

# Mystic Sites

Some sites attract the supernatural - they might be portentous places suitable for the most difficult magics, the grave sites of powerful wizards, or sites haunted by the restless dead. The important consideration is that the magic is in the place itself and not controlled by a single entity. The game effects of these mystical sites are limited only by the campaign needs and by the imagination.

**Riverside Grotto:** A small alcove along the Union City coastline sheltered from the dull gray waters holds a nimbus of that is both enchanted and haunted. In the 70s, the Ice Cream Killer took his victim here where he completed his grizzly work in the name of his watery god. Each of the victims was drowned. Their resonance has created a strong link between the grotto and water magic.

- **Game Effects**

- +4 to all Spells involving water or death magic
- Spirit Summoning is at half END

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