

Rookery Isles

Mage System

Complete Player Reference — Expanded Edition

18 cantrips · 30 general spells · 21 evocation · 21 illusion · 21 necromancy · 21 enchantment

1. Mage Progression

All mages progress through levels 1–8. Only the Head of House may reach levels 9 and 10. At level 4, mages choose whether to specialize in one of the four disciplines or remain a generalist.

Level	Title	Spell Pool	Unlocks	Notes
1–2	Apprentice	8–10 pts	Cantrips + general spells (lv 1–2)	Foundation tier — no school access
3	Initiate	14 pts	General spells (lv 3)	Begin deciding: specialist or generalist
4–5	Adept	18–22 pts	School spells unlock (2 chosen at lv 4)	Specialists pick their discipline at lv 4
6–7	Scholar	28–34 pts	School spells (lv 6–7)	Deeper RP involvement gates progression
8	Master	42 pts	School spells (lv 8) — standard cap	Maximum level for standard mages
9–10	Archmage	54–68 pts	HoH universal + school capstones	Head of House only. Staff managed.

Specialist vs. Generalist

Specialists choose one discipline at level 4 and commit to it permanently. They gain 2 school spells at level 4 and unlock further school spells as they level. Generalists gain no school spells but receive +4 to their base spell point pool at every level.

RP involvement gates progression. Characters must become meaningfully involved in main sim storylines before advancing to higher tiers.

2. Cantrips

All 18 cantrips are available to every mage from level 1. Free to cast — never cost spell points and never require a cast roll.

Cantrip	Effect
Magelight	Conjure a small floating orb of light. Dim radius, lasts until dismissed.
Prestidigitation	Minor magical tricks — cleaning, chilling, warming, small sounds or harmless sparks. No combat application.
Arcane pulse	A faint, unfocused burst of magical energy. Used to signal other mages or test magical barriers.
Mend	Repair small tears, cracks, or breaks in mundane objects. Cannot restore destroyed items or magical damage.
Sense magic	Passively detect the presence of nearby magical auras. Presence only — not type or source.
Whisper-wind	Carry a short spoken message on the breeze to a target within sight. No walls, limited range.
Ember flick	Snap a small spark of flame from your fingertips — enough to light a candle or scorch paper, nothing more.
Chill touch	Drain the warmth from a small object or a brief brush of skin, leaving frost-kissed fingertips.
Static crackle	Build a harmless charge of static energy on your body — useful for startling someone or setting hair on end.
Ink mark	Leave a glowing arcane mark on any surface that only mages with Sense magic can see.
Unseen hand	Move a small, lightweight object up to a few feet with a gesture — no more than the weight of a book.
Ventriloquism	Throw your voice to any point within sight, making it seem to come from a different location.
Phantom sound	Create a single brief, specific sound — a knock, a footstep, a whisper — at a nearby location.
Dim	Snuff any non-magical light source within arm's reach with a gesture.
Warmsense	Detect the rough body heat of living creatures through thin barriers like doors or curtains.
Arcane script	Write text that only appears under magical light or when a mage wills it visible.
Breathe easy	Temporarily filter foul air, smoke, or minor toxins for a single breath — useful in fires or dungeon depths.
Gloss	Make any surface appear freshly cleaned and polished. Cosmetic only; cannot remove magical contamination.

3. General Spells

All 30 general spells are available to all mages regardless of specialization. Each spell now includes full dice stats — cast DC, resist DC, resist type, and damage where applicable.

Spell	Unlock	Cost	Cast DC	Res DC	Resist Type	Damage	Description
Arcane bolt	Levels 1+	1 pt	8	10	Fortitude	1d6	A focused projectile of raw magical force. Reliable workhorse of a young mage's arsenal.
Mage shield	Levels 1+	1 pt	8	—	Self only	—	A brief magical barrier that absorbs a single hit. Drops if the caster acts offensively.
Detect intention	Levels 2+	1 pt	10	12	Will	—	Read the surface emotional state of a willing or unaware target. Gives feeling, not words.
Arcane lock	Levels 2+	1 pt	9	—	Object	—	Magically seal a door, chest, or container. Requires equal or greater magic to unseal.
Featherfall	Levels 3+	1 pt	8	—	Self/ally	—	Slow the descent of a falling target to a safe speed. Instantaneous cast, short duration.
Dispel	Levels 3+	1 pt	12	13	Arcane	—	Unravel an active magical effect. Effectiveness scales with caster level versus the spell's source.
Leyline tap	Levels 4+	2 pts	9	—	Self only	—	Draw a controlled burst of energy from a nearby leyline. Restores spell points. Leyline proximity required.
Arcane sight	Levels 4+	2 pts	8	—	Passive	—	See magical auras — type, intensity, and rough school of origin become visible.
Counterspell	Levels 5+	2 pts	13	14	Arcane	—	Interrupt a spell being cast. Must be declared before the effect resolves. Consumes next action.
Arcane channel	Levels 6+	2 pts	11	—	Concentration	—	Sustain a continuous flow of magical energy into an object, barrier, or ritual. Full concentration required.
Arcane dart	Levels 1+	1 pt	9	10	Fortitude	1d4	A precise, needle-thin bolt of force — lower damage than Arcane bolt but nearly impossible to dodge at close range.

Spell	Unlock	Cost	Cast DC	Res DC	Resist Type	Damage	Description
Slow fall	Levels 1+	1 pt	8	—	Self/ally	—	Reduce the speed of a falling object to a harmless drift for a few seconds.
Arcane ward	Levels 1+	1 pt	9	—	Object/area	—	Leave an invisible magical tripwire on a door, object, or threshold that alerts the caster when triggered.
Muffle	Levels 2+	1 pt	9	—	Self/ally	—	Deaden the sound of footsteps and light movement for the caster or a touched target.
Identify	Levels 2+	1 pt	10	—	Object	—	Sense the basic magical properties of an enchanted object — whether it is cursed, what school made it, and its rough potency.
Translate	Levels 2+	1 pt	8	—	Passive	—	Read written text in any language for a short duration, though speaking it fluently requires more.
Force push	Levels 3+	1 pt	10	11	Fortitude	— + stagger	Shove a target or object with short-range invisible force — not damaging but enough to stagger or knock prone.
Blink step	Levels 3+	1 pt	9	—	Self only	—	Instantly reposition up to ten feet in any direction you can see. Pure spatial skip — no obstacles crossed.
Arcane recall	Levels 3+	1 pt	8	—	Self only	—	Perfectly recall any moment you personally witnessed within the last 24 hours in exact detail.
Silence	Levels 4+	2 pts	12	13	Arcane	—	Create a zone of total magical silence. Spellcasting with verbal components fails inside it.
Arcane tether	Levels 4+	2 pts	10	—	Object/target	—	Link two objects or a caster and a target with an invisible arcane thread — alerts the caster if the bond stretches or breaks.
Slow	Levels 4+	2 pts	11	12	Fortitude	— + slow	Halve the movement speed of a single target for a short duration. Does not affect spellcasting.
Fortify	Levels 5+	2 pts	10	—	Self/ally	—	Bolster a target's resistance to the next magical effect they receive, granting a bonus to their next resist roll.

Spell	Unlock	Cost	Cast DC	Res DC	Resist Type	Damage	Description
Far sight	Levels 5+	2 pts	11	—	Self only	—	<i>Extend vision to observe a distant location you have visited before — sight only, no sound.</i>
Drain	Levels 5+	2 pts	12	13	Arcane	1d4 SP	<i>Leech a small number of spell points from a target mage on a successful touch, transferring them to yourself.</i>
Arcane mirror	Levels 6+	2 pts	13	14	Arcane	Reflected	<i>Reflect the next incoming spell back at its caster. Requires precise timing — declared before the incoming spell resolves.</i>
Phase step	Levels 6+	2 pts	12	—	Self only	—	<i>Pass through a single non-magical barrier up to a foot thick — a wall, a door, a floor — as if it were not there.</i>
Leyline read	Levels 6+	2 pts	10	—	Passive	—	<i>Sense the location and strength of nearby leylines, including whether any have been recently disrupted or heavily tapped.</i>
Mass dispel	Levels 7+	3 pts	14	15	Arcane	—	<i>Unravel all active magical effects in a wide area simultaneously. More taxing than Dispel and less precise — affects allies too.</i>
Arcane hold	Levels 7+	3 pts	13	14	Fortitude	—	<i>Lock a target in place with bands of force. They can still speak and cast but cannot move.</i>

4. School Spells

At level 4, specialists choose 2 spells from their school. Additional spells unlock as they level. Generalists cannot access school spells.

Evocation

21 spells. Raw elemental force and destructive energy. Evocationists hit hard and hit first.

Spell	Unl ock	Cost	Cast DC	Res DC	Resist Type	Damag e	Description
Force lance	Lv 4	3 pts	11	12	Fortitude	1d8	<i>A piercing bolt of condensed force that punches through light obstacles. More accurate than Arcane bolt, more costly.</i>
Flamestrike	Lv 4	3 pts	12	13	Reflex	2d6	<i>A column of fire brought down on a target area. Moderate damage, risk of setting surroundings alight.</i>
Concussive wave	Lv 5	3 pts	12	13	Fortitude	1d6 + push	<i>Release a short-range shockwave in all directions. Knocks back and staggers — useful for crowd control or creating distance.</i>
Stormcall	Lv 5	3 pts	13	12	Reflex	2d4/round	<i>Summon a localized weather disturbance — rain, hail, strong wind. Useful outdoors, difficult to control indoors.</i>
Chain lightning	Lv 6	4 pts	14	14	Reflex	2d8/1d8/1d4	<i>Release a bolt that arcs between up to three nearby targets. Loses power with each arc. Ineffective against isolated targets.</i>
Immolation	Lv 7	4 pts	15	15	Fortitude	2d6/round	<i>Wrap a target in persistent magical fire. Burns over time; difficult to extinguish with mundane means.</i>
Cataclysm	Lv 8	6 pts	16	17	Reflex	6d8 (AoE)	<i>An uncontrolled detonation of pure arcane force. Massive area damage — equally dangerous to allies. Staff approval required.</i>
Spark burst	Lv 4	3 pts	11	12	Reflex	1d6	<i>Release a scattering of electrical sparks in a short cone — low damage but hits multiple targets.</i>
Ice lance	Lv 4	3 pts	11	12	Fortitude	1d8	<i>Hurl a spear of conjured ice that pierces through the</i>

Spell	Unl ock	Cost	Cast DC	Res DC	Resist Type	Damag e	Description
							<i>target and can pin them briefly to surfaces.</i>
Gust	Lv 4	3 pts	10	11	Fortitude	1d4 + stagger	<i>Fire a directed blast of wind that deals little damage but reliably staggers and repositions targets.</i>
Magma bolt	Lv 5	3 pts	12	13	Reflex	2d6	<i>Launch a slow-moving glob of molten rock that explodes on contact, dealing fire damage and leaving scorched terrain.</i>
Thunder clap	Lv 5	3 pts	12	13	Fortitude	1d8 + deafen	<i>Detonate a localized sonic burst that damages and temporarily deafens targets caught in the area.</i>
Frostbind	Lv 5	3 pts	13	13	Fortitude	1d6 + slow	<i>Coat a target in rapidly expanding ice that deals cold damage and halves their movement until broken.</i>
Firestorm	Lv 6	4 pts	14	14	Reflex	3d6	<i>Call down a sustained rain of fire across a wide area — difficult to move through or escape without taking hits.</i>
Lightning aegis	Lv 6	4 pts	13	14	Reflex	2d6 (reactive)	<i>Sheathe yourself in crackling lightning that automatically discharges at the next creature to strike you in melee.</i>
Glacial wall	Lv 6	4 pts	13	—	Terrain	1d6 contact	<i>Raise a thick wall of ice as a barrier or hazard — blocks movement, collapses after a few hits.</i>
Void lance	Lv 7	4 pts	15	15	Fortitude	3d8	<i>Fire a bolt of pure destructive energy with no elemental signature — bypasses resistances tied to specific elements.</i>
Shockwave stomp	Lv 7	4 pts	14	15	Reflex	2d8 + prone	<i>Release a radial shockwave from the ground beneath the caster's feet, knocking nearby enemies prone.</i>
Blizzard	Lv 7	4 pts	15	14	Fortitude	2d6/round	<i>Summon a localized blizzard that deals ongoing cold damage and reduces visibility to near zero within its area.</i>
Meteor strike	Lv 8	6 pts	16	17	Reflex	5d10	<i>Call down a single blazing mass of arcane rock on a targeted point — massive</i>

Spell	Unl ock	Cost	Cast DC	Res DC	Resist Type	Damag e	Description
							<i>single-target damage with a small blast radius.</i>
Tempest form	Lv 8	6 pts	16	17	Reflex	3d6/round (AoE)	<i>Transform the caster's body into living storm for a short duration — flight, lightning immunity, and continuous area damage.</i>

Illusion

21 spells. Deception, glamours, and misdirection. Illusionists rarely fight — they make fighting unnecessary.

Spell	Unl ock	Cost	Cast DC	Res DC	Resist Type	Damag e	Description
Phantom image	Lv 4	3 pts	11	12	Will	—	<i>Project a convincing visual illusion up to the size of a person. No sound or smell. Disbelieved on touch or close inspection.</i>
Veil	Lv 4	3 pts	11	13	Arcane	—	<i>Alter the caster's appearance — face, clothing, height within a modest range. Fails under magical scrutiny or physical contact.</i>
False echo	Lv 5	3 pts	12	12	Will	—	<i>Plant a fabricated sound anywhere within sight — voices, footsteps, impacts. Convincing enough to redirect attention.</i>
Mindveil	Lv 5	3 pts	13	14	Will	—	<i>Cause a single target to briefly overlook the caster's presence. Not true invisibility — breaks on hostile action or loud noise.</i>
Mirrormaze	Lv 6	4 pts	13	14	Will	—	<i>Fill an area with disorienting reflected images of the caster. Enemies struggle to track the real target. Concentration required.</i>
Phantasm	Lv 7	4 pts	15	16	Will	—	<i>Construct a full sensory illusion — sight, sound, and smell. Convincing enough to fool most targets indefinitely.</i>
Veil of the masses	Lv 8	6 pts	16	17	Will	—	<i>Project a glamour over an entire area — making a location appear</i>

Spell	Unl ock	Cost	Cast DC	Res DC	Resist Type	Damag e	Description
							<i>abandoned, occupied, or entirely different.</i>
Shadow step	Lv 4	3 pts	11	—	Self only	—	<i>Merge briefly with your own shadow to move unseen across a dimly lit space — doesn't work in full light or full dark.</i>
Glamour aura	Lv 4	3 pts	11	13	Will	—	<i>Project a subtle aura of authority, wealth, or trustworthiness that shapes how strangers initially perceive the caster.</i>
Mirror image	Lv 4	3 pts	12	12	Will	—	<i>Generate two identical duplicate images of yourself that mimic your movements — attackers must guess the real target.</i>
False trail	Lv 5	3 pts	12	13	Arcane	—	<i>Leave illusory footprints, scents, and minor environmental clues leading in a direction of your choice.</i>
Conceal object	Lv 5	3 pts	11	12	Arcane	—	<i>Render a single hand-sized object completely invisible for an extended period — it reappears if moved by another.</i>
Borrowed face	Lv 5	3 pts	13	14	Arcane	—	<i>Perfectly copy the appearance of a specific person the caster has observed for at least a few minutes — voice included.</i>
Haunting presence	Lv 6	4 pts	13	14	Will	—	<i>Fill a room with an oppressive supernatural atmosphere that makes occupants uneasy, paranoid, and prone to arguing.</i>
False memory	Lv 6	4 pts	14	15	Will	—	<i>Plant a single convincing but false memory in a target — a brief encounter, a heard conversation, a seen object.</i>
Shadow double	Lv 6	4 pts	14	14	Will	—	<i>Create a fully mobile shadow replica of the caster that can act independently and draw attention, though it cannot interact physically.</i>
Mass veil	Lv 7	4 pts	15	15	Will	—	<i>Extend the Veil glamour to cover up to six individuals simultaneously — useful for infiltration or</i>

Spell	Unl ock	Cost	Cast DC	Res DC	Resist Type	Damag e	Description
							<i>disappearing a group in plain sight.</i>
Labyrinth	Lv 7	4 pts	15	16	Will	—	<i>Trap a single target in a looping illusory environment — they wander corridors, rooms, or streets that go nowhere until they break free.</i>
Unmake	Lv 7	4 pts	14	15	Arcane	—	<i>Render an area of up to a large room completely invisible — floor, walls, contents — leaving those inside appearing to float in void.</i>
Doppelganger	Lv 8	6 pts	16	17	Arcane	—	<i>Create a perfect autonomous replica of a specific person that can hold conversations and make decisions — indistinguishable except by archmage-level scrutiny.</i>
Blind the world	Lv 8	6 pts	16	17	Will	—	<i>Erase the caster from all sensory perception of everyone in a large area simultaneously — true invisibility at scale.</i>

Necromancy

21 spells. Death, undeath, and the boundary between them. Necromancers are respected, feared, and seldom trusted.

Spell	Unl ock	Cost	Cast DC	Res DC	Resist Type	Damag e	Description
Deathtouch	Lv 4	3 pts	12	13	Fortitude	1d8 + drain	<i>Channel necrotic energy through direct contact. Drains vitality from a living target and returns a fraction to the caster.</i>
Raise thrall	Lv 4	3 pts	12	—	Corpse only	—	<i>Animate a recently deceased creature as a simple undead servant. Low intelligence, follows basic commands. Collapses after a scene.</i>
Bone ward	Lv 5	3 pts	11	—	Self only	—	<i>Raise a crude barrier of animated bone fragments. Absorbs damage but shatters after a few hits. Requires remains nearby.</i>

Spell	Unl ock	Cost	Cast DC	Res DC	Resist Type	Damag e	Description
Soul sight	Lv 5	3 pts	10	12	Will	—	<i>Perceive the life force of nearby living and undead creatures — health state, proximity to death, and whether something is truly dead.</i>
Wither	Lv 6	4 pts	14	14	Fortitude	1d4/rou nd	<i>Accelerate decay in a living target — sapping strength, dulling senses, and weakening flesh over time.</i>
Sever the thread	Lv 7	4 pts	15	16	Fortitude	3d6 + debuff	<i>Cut a target's connection to their own life force. If it lands, the target's recovery is severely compromised.</i>
Undying command	Lv 8	6 pts	16	17	Arcane	—	<i>Seize control of existing undead, overriding their current master. Effective on lesser undead; contested against powerful ones.</i>
Grave chill	Lv 4	3 pts	11	12	Fortitude	1d6	<i>Project a wave of deathly cold from your hands that saps warmth and vitality from a nearby target.</i>
Animate object	Lv 4	3 pts	12	—	Object only	—	<i>Briefly animate an inanimate object as a crude extension of your will — useful for distraction, scouting, or simple tasks.</i>
Corpse whisper	Lv 4	3 pts	11	—	Corpse only	—	<i>Draw a single fragmented impression from a recently deceased body — not full speech, but the last strong emotion or image held.</i>
Necrotic touch	Lv 5	3 pts	12	13	Fortitude	2d4 + weaken	<i>Channel necrotic energy to sap a target's physical strength as well as deal damage — affected targets strike with less force.</i>
Rot ward	Lv 5	3 pts	11	—	Self only	—	<i>Coat yourself in a faint aura of decay that causes the next physical blow against you to partially pass through, reducing its impact.</i>
Grave fog	Lv 5	3 pts	12	12	Fortitude	1d4/rou nd	<i>Summon a crawling ground-level mist of necrotic energy that deals minor damage to living creatures who stand within it.</i>
Raise host	Lv 6	4 pts	14	—	Corpses only	—	<i>Animate up to three corpses simultaneously as simple thralls — more fragile than a single Raise</i>

Spell	Unl ock	Cost	Cast DC	Res DC	Resist Type	Damag e	Description
							<i>thrall but useful for overwhelming numbers.</i>
Life leech	Lv 6	4 pts	14	14	Fortitude	2d6 + heal caster	<i>Drain life force from a target, dealing damage and returning a portion of it as recovered health to the caster.</i>
Bone spear	Lv 6	4 pts	13	14	Reflex	3d6	<i>Rip bone from a nearby corpse or bone source and launch it as a high-velocity projectile with piercing force.</i>
Plague mark	Lv 7	4 pts	15	15	Fortitude	1d6/rou nd	<i>Brand a target with a necrotic curse that spreads debilitating illness — damage grows if untreated and can affect others in close contact.</i>
Call the dead	Lv 7	4 pts	14	—	Corpses in area	—	<i>Raise every available corpse within a large area simultaneously — produces many weak undead rather than one strong thrall.</i>
Soul cage	Lv 7	4 pts	15	16	Will	—	<i>Trap the departing soul of a recently slain target, preventing it from passing on and holding it for interrogation or dark purposes.</i>
Death nova	Lv 8	6 pts	16	17	Fortitude	4d8 (AoE)	<i>Release a catastrophic pulse of necrotic energy from the caster's body, dealing massive damage to all living creatures in a wide radius.</i>
Lich's grasp	Lv 8	6 pts	16	17	Will	3d6 + possess	<i>Reach out with your consciousness to attempt to temporarily seize control of an undead creature of any type or allegiance.</i>

Enchantment

21 spells. Emotional influence, charm, and mental manipulation. The most politically dangerous discipline.

Spell	Unl ock	Cost	Cast DC	Res DC	Resist Type	Damag e	Description
Soothe	Lv 4	3 pts	11	12	Will	—	<i>Calm a hostile or agitated target, reducing aggression</i>

Spell	Unl ock	Cost	Cast DC	Res DC	Resist Type	Damag e	Description
							<i>and encouraging cooperative behavior.</i>
Charm touch	Lv 4	3 pts	12	13	Will	—	<i>Inspire warmth and trust in a target through brief physical contact. The target doesn't know why they like you — only that they do.</i>
Whisper of doubt	Lv 5	3 pts	12	13	Will	—	<i>Plant a single nagging uncertainty in a target's mind — a suspicion, a hesitation, a worry. Amplifies existing insecurity.</i>
Compel truth	Lv 5	3 pts	13	14	Will	—	<i>Suppress the target's instinct to lie for a short period. Does not force speech — they may stay silent.</i>
Binding suggestion	Lv 6	4 pts	14	15	Will	—	<i>Implant a strong compulsion to carry out a specific, reasonable-sounding action. The target believes the impulse is their own.</i>
Veil of devotion	Lv 7	4 pts	15	16	Will	—	<i>Cultivate deep loyalty and affection toward the caster in a single target. Ethics heavily discouraged without consent.</i>
Shatter the will	Lv 8	6 pts	16	17	Will	—	<i>Overwhelm a target's mental defenses entirely, leaving them briefly unable to act against the caster's interests.</i>
Unsettle	Lv 4	3 pts	11	12	Will	—	<i>Plant a vague sense of dread and unease in a target with no identifiable source — makes them want to leave a location.</i>
Eager ear	Lv 4	3 pts	11	12	Will	—	<i>Make a target unusually receptive and interested in what the caster is saying, improving their attentiveness and openness.</i>
Forget	Lv 4	3 pts	12	13	Will	—	<i>Cause a target to lose a single specific recent memory — no more than the last few minutes of experience.</i>
Bravado	Lv 5	3 pts	12	13	Will	—	<i>Fill a target with false confidence and recklessness — useful for pushing them into bad</i>

Spell	Unl ock	Cost	Cast DC	Res DC	Resist Type	Damag e	Description
							<i>decisions or disabling caution.</i>
Sudden grief	Lv 5	3 pts	13	14	Will	—	<i>Trigger a wave of uncontrollable grief or loss in a target — not fabricated, but amplified from something real they carry.</i>
Borrowed loyalty	Lv 5	3 pts	12	13	Will	—	<i>Temporarily shift a target's sense of allegiance toward the caster — they will not act against the caster for the duration.</i>
Crowd calm	Lv 6	4 pts	13	14	Will	—	<i>Project calm over a large group of people — diffuses anger, panic, and hostility across a crowd simultaneously.</i>
Paralyzing fear	Lv 6	4 pts	14	15	Will	—	<i>Flood a target with overwhelming irrational terror, rooting them in place and impairing their ability to act offensively.</i>
Fabricate rapport	Lv 6	4 pts	14	15	Will	—	<i>Make a target believe they share history with the caster — a sense of old friendship or mutual trust with no real basis.</i>
Unravel resolve	Lv 7	4 pts	15	16	Will	—	<i>Systematically erode a target's self-confidence and decisiveness over a scene — they second-guess every action they take.</i>
Scream of the mind	Lv 7	4 pts	15	16	Will	2d6 psychic	<i>Flood a target's mind with sensory overload — the only Enchantment spell dealing direct psychic damage; painful and disorienting.</i>
Mass charm	Lv 7	4 pts	14	15	Will	—	<i>Extend basic charm and warmth toward the caster across a group of up to ten people — useful for controlling a room socially.</i>
Rewrite	Lv 8	6 pts	16	17	Will	—	<i>Alter a target's deeply held belief about a specific person, place, or event — not memories, but the emotional truth they attach to them.</i>
Puppet	Lv 8	6 pts	16	17	Will	—	<i>Seize full motor and vocal control of a target for a brief duration — they experience everything but</i>

Spell	Unl ock	Cost	Cast DC	Res DC	Resist Type	Damag e	Description
							<i>cannot resist. Heavy consent requirements.</i>

5. Head of House Spells

Levels 9 and 10 are reserved exclusively for the current Head of House. All HoH spells require staff awareness before use.

Universal Capstones

Available to all Heads of House regardless of school specialization.

Spell	Unl ock	Cost	Cast DC	Res DC	Resist Type	Damag e	Description
Leyline step	Lv 9	6 pts	14	—	Self only	—	Step into the leyline current and emerge at any connected point within the Rookery Isles. Leaves a visible arcane trace. Once per scene.
Arcane dominion	Lv 9	6 pts	15	17	Arcane	—	Assert absolute magical authority over an area the size of a large hall. No spell may be cast within without the HoH's awareness and permission.
Voice of the leyline	Lv 9	6 pts	14	16	Will	—	Speak a command carried by the leylines' authority — targets feel the weight of something ancient and powerful.
Planar anchor	Lv 10	6 pts	15	17	Arcane	—	Bind the caster or a willing target to a specific location. Teleportation and forced movement against the anchored person fail entirely.
Leyline surge	Lv 10	Full pool	16	—	Staff handled	Amplified	Draw directly from the leyline network in a single devastating release. Amplifies the next spell, breaks through wards. Empties the caster entirely. Staff required.

School Capstones

One unique spell per discipline, available at level 9.

School	Spell	Unl ock	Cost	Cast DC	Res DC	Resist Type	Description
Evocation	Eye of the storm	Lv 9	8 pts	16	18	Reflex	<i>Become the center of a self-sustaining elemental maelstrom. Projectiles deflected; melee range causes automatic damage.</i>
Illusion	The false world	Lv 9	8 pts	16	18	Will	<i>Immerse a single target in a perfect, fully convincing false reality of the caster's design. Consent required for extended use.</i>
Necromancy	Deathless pact	Lv 9	8 pts	16	—	Willing only	<i>Forge a binding contract with death itself — preventing the caster or named target from dying for a limited time. The debt must be paid. Staff required.</i>
Enchantment	Claim the crown	Lv 9	8 pts	17	19	Will	<i>Exert total psychological dominance over a group — suppressing dissent, making the caster's authority feel absolute. Heavy consent and staff requirements.</i>

6. Spell Point System

Pools by Level

Base pools scale with level. Proximity to leylines provides a passive boost. In Azura power is at its peak.

Level	Base pool	Near leyline	In Azura	Title
1	8	10	12	Apprentice
2	10	13	16	Apprentice
3	14	18	22	Initiate
4	18	23	28	Adept
5	22	28	34	Adept
6	28	35	42	Scholar
7	34	43	52	Scholar
8	42	53	64	Master
9	54	68	82	Archmage (HoH)
10	68	86	104	Archmage (HoH)

Spell Costs

Spell type	Cost	Notes
Cantrips	Free	Never cost spell points
General spells (lv 1–3)	1 pt	Basic utility and combat
General spells (lv 4–6)	2 pts	Advanced utility spells
General spells (lv 7–8)	3 pts	High-level utility
School spells (lv 4–5)	3 pts	Entry specialty spells
School spells (lv 6–7)	4 pts	Advanced specialty spells
School spells (lv 8)	6 pts	Master-tier capstones
HoH universal spells	6 pts	Leyline step, dominion, etc.
HoH school capstones	8 pts	Eye of the storm, etc.
Leyline surge	Full pool	Empties entirely on cast

Recovery

- Full rest:** A full night's sleep or equivalent downtime. **Restores full pool.**
- 30-minute rest:** Light rest — sitting quietly, meditating, taking a break from exertion. **Restores 25% of pool.**
- Leyline tap:** Cast while near a leyline. Once per scene. More effective in Azura. **Restores 4–8 pts depending on location.**

Arcane Exhaustion

Threshold	Effect
25% remaining	Minor strain — headaches, shaking, difficulty concentrating. Cosmetic RP.
10% remaining	Significant drain — spells may flicker or fail. Visible to Arcane sight.
0 spell points	Arcane collapse — no spellcasting until 25% restored. Cantrips still available.
Overdraw	Forcing a spell past 0 draws from life force. Severe consequences. Staff required.

Generalist bonus: +4 to base spell point pool at every level. Base pool only — not leyline or Azura bonuses.

7. Dice & Counter-Rolls

All spell resolution uses a d20 system. The caster rolls to hit; the target rolls separately to resist.

Core Resolution

Caster roll: Roll 1d20 + caster level modifier. Meet or beat the spell's cast DC. On failure the spell fizzles — spell points are still spent.

Target resist roll: If the cast succeeds, the target rolls 1d20 + their resist modifier vs the spell's Resist DC. Partial effects apply on a near-miss (within 3).

Critical cast (natural 20): Damage dice are doubled and the target's resist roll is made at disadvantage (roll twice, take lower).

Critical fail (natural 1): The spell misfires — spell points are lost and the caster suffers a minor backlash effect.

Partial resist: If a target fails their resist roll by 3 or less, the spell lands at half effect.

Non-combat spells: Cast DC reduced by 3. Caster may describe their approach for a possible further bonus.

Level Modifiers

Level range	Cast mod	Resist mod	In Azura bonus
1–2	+1	+1	+2 to cast roll
3–4	+2	+2	+3 to cast roll
5–6	+3	+3	+4 to cast roll
7–8	+4	+4	+5 to cast roll
9–10 (HoH)	+6	+6	+8 to cast roll

Situational Modifiers

Situation	Effect
Caster near a leyline	+2 to cast roll
Caster in Azura	+3 to cast roll, +1 to damage dice
Caster at 10% spell points	–2 to cast roll
Caster at 0 spell points (overdraw)	–4 to cast roll, cast DC +3
Target is a higher-level mage	+2 to target's resist roll
Target is non-magical	–2 to target's resist roll

Situation	Effect
Target is unaware of the spell	-3 to target's resist roll
Caster is injured or distracted	-2 to cast roll
Spell cast 3+ times in a scene	-1 cumulative per repeat to cast roll

HoH spells raise the target's resist DC by 2. Leyline surge bypasses resist entirely — staff handles outcomes directly.

Cantrips never require a cast roll. When used offensively only a resist roll is needed, with no damage on success.