

Introduction

Yv'Lin is a nation that lies within the Shney Peaks, the central mountain range that overlooks the whole continent of Frall. From there, this isolated hidden nation of mages and casters looks down onto the rest of the continent in contempt. They are the only ones who have discovered pure magic, magic that does not rely on Blood like in Lorra Sanguis, or on the favour of the Celestials or on the nature Fey like in Duermar. Only the caster's own capabilities and craft, to fuel magic in Yv'Lin. While there are rumours in surrounding regions about the existence of this magical land, no outsider has managed to survive the steep climb up to the Shney Peaks, to set foot into this realm. But not only is the natural terrain hard to overcome but also have the magical Schools and Traditions of Yv'Lin bonded together, to create magical barriers that protect and obscure the region's border so that no one can enter and so that no one can leave either. Despite the magical School's and Tradition's grievances and long-standing grudges with each other, the pact known as "The Olvanir Agreement" has kept the existence of Yv'Lin mostly a secret from the rest of the inhabitants of the continent, except for the odd magical beast slipping out, making their way to the lower lands.

This setting highlights the struggle between different magical factions, also known as Traditions, who are escalating their efforts to outshine each other by creating more and more powerful spells, more exotic magical beasts, and more potent artefacts. Currently, the region's factions are at a stalemate. But unbeknownst to the members of these factions, there are plenty of troubles brewing beneath the surface of the grandiose highfalutin existence of the mages: Hordes of creatures that have been left unchecked over the centuries are roaming the region, an increasingly dissatisfied non-magical society of people is starting to rile up and band together, and rumours of a mysterious new faction of mages have been swirling around. Yet, the Traditions have been mostly preoccupied with themselves, trying to outdo each other, while ignoring other problems, making the region a powder keg ready to explode at any moment.

To emulate these magical Traditions in this setting, a new set of homebrew mechanics are introduced and showcased. These new rules are not only meant to empower extraordinary attributes but also to present a limitation to these empowered effects, essentially creating a spellcasting system for Open Legend akin to the spell slot system of other contemporary fantasy TTRPGs.

Spellcasting in Yv'Lin

Using extraordinary attributes to create magical effects in Yv'Lin is handled differently than in other settings, to represent the inherent magical potency of the setting. To achieve this, a new mechanic, called Signature Spell, is introduced that enhances extraordinary attribute rolls by adding supplementary effects. These added effects are limited by a character's Wealth Level (WL) as the WL represents the material components that were needed to create a Signature Spell. Signature Spells are not an infinite resource though, unlike other extraordinary attribute rolls in Open Legend. Thus a character can only cast their Signature Spells as often as they have Spell Points in their Spell Pool left, as the Spell Pool represents their magical potential. Once a character has emptied their Spell Pool, then trying to cast Signature Spells becomes a dangerous and potentially harmful endeavour. At that point, a caster has reached their limit, and they have to exert themselves to the degree that surpasses their usual capabilities, possibly leading to a magical ailment that is called Spell Strain.

Signature Spells

Signature Spells represent spells that have been learned and unlocked via a Caster's School or Tradition. For example, Wizards have learned their Signature Spells through intense studies, while Runemasons have been exerting themselves physically to carve their magical runes. These Signature Spells are more potent than regular extraordinary attribute rolls. Still, they function mostly the same with the exception that they are unaffected by feats and instead can only be upgraded with the effects from the table below, up to a maximum of a character's WL. To create a Signature Spell, a player chooses one of the following actions and then applies the desired effects, as long as they fit the action and are within a character's WL: Bane, Boon, Damage, and Defend. Some effects note that they can be applied to "Attacks", which means that they can be either used to do damaging attacks or bane attacks.

Effect (can be applied to)	Description	WL Cost
Area (Attack or Boon)	An area Spell always makes multi-target area attacks of the listed size and shape and cannot be used for single-target attacks. These Spells do not incur any of the disadvantage penalties associated with multi-target attacks.	+ disadvantage penalty incurred by the area via multi-targeting (see Chapter 7)
Baneful (Damage)	Choose a Bane. When making a damaging attack with this Spell, you may automatically inflict that bane if your attack roll exceeds the target's defence by 5 or more.	+ WL cost of bane's power level as priced in the table of step 1 in Chapter 9
Combined (Attack or Boon)	As a Focus Action, a Spell with the Combined Propriety can be attached to another Spell of the same type (Attacks with Attacks, Boons with Boons) and both can be cast in the same round with a single roll that has disadvantage 3.	+ 3

Deadly (Attack)	Attacks made with this Spell gain advantage equal to their <i>deadly</i> value. A Spell cannot have a <i>deadly</i> value greater than 5.	1 + <i>deadly</i> value
Defensive (Defend)	A defensive Spell grants advantage equal to the listed value when its caster takes the <i>defend</i> action. A Spell cannot have a <i>defensive</i> value greater than 3.	+ <i>defensive</i> value
Extended (Attack or Boon or Defend)	Double the casting range of a Spell with the <i>Extended</i> propriety, as well as double the sustaining range, if applicable.	+ 1
Enduring (Attack or Boon)	<i>Enduring</i> Spells can be placed by a caster without needing to be sustained or the caster having to be in range once placed, but their casting time is increased to 10 minutes (this can't reduce the casting time of a spell). When placed, a condition must be set and when the condition is met, the <i>Enduring</i> spell is cast automatically. These last for days according to how much WL was invested in them.	+1 per day lasting
Inclusion (All)	All bonuses and abilities from feats that could apply to a spell do so, if the spell has the <i>Inclusion</i> propriety.	+ 4
Multi Targeting (Boon)	This Spell affects multiple allies at once if all targets fall within a 25' square, up to a maximum of 5 targets.	+ disadvantage penalty incurred via multi-targeting (see Chapter 7)
Persistent (Boon)	A Spell with this effect automatically sustains the chosen boon without requiring the caster to use the sustain a boon action. The Spell's effect persists automatically for a number of rounds equal to the caster's Secondary Casting Attribute, with a minimum of 1. <i>Persistent</i> is only applicable to Boons with a duration of "Sustain Persists".	+ 1
Potent (Attack)	Targets suffer disadvantage 1 on resist rolls to shake off banes inflicted by this Spell.	+ 2
Powerful (Bane or Boon)	Bane or boon invocations made with this Spell get advantage equal to the Spell's <i>powerful</i> value. A Spell cannot have a <i>powerful</i> value greater than 5.	+ <i>powerful</i> value
Reliable (Boon)	The caster does not have to roll to invoke this Spell's boon if they are targeting a single creature. The invocation automatically succeeds. If the Spell also has the <i>area</i> property, it may still benefit from the automatic success granted by the <i>reliable</i> property.	+ 2
Triggered (Attack or Boon)	When a Spell with the <i>Triggered</i> propriety is cast, define a condition that sparks the Spell to set off. When this condition is met, the caster may cast the Spell as a Free Action. Until then, a <i>Triggered</i> Spell needs to be sustained, as per the "Sustain a Boon" action.	+ 1
Upgrade (Bane or Boon)	The caster raises a bane's or boon's PL to the next higher possible PL when invoked, even if they normally weren't	+ 2

Boon)	able to access that PL. This propriety can only be added if the difference between the caster's currently available PL and the next higher one is less than 4.	
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Characters only get access to a limited amount of Signature Spells, which is determined by a secondary attribute that is tied to the School that a character has frequented. Each School and Tradition in Yv'Lin accesses the Celestial Energies differently:

- Psychics use evermore potent drugs to expand their minds further and further, making Will the attribute they access the Celestial Energies with.
- Runemasons use exhausting carving techniques to craft Runes, making Fortitude the attribute they access the Celestial Energies with.
- Thaumaturges create astonishing pieces, relying on their expressiveness, making Presence the attribute they access the Celestial Energies with.
- Witches and Witchers concoct volatile rituals and potions on the spot, making Logic the attribute they access the Celestial Energies with.
- Wizards establish elaborate and complicated formulas to be recited, making Learning the attribute they access the Celestial Energies with.

These attributes that are tied to the different Traditions are called **Secondary Casting Attribute**. Once a player has decided to what Tradition their character should belong to, calculating the number of Signature Spells that the character gets access to becomes a quick and straightforward task:

Secondary Casting Attribute + Character Level = Number of Signature Spells

Signature Spells can be stored up in different ways, depending on the flavour of a character and their Tradition: A Wizard might use a Spellbook, a Witch might use a loose set of Formulas and Principles, while Dwarves might rely on moulds to form their magical Runes. These collections of Spells are called Repertoires. Any level one character starts out with a number of Signature Spells as calculated by the formula above. Additionally, two of their signature spells may already include effects that amount to a boost of WL2, while the rest of the signature Spells can only receive an increase up to WL1.

After character creation, characters can start upgrading already existing signature spells by adding boosts, up to a maximum of the character's current WL. Anytime a character increases the attribute that is tied to mastering Signature Spells, as defined by the character's Tradition, or anytime the character gains a level, they can begin working on a new Signature Spell. Adding a new Signature Spell or boosting an existing one takes two weeks of focused work (assuming a daily workload of eight hours, but not any longer) per WL required, and if applicable, can be split into separate steps. Sometimes, a caster might also want to remove an effect from a Signature Spell, for example, to replace the effect. That process takes a day per WL cost of the boost. These workdays don't have to be consecutive but may be split up over an extended period.

For example, Tim the Enchanter, a wizard with WL5, wants to create a Fireball Signature Spell. He starts by adding the Area propriety twice to a fire Energy Attack and then the Baneful propriety, causing a PL4 Persistent Damage Bane if the targets take more than 5 damage from the Fireball damage. After four weeks, Tim has added the Area propriety once, resulting in a 10' cube fire attack. Another two weeks later, Tim has added the second Area increment, resulting in a 15' cube fire attack. Lastly, Tim needs to spend another four weeks to add the Baneful Persistent Damage PL4 bane to his 15' cube, finishing the process of creating his own Fireball version.

This process might look differently depending on the School or Tradition of Magic (experimentation for Witches, study for Wizards, etc.). The **Craft Mundane Spell Components** feat and the **Legacy Caster** feat can help access boosts to Signature Spells that are bypassing a character's current WL. Also, the **Craft Mundane Spell Components** feat can speed up the process of adding and expanding Signature Spells to the repertoire, if the Craft Mundane Spell Components Feat is chosen appropriately for a given School or Tradition of Magic (a tattoo Mage creating more potent custom inks or a Dwarf fusing different minerals to etch new runes, etc.).

The Spell Pool

The Spell Pool indicates how often you can cast your Signature Spells, without risking Spell Strain to themselves. Unlike Signature Spells, which can take on many different expressions, depending from which magical School or Tradition a character hails from, the Spell Pool represents a universal potential throughout the setting of Yv'Lin, as it stems from the ability of characters to absorb and deploy the Celestial Energy from the environment.

Calculating a character's Spell Pool is a simple task: You add up all the extraordinary attribute points that a character has invested in any of them, and the result is the number of Signature Spells that a character may cast without potentially causing Spell Strain. For example, Tim, the Enchanter, has an Energy score of 4, a Creation score of 2, and no other points in any other extraordinary attribute. This results in a Spell Pool of 6, meaning that Tim can cast his Signature Spells up to six times per day without having to worry about causing any Spell Strain to himself.

Spell Strain

Whenever a character runs out of Spell Pool, casting any Spells, either Signature Spells or regular extraordinary attribute rolls, becomes a risky proposition. Those who are well-versed with the practices of their Tradition can often stave off and avoid the effects of Spell Strain longer than those who have been poor students of their craft or art. The effects of Spell Strain are feared by all casters throughout all of Yv'Lin, no matter the Tradition, as they are long-lasting effects and can have a severe impact on a caster. So far, no cure to the Spell Strain effects has been discovered even though many researchers have spent their whole life trying to find a way to alleviate these effects. Thus, Spell Strain is an effect that represents a caster no longer being in control of the Celestial Energies.

To determine the chance of Spell Strain occurring, a player has to look no further than their Secondary Casting Attribute. For every attribute score invested in that secondary attribute, the chance is lowered by 10%, starting at 100%. This chance is represented on the d20 die, starting from at 20 going downwards, of any attempt to cast a Signature Spell, once the Spell Pool has been emptied. Signature Spell effects that circumvent rolling extraordinary attribute checks for Signature Spells, i.e. Reliable and Boon Focus, now necessitate the associated roll even if the Signature Spell automatically takes effect. The Spell Strain chance can never be reduced to 0%, not even by getting an attribute score of 10 or by the usage of feats, so the minimum chance is always 5%.

To illustrate the chance of Spell Strain, let's take another look at Tim the Enchanter: At a young age, Timmy wasn't a good Wizard student, leaving him only with a Learning attribute score of 2. That means that when young Timmy would run out of Spell Pool, he'd have an 80% chance of triggering Spell Strain, leading to anything less than a 20 to 17 on the d20 resulting in an adverse effect for Timmy. As Tim grew older, he also became more studious, resulting in learning score of 5, meaning that he has reduced the chance of Spell Strain to only 50%. So now, Tim only triggers Spell Strain, when there is no more Spell Pool left when the d20 roll is less than an 11 on the dice.

Spell Strain Bane

Duration: Special

Description

You have exhausted your magical connection to the Celestial Energies by having called too often upon it. Any further attempts to access the Energies will most likely lead to a long-lasting impairment of said connection.

Effect

This bane has multiple tiers which are applied in succession. Each time this bane is inflicted, if it is already in effect on the target, the severity escalates by one level.

- **Level 1** - Gain disadvantage 1 on all extraordinary attribute rolls, except for Signature Spells.
- **Level 2** - Your Spell Pool is halved (rounded down).
- **Level 3** - Gain disadvantage 2 on all extraordinary attribute rolls, including Signature Spells.
- **Level 4** - Anytime you use an extraordinary attribute, deal 1 lethal damage to you.
- **Level 5** - You lose your connection to the Celestial Energies, making you unable to use any extraordinary attributes.

Special

Unlike other banes, cancelling this bane takes time and rest. Each 24 hour period of rest with little or no exertion removes one level of Spell Strain. This bane cannot be removed through any other means.

Spellcasting Feats

Tradition Caster Feats

Craft Mundane Spell Components (I - II)

Cost: 2 point

Prerequisites

- **Tier 1 - 2:** Learning 3, or Logic 3, or Knowledge I feat

Description

You have been trained to produce and use the resources and materials of your tradition more efficiently when upgrading your Spell Repertoire and have even learned to even improve some of the necessary components yourself, potentially increasing the quality of your output and of your Signature Spells.

Effect

- **Tier 1** - Half the time it takes to add Signature Spells to your Spell Repertoire and to upgrade them.
- **Tier 2** - You are able to upgrade your Signature Spells up to your wealth level +1. This effect stacks with other effects that raise your cap for the wealth level of Signature Spells.

Crafting by magic Tradition

- Psychic - candles, incense, psychedelic drugs, stimulants
- Runemasonry - crystals, gems, minerals
- Thaumaturgy - brushes, instruments, ink, paper, paint
- Witchery - acids, chemicals, tinctures, reagents
- Wizardry - book bindings, ink, paper, quills, scrolls

Legacy Caster

Cost: 3 points

Prerequisites

- **Tier 1:** None

Description

Either you come from a long line of casters that has produced many legendary members of a certain magical tradition or your exceptional talents have been discovered very early on and word has spread around to such a degree that you are hailed as the next prodigy, unlocking additional connections, resources, and materials that are at your disposal, as your reputation precedes you.

Effect

You are able to upgrade your Signature Spells up to your wealth level +1. Additionally, you can either start with one Signature Spell of wealth level 3 or you start with two additional Signature Spells of wealth level 2. This effect stacks with other effects that raise your cap for the wealth level of Signature Spells.

Special

This feat can only be taken at character creation and it replaces the Wealthy feat from the Core Rulebook in this setting.

Spell Mastery (I - IV)

Cost: 2 points

Prerequisites

- **Tier 1:** Secondary Casting Attribute 3
- **Tier 2:** Secondary Casting Attribute 5
- **Tier 3:** Secondary Casting Attribute 7
- **Tier 4:** Secondary Casting Attribute 9

Description

Some master the discipline of their magical Tradition and School to such a degree of perfection that they surpass the limitations of what was thought to be previously possible, unlocking additional Signature Spells to outshine their foes and rivals in battle, with a plethora of options at their disposal. This incredible flexibility often grants these casters the title of "Spell Master".

Effect

For each Tier of this Feat you possess, gain an additional Signature Spell.

Spellslinger (I - III)

Cost: 2 points

Prerequisites

- **Tier 1 - 3:** None

Description

Some casters in Yv'Lin just have been born with or have developed a natural affinity for connecting and drawing from the Celestial Energies. Prodigies with these talents are often known as Spellslingers, as they are able to surpass the limitations of their Spell Pool.

Effect

For each Tier of this Feat you possess, your Spell Pool is increased by 2.

Mimicry Spell (I - III)

Cost: 3 points

Prerequisites

- **Tier 1:** Alteration 3
- **Tier 2:** Alteration 6
- **Tier 3:** Alteration 9

Description

Only true spellcasting masters learn to produce the whole palette of magical effects: From conjuring the elements to messing with another's mind, to raising protective barriers, and everything else in between. These true masters are very rare in Yv'Lin but there are others who try to imitate what's in front of them, recreating what they've just seen, instead of truly mastering every form of magic.

Effect

Whenever a successful extraordinary attack or boon invocation, that is not a Signature Spell, is performed within your sight and within your casting range, you may try to replicate the exact same effect as an interrupt action. To replicate a spell that you've just witnessed, roll an Alteration check against the DC according to your Tier (see below) and if the DC is beaten, you recreate the Spell with all its properties (casting time, number of targets, area, Power Level, a result of the Roll, etc.). Every disadvantage that the original caster would have on their roll due to multi-targeting or area multi-targeting, causes the DC to go up by one. You don't gain any of the other caster's advantages or disadvantages when trying to recreate their spell and you may choose new targets for that spell, as long as the new targets are within range and valid (attacks target foes, boons target allies). If the caster you are copying uses an extraordinary attribute score that is higher than yours, gain disadvantage equal to the difference between the extraordinary score you are using and theirs.

- **Tier 1:** Replicate DC = $16 + 2 \times \text{the enemy's used attribute score} + 1$ for every disadvantage caused by multi-targeting
- **Tier 2:** Replicate DC = $14 + 2 \times \text{the enemy's used attribute score} + 1$ for every disadvantage caused by multi-targeting
- **Tier 3:** Replicate DC = $12 + 2 \times \text{the enemy's used attribute score} + 1$ for every disadvantage caused by multi-targeting

Special

Per tier of the Sworn Enemy feat you possess, gain 1 advantage to replicate a spell when facing a caster of the chosen Sworn Enemy Tradition.

Spellcasting Actions

Spellcasting Banes

Spell Leak

Duration: Instantaneous

Power Level: 4 / 6 / 8

Attack Attributes: Entropy, Protection

Attack:

- Entropy vs. Toughness
- Protection vs. Resolve

Description

Disrupting other casters has become a well-known and powerful technique in the mountain realm Yv'Lin and thus many casters have started focusing on targeting and obstructing their foes' connection to the Celestial Energies, instead of harming them physically.

Effect

- **Power Level 4** - The target's Spell Pool is reduced by 2.
- **Power Level 6** - The target's Spell Pool is reduced by 4.
- **Power Level 8** - The target's Spell Pool is reduced by half of their current amount, rounded down.

Spellcasting Boons

Spell Transfer

Duration: Instantaneous

Invocation Time: 1 Major Action

Power Level: 2 / 4 / 6 / 8

Attributes: Creation, Protection

Description

You have become an expert at directing your Celestial Energies, opening up the possibility of you reshaping your connection to another caster's benefit. You are able to transfer your Celestial Energy to an allied caster.

Effect

- **Power Level 2** - Transfer 1 point of your Spell Pool to an ally.
- **Power Level 4** - Transfer 2 points of your Spell Pool to an ally.
- **Power Level 6** - Transfer 3 points of your Spell Pool to an ally.
- **Power Level 8** - Transfer 4 points of your Spell Pool to an ally.

Special

You can only transfer up to a maximum of Spell Points as you have left in your Spell Pool to your target and any target can only benefit once per day from this boon.