, AoE or duration.

The Dueler chooses either range, duration or AoE and rolls a Cast Spell Skill Check. So does the Caster, but with a -5 to roll. For each point the Dueler won the contest, that aspect of the spell's maximum is reduced by 10%. Note, that when the maximum is reduced, the spells intended range may still be viable for its application, i.e. if the maximum range is 30 yards, and it is reduced by 20% down to 24 yards, and the Caster's intent was 20 yards away, the spell would be unaffected. Duelers may also expend SpP to give the Caster an additional -1 to roll. The Caster may spend 1 SpP to nullify each -1 to roll, to include the original -5. This can never result in a bonus to roll.

Muffle – Snap-Cast

Lessens the RO of a spell.

The Dueler and Caster roll a Cast Spell Skill Check. For each point the Dueler rolled over the Caster's, reduce the RO by 1, to a minimum of RO 0. The Dueler may spend 1 SpP to increase the Caster's penalty to roll by -1. The Caster may spend ½ the spell's Cost (round up) to automatically overcome this Counter.

Disrupt – 8 Marks

Increases the CsD of a spell.

The Dueler rolls against the Caster's original Cast Spell Skill Check for the spell they are currently casting. For each point above the Caster, increase the CsD of that spell by 1. Increasing the CsD can lower the spell's effect through a lessened RO and if the CsD is now higher than the Caster's Cast Spell Skill Check, then the spell Fizzles.

Block – 1 Mark

Stops the spell from going off.

The Dueler and Caster both roll a Cast Spell Skill Check. If the Dueler has a better score, the spell is canceled and Fizzles. If the Dueler is Blocking a spell from a Source they have access to, they receive a +3 to roll. If the Dueler has the spell cast *At the Ready*, they receive a total of +5. The Caster receives a +2 to roll per Level above the Dueler. The Caster may spend the spell's Cost to automatically overcome this Counter.

Major Counters

Reflect – 10 Marks

This reflects the spell of the Caster back.

The Dueler rolls a Cast Spell Skill Check with a Target Number of the spell's rank plus the Caster's original Cast Spell Skill Check. Success means the spell effects are reflected back at the caster. Spells targeted on the caster are unaffected. The Dueler may spend 1 SpP to increase their roll by one, limited to a maximum of +1 to roll per Level of the Dueler.

Redirect – 5 Marks

Changes the intended target of the spell.

The Dueler rolls a Cast Spell Skill Check as does the Caster. If the Dueler's roll is higher, they may choose the target of the spell. The range of a redirected spell is always the range as intended when cast, but the direction is changed. Spells that have a singular target (such as Touch spells), can only be redirected if there is another viable target within 2 yards; if not, they simply Fizzle. Spells that effect a "Target" (such as an AoE of 1 Target), may be redirected to another target, as long as it is as close, or closer, than originally intended.

Absorb – 12 Marks

The Dueler absorbs the spell in return for Spell Points.

The Dueler and Caster roll a Cast Spell Skill Check, with the Dueler receiving a modifier equal to the Level difference between the two, i.e. if the Caster is 2 Levels lower, the Dueler gets a +2 to roll. Success means that if the Dueler was targeted, or would be in the AoE of a spell, instead of suffering the effect of the spell, the $\frac{1}{2}$ (round up) of the Cost of the spell is absorbed by the Dueler, adding to their SpP. This cannot take them above maximum Magic Well limits and does not affect anyone/anything else within the AoE; such effects apply as normal for all else, except the Dueler. However, if the spell were to affect an area and change the function of that area, the Dueler would still be vulnerable; e.g. if the Caster cast a spell that causes the ground to sink, then the Dueler would absorb the SpP but still be under the effects of sinking ground. Conversely, a fireball spell would not affect the Dueler, but it would affect all else within the AoE.

Overload – Snap-Cast

May cause a Catastrophic Miscast.

Both the Dueler and Caster roll a Cast Spell Skill Check. Between the two, if there are enough natural 1s to result in a Catastrophic Miscast, the both roll again. The loser of this roll is subject of that Catastrophic Miscast. If a Catastrophic Miscast occurs, no matter the recipient, the spell's effects are void in lieu of that Catastrophic Miscast. If the Caster is a Mashanic Caster, and they suffer the Catastrophic Miscast, normal rules apply to determine if it affects the Duve instead of the caster. The Duve is never affected if the Catastrophic Miscast is against the Dueler.