

DARK AWAKENINGS

ARCANE ARTS

There are essentially three known schools of magic within the Changeling world; Spirit Magic channelled from the Shadow Realm, Elemental Magic channelled from the Elemental Realm and Divine Magic channelled from the Gods.

In addition to these known forms of magic, there are other forms that are used by various supernatural beings that roam the world. In these instances, the spell call will differ slightly. Some forms of magic, such as Fae magic, cannot be countered or resisted by any known means.

This section covers all the rules in regards to magic considered to be the Arcane Arts, i.e. Spirit and Elemental magic

Each level of spell that is learned allows the caster to evolve an existing spell. For example, Obfuscate (a 1st level Spirit spell) costs 1 mana and allows the caster to enter the Shadow Realm, but they cannot move, nor see. With the addition of a second point of mana, (Invisibility; a 2nd level Spirit spell) the additional power allows the caster to peer through the veil of the Shadow Realm and see the Material Realm. It also allows the caster to move whilst in the Shadow Realm, but not enough to keep them there when they stop moving. By addition of a third point of mana, the caster can sustain their presence within the Shadow Realm and remain there for extended periods of time without remaining constantly on the move.

Spirit Magic

Spirit magic channels power from the Shadow realm. It is the most defensive of the schools of magic and grants the ability to traverse the Shadow Realm with the appropriate amount of power.

It is also one of the most dangerous of the schools of magic, as some spells are believed to be comparable to the powers of the Fae, and those that use them are treated with great suspicion and caution.

	Spell	Target	Effect	Duration
1 st Level	Fear	Other	Target flees in opposite direction.	10 Seconds
	Spell Guard	Self	Protects the caster from 1 st level spells.	1 Encounter
	Hold Spirit	Other	Holds a spirit in its current position.	1 Encounter
	Obscure	Self	The caster turns invisible but cannot see or move until reappearing	While Held
	Blink	Self	Caster instantly teleports 2 strides in any direction.	Instant
	Auspex	Mass ¹	Caster can detect the aura of living beings	Instant
	Charm	Other	Target becomes friendly towards the caster as though they are a close friend. Cannot be used during combat and the spell breaks if the target is attacked.	1 Encounter
	Purge Disease	Touch	Cures the target and protects them from disease	1 Encounter
2 nd Level	Petrify	Other	Target is frozen to the spot, cowering in fear	10 seconds
	Spell Ward	Other	Protects target from 1 st level spells	1 Encounter
	Dismiss Spirit	Other	Dismisses a spirit from the Material Realm	Instant
	Invisibility	Self	Caster turns invisible and may move within the Shadow Realm, reappearing when they stop moving.	While Held
	Teleport	Self	Caster instantly teleports exactly 10 strides in any direction	Instant
	3 rd Eye	Ritual	Caster can locate any item that is known to them.	N/A
	Judgement	Other	Target becomes enthralled by the caster and will not attack them. They cannot lie and will do most things that the caster asks that does not impact the target in a negative way. Spell is broken if the target is attacked.	1 Encounter
	Hold Poison	Touch	Temporarily stops the effects of venom/poison	1 Encounter
3 rd Level	Nightmare	Other	Target Frenzies in fear, attacking all in sight	Until Mortally Wounded/ Subdued ²
	Dominate	Other	Target is under the complete control of the caster and will perform any action to the letter	Until Mortally Wounded ²
	Dreamspeak	Ritual	Caster can commune with any being or entity known to them	N/A
	Dreamcloak	Self	Caster can turn invisible and freely roam the Shadow Realm and reappear at will	While Held
	Dreamwalk	Self	Caster instantly teleports up to 30 paces in any direction ³	Instant
	Bind Spirit	Ritual	Temporarily binds the target's spirit to their body upon death	N/A
	Purge Poison	Touch	Cures the target of all poison/venom effects and protects them from further effects.	1 Encounter
	Reflect Spell	Self	Any spell cast upon the caster can be reflected back at the origin of the spell. The same spell may be reflected again at an additional cost of 1 mana per reflect.	Instant

¹ This spell does not cost the normal mass spell cost as it only affects the caster.

² After 1 encounter, the spell may be resisted by those with significant enough Willpower

³ This spell requires the caster to declare the number of strides they wish to take. This uses a modified spell call, as follows:

"By the Power of the 3rd Order, Dreamwalk, [Number of strides]!"

Elemental Magic

Elemental magic channels power from the Elemental Realm and is the most offensive of the schools of magic. Casters are known for their ability to infuse the power of the elements into their weapons and armour as well as hurling great orbs of fire, earth, air and water at their foes.

	Spell	Target	Effect	Duration
1 st Level	Charge Weapon	Touch	Weapon does "Enchanted" damage when activated	1 Encounter
	Enchant Armour	Touch	Armour gains two extra hits when activated	1 Encounter
	Elemental Armour	Self	Normal weapons do no damage	1 Encounter
	Knockback	Other	Target is knocked back 2 strides	Instant
	Heal Limb	Touch	Restores a single limb to full hits	Instant
	Flash	Other	Blinds the target. The target may act defensively but with no real coordination	3 seconds
	Elemental Dart ⁴	Other	Fires a dart of elemental energy at a target dealing one hit to the chest. Damages, but does not penetrate armour.	Instant
	Discern Nature	Touch	Detects the magical nature of an item	Instant
2 nd Level	Enchant Weapon ⁴	Weapon	Enchants a weapon with a specific element, doing "[Element]" damage when activated. Only a single elemental effect may be active on the weapon at any one time.	1 Encounter
	Heal Body	Touch	Heals 1 body part, or two limbs to full hit points	Instant
	Elemental Bolt ⁴	Other	Fires a bolt of elemental energy dealing one hit to the chest and penetrates armour	Instant
	Imbue Armour ⁴	Armour	Armour gains two extra hits and is immune to all damage from a specific element when activated. Only a single elemental effect may be active on the armour at any one time.	1 Encounter
	Stun	Other	Target is stunned and can do no more than stumble around aimlessly or fall unconscious.	10 seconds
	Bull Rush	Other	Target is knocked back 2 strides and is disarmed	Instant
	Elemental Ward	Other	Normal weapons do no damage to the target	1 Encounter
	Remove Spell	Touch	Removes an active spell effect from a single person or object	Instant
3 rd Level	Regeneration	Ritual	Heals up to three locations to full hit points OR regenerates a single lost limb	N/A
	Elemental Blast ⁴	Other	Fires a blast of elemental energy that deals one hit to all locations and penetrates armour	Instant
	Strikedown	Other	Target is knocked back 2 strides, falls to the ground and is disarmed	Instant
	Dispel Magic	Touch	Dispels all magic from a single target or item	Instant
	Choke	Other	Target is choked until death or spell is lifted	30 seconds
	Elemental Weave	Ritual	Armour gains 2 extra hits, and its immune to all elemental damage when activated	1 Encounter
	Coat of Colours	Self	Magical weapons do no damage	1 Encounter
	Imbue Weapon ⁴	Ritual	Enchants a weapon with a specific element and also allows the weapons wielder to use the "Shatter" ability when activated. Only a single elemental effect may be active on the weapon at any one time.	1 Encounter

⁴ The caster must select the element they wish to use; Fire, Ice (Water), Lightning (Air) or Acid (Earth)

Casting Spells and Gestures

When casting a spell, the caster must have at least one empty hand. They can use a weapon or a shield in the other hand while they cast, but the hand must remain empty for the duration of the spell. The exception to this rule is when a ritual is being cast, both hands must be empty, unless a prop is being used as part of the ritual, e.g. a staff, wand, trinket, candle, etc.

When casting a spell where the target is "Self", the caster must gesture in a way that makes it clear they are casting a spell upon themselves as they cast the spell.

When casting a spell where the target is "Touch", the caster must physically touch the person or item they wish to cast the spell upon. "Touch" Spells may be cast by the caster upon themselves, but must follow the rules as though they were casting a "Self" spell.

When casting a spell where the target is "Other", the caster must gesture towards their intended target with their empty hand as they cast the spell to help identify the target.

When casting a spell that requires a ritual, the ritual may take any form you wish, as long as it follows these guidelines.

- The ritual must have the target in the centre of a circle of rope
- The ritual must have a verbal component that declares the purpose and name of the spell, this can be as long or as short as you wish.
- The verbal component must be performed a minimum of 4 times involving walking round the circle at least once for each verbal component.
- Bonuses may be given for well performed/role-played rituals

When a spell is cast that causes a person to move to the Shadow Realm (e.g. teleportation and invisibility spells), the person under the effects of the spell must hold their empty hand above their shoulder and make a fist. This signifies they are holding the spell and are not visible from the Material Plane. If an Avspex spell is cast, anyone holding a spell in this way must state "Ping!" to indicate their presence.

When casting a spell that affects multiple targets, i.e. Mass Spells, the caster must gesture in a manner that clearly shows that a spell is being cast and against no specific person. The caster may project their voice but not shout.

Non-ritual spells use the following verbal components depending on whether the spell is against single or multiple targets, as follows:

"By the Power of the 1st/2nd/3rd Order, [SPELL], [TARGET]"

"By the Power of the 1st/2nd/3rd Order, All in the sound of my voice, [SPELL]"

There are occasions where a spell may be countered by a caster. In this case, the caster must gesture as though they were casting the original spell. Counter spells

must be cast immediately after the original spell was cast, and use the following calls:

"Counter spell, [SPELL], [TARGET]"

"All in the sound of my voice, Counter spell, [SPELL]"

If a spell is countered, it has no effect and cannot be countered itself.

Learning Spells

When a character develops the ability to cast magic, they must decide whether their innate ability is to cast Spirit or Elemental Magic. Darklings **MUST** select Spirit Magic, and Elementals **MUST** select Elemental Magic.

Spells from your own school of magic can be learnt with the cost of 1XP per spell. It is an innate ability and you learn them naturally. It is possible to learn spells from the other school of magic to your own, but to do so requires a Master willing to teach you those spells, and again costs 1XP per spell to learn.

You cannot learn a higher level of spell without first learning the lower levels. For example, you cannot learn the 2nd level spell, "Invisibility" without first learning the 1st level spell "Obscure".

All casters carry a Soul Shard. This Shard is a part of them and usually takes the form of a book. When a new spell or ritual is learned, the shard becomes infused with the spell and allows the caster to access the spell at any time. Needless to say, the Soul Shard is very precious to the caster, as if it is lost or stolen, the consequences could be catastrophic.

Arcane Arts Skill Progression

Novice

You may only select this level of Arcane Arts during character creation

As a novice level caster you are granted 5 mana and the ability to cast 1st level spells from your chosen school. You also gain 1 free spell of your choice from the selection of spells available to you. You may buy additional spells and mana during character creation and in-between events at the cost of 1XP per spell or point of mana.

1st level spells cost 1 mana per cast.

Journeyman

As a journeyman level caster you are granted an additional 5 mana to your mana pool and gain the ability to cast 2nd level spells. You also gain the ability to cast Countermagic against single targets, perform ritual magic and the 2nd level of the free spell selected at Novice level.

2nd level spells cost 2 mana per cast.

Countermagic costs mana equivalent to the level of spell you are counterspelling, indicated by the verbal component of the spell (i.e. "1st/2nd/3rd Order"). You can only counterspell spells that you know how to cast.

Adept

As an adept level caster you are granted an additional 5 mana to your mana pool and gain the ability to cast 3rd level spells. You also gain the ability to cast Mass Spells, Mass Countermagic and the 3rd level of the free spell selected at Novice level.

3rd level spells cost 3 mana per cast.

Mass spells cost double the normal cost of the spell (i.e. 2 mana for a 1st level, 4 mana for a 2nd level and 6 mana for a 3rd level spell).

Mass Countermagic follows the same rules for Countermagic, and cost as per the Mass Spell rules.

Other Calls

"By the Power of the Fae..." - This is Fae magic and cannot be resisted or counterspelled. Hope you never hear this, by friend or foe.

"By the Power of the Blood..." - This is blood magic and may be resisted and counterspelled as normal.

"By the Power of the Dreamscape..." - This is magic used by inhabitants of the Dreamscape and may be resisted and counterspelled as normal