

All spells require Line of Sight (The exception being a Scrying spell)

Any time a spell of 5th level or higher is used, the Veil in the surrounding area takes damage equal to the spell's level.

Teleportation, resurrection (other than a Raise Dead spell), and Planar travel are impossible (though planar travel may be accomplished through a ritual which requires an amount of Lyrium equal to the weight of all travellers in question).

Magic in Thedas is based on the Mana system, found [here](#).

Some abilities reserve mana. Mana reserved is unavailable and counts against a spellcaster's total mana used. If a spellcaster becomes Exhausted, any ability which reserves mana is immediately ended. When an ability which reserves mana ends, the spellcaster regenerates mana equal to their charisma modifier each round, up to an amount equal to the mana reserved by these abilities.

Spells with a duration of longer than 1 round reserve mana equal to their normal casting cost instead of expending mana normally.

Any spell which requires the use of blood in any way requires Blood Magic to accomplish.

Additionally, any mind-affecting spell requires the use of Blood Magic to accomplish.

Spells of the Necromancy school are only available to those who take levels in the Necromancer prestige class.

Spells which overtly change a subject's appearance (Such as Polymorph or Shapechange) are not usable.

9th level spells are unavailable to characters below level 21.