MAGIC MANUAL

Advanced Athala

Summary

1. GÉNÉRALITÉS

Advanced Athala magic system introduce a new concept : the Runes. This system permit nearly infinite spell creations and above all, the player has to involve himself if he wants to play a magic user.

1.1 Runes

1.11 Definition

Each spell is composed by several Runes. When a character wants to cast a spell he build it as the way he would build a sentence.

1.12 Using runes

A spell include what is folowwing :

Subject Rune + Verb Rune + Complement Rune(s)

▶ **Example :** *Fire bolt : spot + direct + fire*

When a character create a spell, he makes a Runes roll (see 2. Rule manual). If the roll succeed, the spell is casted. If the roll fails completely (total <5) the power points are lost.

Penalty spell construction

3 runes : 0
4 runes : -2
5 runes : -5
6 runes : -10
7 runes : -15

▶ **Note :** *Each attack spell must be developed separately. The way the character use it is the same way he use weapons except that this one is magical.*

1.13 Runes strengh

When the character reach a new rank, he automatically gain a newu Rune, the power rune corresponding to his new rank. These runes permit him to choose the spell power between his acual rank and inferiors. (see 1.16)
Each rune has several characteristics (duration, range...).

▶ **Example :** *A fire bolt (rank 2) will have a 150 feet range and do 1d6 damage points.*

1.14 Spell casting duration

Take the higher ranked rune in the constitute spell and look the follow rule to know how much duration will take the spell casting. If the character is from higher rank than the highest rune in the spell, substract this difference.

Rank 1 : 1 round
Rank 2 : 2 rounds
Rank 3 : 3 rounds
Rank 4 : 4 rounds
Rank 5 : 6 rounds
Rank 6 : 9 rounds
Rank 7 : 12 rounds

▶ **Example :** *A* 4th rank character cast a 3rd rank spell. The spell is cast in 2 rounds (3 normal round minus the difference between character and spell rank, here 1). If the result between the character rank and the spell rank leads to a score of 0 or less, consider the spell instantaneous.

1.15 Spell cost

To know the total cost of a spell, simply add all the cost of each used rune. The character may also wish to spend more power point in a spell to make it more powerful. For one spell characteristic doubled, the spell cost is equal to the principal complementary rune squared plus one.

▶ **Example :** *Histarn wants to be sure making big damages with his fire bolt. He decide to double this characteristic (damage).*

▶ **Example :** *Histarn wants to double his fire bolt damage. The normal cost of this spell is 5 (spot + direct + fire).The principal complementary rune in this spell is : fire. The cost of the double effect spell is :1 [spot] + 2 [Direct] + (2+1)² [Fire + 1, squared] = 12*

1.16 General Runes rules

When a spell is created with several runes, his characteristics (duration, range...) are always equal to the most restrictive rune. Following are the characteristics for each rune type and rank. The rank is the spell caster one's.

Rank 1 Rune

Duration
A : 10 seconds
B : 1 minute
C : 1 hour
D : 1 day

Range
A : touch
B : 1 foot
C : 9 feet
D : 90 feet
E : 300 feet

Radius
A : self
B : touch
C : 3 feet
D : 90 feet
E : 300 feet

Damage
A : 1d2
B : 1d4
C : 1d6
D : 1d8

Rank 2 Rune

Duration
A : 15 seconds
B : 1 minute 15 seconds
C : 1 hour 15 minutes
D : 1 day 5 hours

Range
A : 1 foot
B : 3 feet
C : 30 feet
D : 150 feet
E : 600 feet

Radius
A : touch
B : 1 foot
C : 6 feet
D : 150 feet
E : 600 feet

Damage
A : 1d4
B : 1d6
C : 1d8
D : 1d10

Rank 3 Rune

Duration
A : 20 seconds
B : 1 minute 30 seconds
C : 1 hour 30 minutes
D : 1 day 12 hours

Range
A : 3 feet
B : 6 feet
C : 45 feet
D : 180 feet

E : 750 feet

Radius
A : 1 foot
B : 3 feet
C : 9 feet
D : 180 feet
E : 750 feet

Damage
A : 1d6
B : 1d8
C : 1d10
D : 1d12

Rank 4 Rune

Duration
A : 30 seconds
B : 2 minutes
C : 2 hours
D : 2 days

Range
A : 6 feet
B : 9 feet
C : 60 feet
D : 210 feet
E : 900 feet

Radius
A : 3 feet
B : 6 feet
C : 12 feet
D : 210 feet
E : 900 feet

Damage
A : 1d8
B : 1d10
C : 1d12
D : 2d8

Rank 5 Rune

Duration
A : 40 seconds
B : 2 minutes 30 seconds
C : 2 hours 30 minutes
D : 2 days 12 hours

Range
A : touch
B : 1 foot
C : 9 feet
D : 90 feet
E : 1200 feet

Radius
A : 5 feet
B : 9 feet
C : 15 feet
D : 270 feet
E : 1050 feet

Damage
A : 1d10
B : 1d12
C : 2d8
D : 1d20

Range
A : 30 feet
B : 90 feet
C : 150 feet
D : 360 feet
E : 1800 feet

Radius
A : 9 feet
B : 15 feet
C : 27 feet
D : 360 feet
E : 1500 feet

Damage
A : 2d8
B : 1d20
C : 2d12
D : 2d20

2. CHARACTER

2.1 Acquiring runes

The runes are classified by magic schools. The character will access to them in relation with his rank and magic school.
A character may only acquire new runes with experience points. A rune cost is equal to the rune rank multiplied by 2.
A character may learn as much runes as his memory score multiplied by 2. However a character may "forget" a rune to learn another one. Forgeting cost as much points than learning. A character may only learn runes which are lower or equal ranked.

► **Note :** The character may acquire power points by two ways. When he reach rank 1 (or rank 3 for certains class, see Character manual) or by spending some experience points (see 11., Character manual).

2.2 Magic schools

Here is the list of the 7 magic schools.

Basic magic : this magic is common among all magical classes.
Elemental magic : elements use.
Mentalism magic : spirit control.
White magic : protection, heal, well being...
Black magic : Evil, attack, pain...
Necromantic magic : necromancy, death.
Conjuring magic : illusion, senses control.

Rune rank 6

Duration
A : 50 seconds
B : 3 minutes
C : 3 hours
D : 3 days

Range
A : 15 feet
B : 30 feet
C : 90 feet
D : 270 feet
E : 1500 feet

Radius
A : 6 feet
B : 9 feet
C : 18 feet
D : 270 feet
E : 1200 feet

Damage
A : 1d12
B : 2d8
C : 1d20
D : 2d12

Rune rank 7

Duration
A : 1 minute
B : 4 minutes
C : 4 hours
D : 4 days

2.21 Magic schools & class

Here are the different spell users classes and the related magic schools. The numbers correspond to the maximum rank rune the character can learn.

	Clerc	Druid	Healer	Magician	Monk	Scholar	Sorcerer
Basic	7	7	2	7	2	3	7
White	7	3	1	2	1	0	1
Elemental	0	2	0	7	0	1	2
Conjuring	0	2	0	7	0	0	0
Necromancy	0	0	0	0	0	0	7
Black	1	2	0	0	0	0	7
Mentalism	1	0	1	7	1	0	7

2.3 Magic and experience

The character can spend experience points to acquire new power points. If the character isn't rank 1 yet, he can't acquire power point this way. (see 12. Character manual)

Up to 20 power points, 1 experience point = 1 power point
from 20 to 50 : 3 pts. = 1 PP
from 51 to 100 : 5 pts. = 1 PP
100 and more : 7 pts. = 1 PP

3. SAFEGUARDS

The GM will keep an eye on any created spell. Fair play and good sense are the keys to pleasant magic use. For example a spell with runes Direct + intelligent entity don"t mean at all that the caster completely control any intelligent entity !
GM will moderate spell effects in relation with the caster rank.
We strongly recommend that the GM validate any created spell before character can use it.

4. SPELL EXAMPLES

Here is a non-exhaustive list of spell examples. Some spells may be written differently !

Summon animal : communicate + animal + area
Shield : create + protection + self
Fire ball : dirict + fire + spot + explosion
Curse detection : detect + evil + area
Magic detection : detect + magic + area
Magical lock : control + mechanism + spot
Infravision : modify + light + self
Invisibility : self + illusion + view + modify
Fire bolt : direct + fire + sopt
Create fog : create + air + water + area
Light : create + light + spot
Walk on water : control + self + water
Fire protection : create + protection + self + fire
Seduction : control + inteliigent entity + feelings
Telekinesy : direct + movement + item
Speed : self + movement + control
Fly : self + movement + air + control
Haste : Create + accelerate + time

5. VARIOUS RULES

Here are some rules that are related to magic use.

Spell deadline : When a spell duration is over, the spell caster can extend it without cast it again. The cost is then the normal spell cost plus 30%. The spell caster may also cast the spell again.

Attack spell : An attack spell (as fire bolt) can be developed as a skill. Player will use the Directed spell skill to calculate the characteristics bonus. Each attack spell must be developed separatly. Character proceed as for a normal ranged attack. If the spell hits, he rolls damage and locate as for a weapon. The rule which is applied to attack rolls over 30 (doing more damage, see 10.2 Rule manual) also apply here except if the explosion rune is present in the spell.

Multiple attacks : Multiple elemental attack are not possible. The only way to hit several targets is to add an explosion rune in the spell.

Recovering power points : All the character power points are recovered after a 8 hours rest (sleep, laying...). If the character don't rest the full time amount, make the appropriate proportion. If the character can't rest completely (sit down, standing...) the recovered amount is divided by two.

Explosion rune : To make it simplier to use the GM will consider that anyone that is inside the radius will suffer the same damage amount. For example someone who is near the center of the spell will take 1d8 HP damage as if he was on the edge of it.

Elemental resistances : When an elemental attack spell is casted, the damages are reduce by the specific armor protection, if any. The GM will use the fire column for light element.

Armor	water/ice/earth	Fire	Electricity
Light cloth	0	+3	0
Thick cloth	0	+3	0
Leather	0	+2	0
Studded leather	-1	+1	+1
Light fur	0	+4	0
Thick fur	0	+4	0
Rigid leather	-1	-1	0
Chain	-2	-2	+3
Double chain	-2	-4	+3
Animal chain	-2	-2	0
Plate	-3	-5	+5
Animal plate	-3	-5	0

Shield : Shields protect as for normal attacks against targeted elemental attacks. However the shield protection is divided by two against explosive elemental spells (number inside brackets).

Small shield : +4 (+2)
Shield : +5 (+3)
Wall shield : +7 (+4)

Resistance : An intelligent entity may try to resist a non elemental spell which has targeted him/her. Use the following formula, all rolls are open ended.

50 + rank mod. - resistances = percentage

Resistances : bonus/penalty from armor, magical protection, race bonus (see 3.1, character manual).

The rank modificator is calculate as follow :

Attacker rank - target rank X20

► **Example :** *Ozz the sorcerer try to cast a mental attack spell to a city guard. Ozz is rank 4 and the guard is rank 2. The guard who is a lucky guy, wears a +5 magical resistance chain hauberk. So, the percentage chance that Ozz's spell works is....*

50 + 40* -5 = 85 %

* Ozz rank 4 - Guard rank 2, multiplied per 20

► **Example :** *Histarn the Sorcerer try to cast a mental attack spell to Bartogh. Histarn is rank 2 and bartogh is rank 6.*

50 +(-80) = -30 %

The only way for Histarn's spell to succeed is to make a open ended roll.

The GM can use the following table to help finding the percentage. The attacker rank is written vertically, the defender rank horizontally. The GM will not forget to add eventual bons/ penalties (armor, various protections,etc).

Rank	1	2	3	4	5	6	7
1	50	30	10	-10	-30	-50	-70
2	70	50	30	10	-10	-30	-50
3	90	70	50	30	10	-10	-30
4	110	90	70	50	30	10	-10
5	130	110	90	70	50	30	10
6	150	130	110	90	70	50	30
7	170	150	130	110	90	70	50

Magic & armors : Each magic school tolerate more or less the spell cast to wear an armor while using magic. Here is listed the different magic schools and the armor wearing penalties corresponding.

Basic magic : P/-15, C/-5, RL/0, L/0, N/0
Elemental magic : P/-50, C/-30, RL/-20, L/-10, N/0
Mentalism magic : P/-50, C/-30, RL/-10, L/-5, N/0
White magic : P/-30, C/-15, RL/-5, L/0, N/0
Black magic : P/-50, C/-30, RL/-20, L/-10, N/0
Necromantic magic : P/-50, C/-30, RL/-20, L/-10, N/0
Conjuring magic : P/-50, C/-30, RL/-20, L/-10, N/0

Legend : P = Plate, C = Chain, RL = Rigid leather, L = Leather, N = No armor (cloth).

► **Example :** *Kalen, the fourth rank clerc, wear a rigid leather armor. If he wants to cast a spell he must do any rune skill rolls with a -5 penalty.*

Lower spell resistance : A character may wish to spend some power points lower the target resistance. One power point spent will lower target resistance by 1.

Spell items : If a character want to use a spell which is contained in an item he must first succeed a magic detection skill roll. The spell origin is always the item and not the character. The character don't have to make a rune roll, the spell always succeed to be casted. If the spell is an attack spell, the character may decide to develop a skill.

Spell fumbles : When a spell caster fumbles on a rune skill rolls (total <-5), then he rolls on this table.

d20	Effect
1-10	You start wild imaginings and loose 1 rounds. PP are lost.
11-13	You start wild imaginings and loose 2 rounds. PP are lost.
14-16	You start wild imaginings and loose 3 rounds. PP are lost.
17-18	You loose 50% of the daily power points.
19	You loose all the daily power points.
20	The spell turns against you.

6 . RUNES

Following is the runes list, classified by magic schools.

Basic magic (verbs)

CREATE

Rank 3

Cost : 3
Duration : -
Range : A
Radius : A
Damage : -

► Note : Create.

DIRECT

Rank 2

Cost : 1
Duration : -
Range : D
Radius : -
Damage : -

► Note : To direct spell.

DETECT / LOCATE

Rank 1

Cost : 1
Duration : B
Range : A
Radius : C
Damage : -

► Note : Used o find someone/something.

TELEPORT

Rank 4

Cost : 5
Duration : -
Range : A
Radius : spécial
Damage : -

► Note : 7 miles max per caster rank.

CONTROL

Rank 3

Cost : 3
Duration : B
Range : D
Radius : C
Damage : -

► Note : Control.

COMMUNICATE

Rank 1

Cost : 1
Duration : B
Range : E
Radius : E
Damage : -

► Note : Communicate.

REGENERATE

Rank 2

Cost : 2
Duration : -
Range : A
Radius : A
Damage : -

► Note : Regenerate.

MODIFY

Rank 2

Cost : 2
Duration : -
Range : A
Radius : A
Damage : -

► Note : Modify something or lightly modify associated rune.

Basic magic (verbs)

ANIMATE

Rank 2

Cost : 2
Duration : C
Range : C
Radius : A
Damage : -

► Note : Used to animate an object/entity which will always be under ranked than the caster.

SUMMON

Rank 4

Cost : 10
Duration : C
Range : B
Radius : -
Damage : -

► Note : Summon.

SLOW

Rank 3

Cost : 4
Duration : B
Range : A
Radius : B
Damage : -

► Note : Slow something.

GUESS

Rank 4

Cost : 5
Duration : -
Range : -
Radius : A
Damage : -

► Note : Guess, divination.

CANCEL

Rank 4

Cost : 5
Duration : -
Range : B
Radius : C
Damage : -

► Note : Cancel something.

ACCELERATE

Rank 3

Cost : 4
Duration : B
Range : A
Radius : B
Damage : -

► Note : Accelerate something.

TRIGGER

Rank 2

Cost : 2
Duration : -
Range : -
Radius : A
Damage : -

► Note : May include little movements.

BLEND

Rank 3

Cost : 3
Duration : -
Range : -
Radius : A
Damage : -

► Note : Blend several elements.

Basic magic
(subjects and primary complements)

SELF

Rank 1

Cost : 1
Duration : -
Range : A
Radius : A
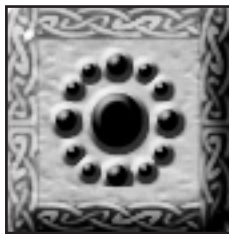Damage : -

► Note : The caster.

SPOT

Rank 1

Cost : 2
Duration : -
Range : D
Radius : -
Damage : -

► Note : Spot, precise point.

AREA

Rank 3

Cost : 5
Duration : -
Range : D
Radius : C
Damage : -

► Note : Area.

ITEM

Rank 1

Cost : 2
Duration : -
Range : D
Radius : C
Damage : -

► INote : Item.

INTELLIGENT ENTITY

Rank 4

Cost : 7
Duration : -
Range : D
Radius : C
Damage : -

► Note : Intelligent entities (man, intelligent monster, etc..).

PLANT

Rank 1

Cost : 2
Duration : -
Range : D
Radius : C
Damage : -

► Note : Plants (herb, tree...).

NON-INTELLIGENT ENTITY

Rank 2

Cost : 3
Duration : -
Range : D
Radius : C
Damage : -

► Note : Non intelligent monsters and animals.

SPACE

Rank 4

Cost : 5
Duration : -
Range : E
Radius : E
Damage : -

► Note : Space area.

Basic magic
(primary complements)

MOVEMENT

Rank 2

Cost : 2
Duration : A
Range : A
Radius : A
Damage : -

▶ Note : Movement. Velocity.

MAGIC

Rank 2

Cost : 3
Duration : C
Range : D
Radius : C
Damage : -

▶ Note : Magic.

MECHANISM

Rank 2

Cost : 2
Duration : C
Range : C
Radius : C
Damage : -

▶ Note : Mechanisms (locks, padlocks...).

TEMPERATURE

Rank 1

Cost : 1
Duration : C
Range : B
Radius : B
Damage : -

▶ Note : Temperature.

INTELLIGENT CROWD

Rank 6

Cost : 8
Duration : -
Range : D
Radius : D
Damage : -

▶ Note : All intelligent entities included in the radius.

NON-INTELLIGENT CROWD

Rank 5

Cost : 6
Duration : -
Range : D
Radius : D
Damage : -

▶ Note : All non-intelligent entities included in the radius.

TIME

Rank 4

Cost : 5
Duration : -
Range : -
Radius : -
Damage : -

▶ Note : Time.

Elemental magic

Air

Rank 2

Cost : 2
Duration : C
Range : D
Radius : C
Damage : A

▶ Note : Air element.

Electricity

Rank 3

Cost : 2
Duration : C
Range : D
Radius : C
Damage : C

▶ Note : Electricity element.

Water

Rank 2

Cost : 2
Duration : C
Range : D
Radius : C
Damage : A

▶ Note : Water element.

Light

Rank 1

Cost : 2
Duration : C
Range : D
Radius : C
Damage : B

▶ Note : Light element.

Fire

Rank 2

Cost : 2
Duration : C
Range : D
Radius : C
Damage : C

▶ Note : Fire element.

Ice

Rank 3

Cost : 2
Duration : C
Range : D
Radius : C
Damage : C

▶ Note : Ice element.

Earth

Rank 2

Cost : 2
Duration : C
Range : D
Radius : C
Damage : A

▶ Note : Earth element.

Explosion

Rank 4

Cost : 5
Duration : -
Range : D
Radius : C
Damage : -

▶ Note : Associated with another element rune. Explosive attack spell.

Elemental magic

Void

Rank 4

Cost : 5
Duration : -
Range : D
Radius : B
Damage : C

▶ Note : Void, vacuum.

Mist

Rank 3

Cost : 3
Duration : C
Range : D
Radius : C
Damage : -

▶ Note : Mist, fog.

Lava

Rank 4

Cost : 4
Duration : -
Range : C
Radius : C
Damage : C

▶ Note : Very hot, earth and fire combiend elements.

Plasma

Rank 5

Cost : 5
Duration : -
Range : D
Radius : B
Damage : D

▶ Note : Very hot, plasma element.

Acid

Rank 3

Cost : 3
Duration : A
Range : D
Radius : B
Damage : A

▶ Note : Acid element, corrosive.

White magic

LIFE

Rank 5

Cost : 10
Duration : -
Range : A
Radius : A
Damage : -

▶ Note : Life. Resurrection spell use it.

CURE

Rank 3

Cost : 6
Duration : -
Range : A
Radius : A
Damage : -

▶ Note : Serious wound or 2d6 HP healed.

PURIFICATION

Rank 1

Cost : 1
Duration : -
Range : A
Radius : A
Damage : -

▶ Note : Purify.
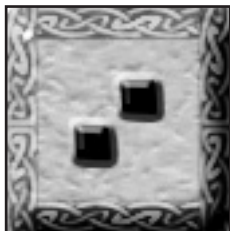
TRUE CURE

Rank 4

Cost : 12
Duration : -
Range : A
Radius : A
Damage : -

▶ Note : All wounds or all HP healed.

HEAL

Rank 1

Cost : 1
Duration : -
Range : A
Radius : A
Damage : -

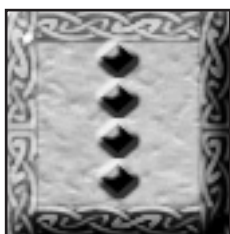▶ Note : Light wound or 1d6 healed.

PROTECTION

Rank 1

Cost : 2
Duration : B
Range : A
Radius : A
Damage : -

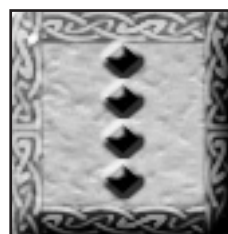▶ Note : Use example, associated with an element rune, proctect from the element..

MAJOR HEAL

Rank 2

Cost : 3
Duration : -
Range : A
Radius : A
Damage : -

▶ Note : Medium wound or 1d10 HP healed.

DELIVERANCE

Rank 4

Cost : 7
Duration : -
Range : -
Radius : A
Damage : -

▶ Note : Magic deliverance (curses, etc).

Conjuring magic

Taste

Rank 1

Cost : 1
Duration : B
Range : C
Radius : A
Damage : -

► Note : Taste sense.

Touch

Rank 1

Cost : 1
Duration : B
Range : C
Radius : A
Damage : -

► Note : Touch sense.

View

Rank 1

Cost : 1
Duration : B
Range : C
Radius : A
Damage : -

► Note : View sense.

Hear

Rank 1

Cost : 1
Duration : B
Range : C
Radius : A
Damage : -

► Note : Hearing sense.

Smell

Rank 1

Cost : 1
Duration : B
Range : C
Radius : A
Damage : -

► Note : smell sense.

Mirage

Rank 2

Cost : 3
Duration : B
Range : C
Radius : C
Damage : -

► Note : Simple illusion (one sense).

Illusion

Rank 3

Cost : 7
Duration : C
Range : D
Radius : C
Damage : -

► Note : Illusion (two senses).

True illusion

Rank 4

Cost : 1
Duration : B
Range : C
Radius : A
Damage : -

► Note : Complex illusion (three senses).

Conjuring magic

True illusion

Rank 5

Cost : 1
Duration : B
Range : C
Radius : A
Damage : -

▶ Note : Complex illusions (include all senses).

Shape-changer

Rank 4

Cost : 5
Duration : C
Range : -
Radius : A
Damage : -

▶ Note : Minor changes (face shape, hair color...).

Balance

Rank 2

Cost : 1
Duration : B
Range : C
Radius : A
Damage : -

▶ Note : Balance sense.

Shape-changer

Rank 5

Cost : 7
Duration : C
Range : -
Radius : A
Damage : -

▶ Note : Medium changes (size, weight...).

Orientation

Rank 2

Cost : 1
Duration : B
Range : C
Radius : A
Damage : -

▶ Note : Direction sense.

Shape-changer

Rank 6

Cost : 10
Duration : C
Range : -
Radius : A
Damage : -

▶ Note : Majors changes (sex, race...).

Black magic

Poison

Rank 1

Cost : 2
Duration : -
Range : D
Radius : C
Damage : B

▶ Note : Light poison.

Pain

Rank 2

Cost : 3
Duration : A
Range : D
Radius : C
Damage : -

▶ Note : Pain.

Evil

Rank 2

Cost : 5
Duration : -
Range : D
Radius : C
Damage : -

▶ Note : General evil.

Fear

Rank 1

Cost : 1
Duration : -
Range : C
Radius : C
Damage : -

▶ Note : Feeling.

Darkness

Rank 1

Cost : 2
Duration : C
Range : A
Radius : C
Damage : -

▶ Note : Light inverse.

Antimatter

Rank 3

Cost : 5
Duration : -
Range : D
Radius : C
Damage : D

▶ Note : Only used with directed spells.

Paralysis

Rank 3

Cost : 7
Duration : A
Range : D
Radius : C
Damage : -

▶ Note : Stunned and no parry.

Curse

Rank 4

Cost : 15
Duration : E
Range : A
Radius : A
Damage : -

▶ Note : Curse's at GM discretion.

Black magic

MINOR DEMON

Rank 4

Cost : 5
Duration : -
Range : B
Radius : -
Damage : -

► Note : Minor demon.

DEMON

Rank 5

Cost : 10
Duration : -
Range : B
Radius : -
Damage : -

► Note : Demon.

MAJOR DEMON

Rank 6

Cost : 20
Duration : -
Range : B
Radius : -
Damage : -

► Note : Major demon.

DISEASE

Rank 3

Cost : 7
Duration : A
Range : -
Radius : A
Damage : -

► Note : Concern light diseases (flu, head cold...).

MAJOR DISEASE

Rank 5

Cost : 15
Duration : A
Range : -
Radius : A
Damage : -

► Note : Major diseases (pneumonia, tuberculosis...).

DESTRUCTION

Rank 3

Cost : 5
Duration : -
Range : C
Radius : C
Damage : C

► Note : Destruction wathever form it takes.

PETRIFICATION

Rank 4

Cost : 5
Duration : B
Range : D
Radius: C
Damage : -

► Note : petrify target for the spell duration.

EROSION

Rank 2

Cost : 2
Duration : -
Range : A
Radius : B
Damage : -

► Note : Material erosion (vary with materials, if applicable).

Necromantic magic

DEATH

Rank 4

Cost : 10
Duration : -
Range : A
Radius : A
Damage : -

▶ Note : Death.

AGE

Rank 5

Cost : 20
Duration : E
Range : A
Radius : A
Damage : -

▶ Note : Can be used to vary the age by 5 yeats per rank.

DETERIORATION

Rank 1

Cost : 2
Duration : -
Range : C
Radius : B
Damage : C

▶ Note : degeneration, decomposition.

SKELETON

Rank 3

Cost : 3
Duration : B
Range : D
Radius : D
Damage : -

▶ Note : Associated with create rune, animates skeleton.

UNDEAD

Rank 4

Cost : 7
Duration : B
Range : D
Radius : D
Damage : -

▶ Note : Associated to create rune, permit to animate undead.

LICH

Rank 6

Cost : -
Duration : -
Range : -
Radius : -
Damage : -

▶ Note : This rune can be used once in a magic ritual. The caster becomes a lich.

Mentalism magic

Spirit

Rank 1

Cost : 2
Duration : C
Range : D
Radius : C
Damage : -

► Note : Spirit of any intelligent creature.

Memory

Rank 2

Cost : 4
Duration : -
Range : A
Radius : A
Damage : -

► Note : Memory.

Order

Rank 3

Cost : 7
Duration : C
Range : D
Radius : A
Damage : -

► Note : Permit to order something.

Sleep

Rank 3

Cost : 5
Duration : D
Range : D
Radius : C
Damage : -

► Note : Sleep.

Feelings

Rank 2

Cost : 5
Duration : D
Range : A
Radius : A
Damage : -

► Note : Feelings.

Phobia

Rank 4

Cost : 7
Duration : D
Range : A
Radius : -
Damage : -

► Note : Last for several days.

Emotion

Rank 1

Cost : 2
Duration : -
Range : C
Radius : B
Damage : C

► Note : emotions.

Psychosis

Rank 5

Cost : 15
Duration : -
Range : A
Radius : -
Damage : -

► Note : can be cured only with magic.