Rath RPG

Advanced Magic

Erratic Eye Games

4. 18 beats 15 -> spell succeeds, spell burnt, no HP cost

Optional Rules

Wizard Battle

When a caster with the **Counterspell** aptitude successfully counters a spell, they may choose to initiate a **Wizard Battle** - a dramatic magical duel between two Circle mages. If Counterspell is used outside of combat, immediately roll initiative.

Battle Level: The countered spell's DC - 10. This determines the stakes of the duel.

Chartomancers: Scroll casters cannot enter Wizard Battle - they lack the magical reserves to sustain a duel. If a Counterspeller declares Wizard Battle against a Chartomancer, the Chartomancer simply takes (Battle Level)d6 damage immediately. No duel occurs.

During Wizard Battle: - On each caster's turn, they must make an opposed INT test. They may still move, but cannot take any other actions, bonus actions, or reactions - they are fully focused on the duel. - The caster whose turn it is becomes the **Attacker**. The other caster is the **Defender**. - **Attacker wins:** Deal (Battle Level)d6 damage to the Defender. On a tie, Attacker wins. - **Defender wins:** The Defender may choose to **disengage** (ending the Wizard Battle) or continue.

Ending Wizard Battle: - A Defender chooses to disengage after winning their defense (their next turn proceeds normally) - Either caster is incapacitated (if a caster drops to 0 HP but succeeds on their CON test, the battle continues)

Outside Interference: Attacks against casters engaged in Wizard Battle have **disadvantage**. The duel warps the space around them - crackling energy, distorted air, or otherworldly phenomena make them difficult targets. A caster already engaged in Wizard Battle cannot be pulled into another, and third parties cannot join an existing duel.

Flavor: Wizard Battle can be described however fits the moment: streams of opposed energy, casters flying through the air exchanging magical bolts, a battle of wills in a shared mindscape, or raw arcane forces colliding. The key is that both casters are locked in magical combat until one breaks free or falls.

For core rules: See the **Players Handbook For advanced aptitudes:** See the **Advanced Aptitudes For GM tools:** See the **GM Handbook For spell creation guidelines:** See the **Homebrew Guide**

auto-succeeds. Can't reduce to 0 HP

- **Distant Spell**: L times/long rest, double spell range without increasing DC

- **Extended Spell**: L times/long rest, double spell duration without increasing DC

- **Familiar**: Small companion 5 + (L × 2) HP. Scouts, fetches, delivers messages. Can absorb spell backlash damage. Dies: resummon next long rest

- **Metamagic**: L times/long rest, cast silently or without gestures

- **Ritual Caster**: Ritual casting: reduce time by one step (rounds→actions, turns→rounds)

- **Spell Sculptor**: Area spells: choose (casting stat) targets to avoid effect

- **Spell Theft**: Once/long rest, enemy casts spell → casting stat DC 12 + spell level. Success: learn Circle, cast one spell from it

- **Spell Twister**: Once/long rest, increase one scaling parameter by up to L/2 steps (rounded up, maximum 5) without increasing DC

- **Swordspell**: Cast while wielding one-handed weapon

- **Twin Spell**: L times/long rest, spell targeting 1 creature → target 2nd without increasing DC

Battle Magic

- **Arcane Armor**: 1+ unburnt spell: +1 AC. 3+ unburnt: +2 AC

- **Arcane Blast**: Burn spell → Ld6 + INT damage to near target, or split between targets

- **Arcane Deflection**: Hit by ranged → burn spell as reaction, reduce damage by Ld6

- **Arcane Healing**: Burn spell → heal Ld6 + INT HP to touch, or split between close range targets

- **Counterspell**: See near creature cast → burn spell, casting stat vs their DC to counter. Works on Circle magic and scroll casting. Does not work on Hedge Magic

- **Spell Parry**: Hit by melee → burn spell as reaction, add casting stat to AC. If miss: melee spell attack vs attacker

- **Spell Strike**: Hit with melee → cast spell targeting that enemy as bonus action (burns)

Quick Casting Example

1. *"I cast Conjure Flame to blast that orc!"*

2. GM: *"Base DC 12. Make it stronger?"* Player: *"4d4 damage!"* GM: *"3 extra steps, DC 15"*

3. Player rolls: d20 + INT = 18

Advanced Magic

The complete spellcasting system for Rath RPG.

How Magic Works

Casters learn **Circles** as **Aptitudes** (Circle of Magic). Each Circle provides themed magical effects.

Spells must be **equipped** to **inventory slots** to use. Each spell takes one slot. Equip same spell multiple times to cast repeatedly. Change spells during **long rest** or between sessions.

Casting a spell makes it **Burnt**—can't cast again until long rest (or short rest to unburn one spell). Burnt spells stay in inventory, become unburnt after resting.

Learning Magic

To use this system, you must take the **Circle of Magic** aptitude:

> **Circle of Magic** *(Aptitude)*: Choose a Circle from this book. Equip spells from your known Circles to inventory slots during long rest.

Taking Circle of Magic: You can take Circle of Magic at character creation or when gaining new aptitudes at levels 3, 5, 7, or 9.

Spellbooks as Gateway Items: Finding a spellbook during adventure can serve as narrative justification for learning magic. A character who studies a recovered tome of fire magic has reason to take Circle of Elementalism at their next level-up. The discovery becomes part of their story.

Multiple Circles: Taking Circle of Magic additional times grants access to more Circles. Each Circle expands your spell options.

Casting a Spell

Step	Action
1. Declare effect	Tell GM what you want
2. GM sets DC	Base (12) + enhancements
3. Roll casting test	d20 + INT or WIS vs DC (depends on Circle)
4. Resolve	See result table

Casting Stats

- **INT-based Circles:** Transmutation, Manipulation, Conjuration, Mentalism, Unholy,

Entropy, Artifice, Elementalism, Fate & Dream, Necromancy

- **WIS-based Circles:** Holy, Nature

Casting Results

Roll	What Happens
DC or higher	Success, spell burnt, no HP loss
DC + 10+	Success, KEEP spell (not burnt), no HP loss
Below DC (miss by 1-8)	Success, spell burnt, lose HP = amount missed by
Miss by 9+	Fail, spell burnt, lose HP = amount missed by

Natural 20 always succeeds

Spell Management

- Spells must be equipped to inventory slots (each spell = 1 slot)
- Casting makes spell "Burnt" until long rest
- **Short rest**: Can unburn one spell of your choice
- **Long rest**: Unburn all spells, can change equipped spells

Scaling Your Spells

Base spell = DC 12. Each enhancement = +1 DC.

Enhancement	Effect
+1 Round/Turn/Hour/Day	Duration lasts longer
+1 Target	Affect one more creature/object
+1 Step	More damage (+1d), higher bonus (+1), better effect
×2 Area	Double radius or cube size
+10 ft Range	Reach farther
Bigger Target	Affect larger creatures (+2 DC per size)
Increase Complexity	Affect more complex mechanisms/effects

Example: Stoneflesh (base): +1 AC for 1 round = DC 12 - +1 AC for 3 rounds → DC 14 (+2 duration) - +2 AC for 1 round → DC 13 (+1 step) - +1 AC, 3 rounds, 2 targets → DC 16 (+2 duration, +1 target)

Sacrifices

Reduce spell DC through sacrifice—offering something of value to fuel magic. Dangerous and costly.

Attribute Sacrifice (Personal Cost)

Temporarily weaken yourself to power the spell. - Reduce one stat by 1 -> **-2 DC** per point - Affects all tests and derived stats - Recovery: 1 week rest per point - Can sacrifice multiple points, can't reduce below -3

Precious Object Sacrifice (Sentimental Value)

Destroy something personally meaningful. - Treasured keepsake -> **-3 DC** - Irreplaceable item -> **-5 DC** - Defining item (familiar, holy symbol) -> **-7 DC** - Must establish importance through play - Object completely destroyed

Life Sacrifice (Dark Magic)

Sacrifice living creatures. Marks caster as evil. - Item-sized creature -> **-1 DC** - Person-sized creature -> **-3 DC** - Warhorse-sized creature -> **-5 DC** - Elephant-sized creature -> **-7 DC** - Severe narrative consequences - May attract dark powers or authorities

Combining Sacrifices: Multiple types can combine. Example: STR -1 (-2 DC) + destroy treasured sword (-3 DC) = -5 DC total.

Circle Aptitudes

These aptitudes enhance or modify Circle of Magic spellcasting. They require the Circle of Magic aptitude to use.

Taking Circle Aptitudes: At levels 3, 5, 7, and 9, you may choose Circle Aptitudes instead of other Advanced Aptitudes. Ask your GM which options are available in your campaign.

Spellcasting Enhancements

- **Arcane Recovery**: Once/long rest during short rest, unburn up to L spells (maximum 3)
- **Arcane Recall**: Once/long rest, burn a prepared spell to cast any unprepared spell from your circle. Requires normal casting roll
- **Blood Magic**: Your spells always succeed, regardless of roll. You still take backlash damage on failed rolls
- **Careful Ritual**: Ritual: take 2x time for additional -1 DC (stacks with normal)
- **Desperate Channeling**: Once/long rest, cast a burnt spell by taking HP = DC. Spell

Advanced Casting Options

Rituals

Take extra time to reduce DC. Each additional **round** or **turn** (GM decides): **-1 DC**

Caster can't move or take other actions. May need protection.

Example: Permanent familiar summoning = DC 18. Ritual for 6 turns (1 hour) -> DC 12.

Cooperative Casting

Multiple casters work together on difficult spells, splitting the DC between them.

Requirements: - All know same Circle - Can communicate - All have relevant spell equipped - One designated primary caster

Mechanics: 1. GM determines total DC 2. Divide DC among casters (round up) 3. Each rolls casting stat vs their portion 4. **All succeed:** Full effect, all spells burn 5. **Some succeed:** Works, failures take HP = amount missed by, primary takes 1d4 HP 6. **All fail:** Spell fails, all take HP = amount missed by

Example: Two casters, DC 17 -> split to DC 9 each. Three casters, DC 20 -> primary takes 8, helpers take 6 each.

Size Categories

Used for spells, targeting, and enhancements:

Size	Description
Item	Small enough to carry (cat, dagger)
Object	Too big to carry, smaller than person (barrel, door)
Person	Human-sized and above
Warhorse	Horse-sized and above
Elephant	Elephant-sized or bigger

The Circles

12 Circles, each with 8 sample spells. Use as written or create your own within theme.

1. Circle of Transmutation (INT)

Alteration of matter and form

d8	Spell	Effect	Enhancements
1	**Lightfoot**	Ignore difficult terrain, move silently 1 turn	+1 turn, +1 target
2	**Stoneflesh**	+1 AC for 1 round	+1 AC, +1 round, +1 target
3	**Alter Object**	Change item's material (wood/stone/metal) 1 round	+1 round, increase size
4	**Shrink/Enlarge**	Halve or double size 1 turn	+1 turn, +1 target, increase size
5	**Mend**	Repair broken item-sized simple object	Increase complexity, increase size
6	**Animal Shape**	Gain one animal trait (claws d6, gills, wings, smell) 1 turn	+1 trait, +1 turn, +1 target
7	**Purify Matter**	Remove poison/disease/rot from item-sized material	Increase size, +1 target
8	**Liquid Form**	Body becomes fluid, squeeze through cracks, can't be grappled 1 round	+1 round, +1 target

2. Circle of Manipulation (INT)

Telekinesis, motion, and unseen force

d8	Spell	Effect	Enhancements
1	Spectral Hand	Control item-sized object within 30 ft remotely 1 round	+30 ft, +1 round, increase size
2	Push/Pull	Shove or drag object/creature 10 ft. Unwilling: STR test DC 12	+10 ft, +1 target, +1 DC
3	Lock/Unlock	Seal or open simple lock/mechanism within 30 ft	+5 steps: complex locks, +30 ft
4	Wind Gust	Knock over item-sized objects or extinguish flames in 10 ft	Increase size, x2 area
5	Levitate	Lift item-sized object 10 ft and move 30 ft for 1 round	Increase size, +1 round, +10 ft height
6	Invisible Grip	Hold item/creature's limb 1 round. STR test DC 12 to break free	+1 round, +1 DC, increase size
7	Slow Fall	Reduce fall speed for one creature (no damage) 1 round	+1 target, +1 round
8	Deflect Projectile	Reaction: reduce ranged damage by 1d10 + INT. If 0, deflect	+1d10

3. Circle of Conjuration (INT)

Creation, summoning, and calling

d8	Spell	Effect	Enhancements
1	Conjure Flame	10 ft fireball, 1d4 fire damage	+1d4, x2 area, +10 ft range
2	Summon Swarm	Swarm in 10 ft for 1 turn. Creatures have disadvantage	x2 area, +1 turn
3	Create Food & Water	Create 1 ration or 1 waterskin	+1 ration, create both
4	Construct Servant	Item-sized golem (STR 0, simple commands) 1 turn	Increase size, +1 turn
5	Phantom Mount	Ridable spectral beast (warhorse speed) 1 turn	+1 turn, +1 mount
6	Fog Cloud	Obscuring fog in 10 ft for 1 turn	x2 area, +1 turn
7	Summon Creature	Small creature (cat, raven, snake, imp) scouts/assists 1 hour	+1 hour, upgrade size
8	Manifest Tool	Simple object-sized tool (rope, hammer, ladder) 1 turn	+1 turn, increase complexity/size

12. Circle of Necromancy (INT)

Death, undeath, and life essence

d8	Spell	Effect	Enhancements
1	Chill Touch	Touch drains 1d6 HP. You heal half (rounded down)	+1d6, +1 target, heal more
2	Speak with Dead	Ask one yes/no to fresh corpse (dead < 1 day)	+1 question, older corpse, more detail
3	Preserve Corpse	Prevent decay/rot on one corpse 1 day	+1 day, +1 corpse
4	Corpse Candle	Item-sized floating spectral flame over remains. 1 turn	+1 turn, increase brightness
5	Sense Death	Detect nearby undead or recently dead (within 1 day) within 30 ft for 1 round	+30 ft, +1 round, older deaths
6	Bone Servant	Animate 1 skeleton from bones to serve 1 turn. Simple commands	+1 turn, +1 skeleton, upgrade to zombie
7	Life Leech	Transfer 1d4 HP from one living creature to another (willing/unwilling, both in touch)	+1d4, +10 ft range
8	Restless Spirit	Summon faint soul echo (dead < 1 day) for 1 round. Answers one question or simple task	+1 round, older spirit, +1 question

Creating Your Own Spells

Base Level Spells Should Be:

- **Useful** - Clear purpose and application
- **Scalable** - Enhancements for more power
- **Thematic** - Fits Circle's concept

Start Simple:

- Define basic effect at minimum power
- Add duration if needed (1 round combat, 1 turn exploration)
- Specify range (usually 30 ft or touch)
- Note targets/area (usually 1 target or 10 ft)

Example: "*I want to summon a demon to help in combat.*"

Start smaller at base level:

- **Size:** Imp (item-sized) not demon (person-sized)
- **Duration:** 1 round
- **Number:** 1 creature

Result: Summon Imp - 1 imp obeys for 1 round

Scale up for larger creatures, more imps, or longer duration.

10. Circle of Elementalism (INT)

Fire, water, air, and earth - primal forces

d8	Spell	Effect	Enhancements
1	Flame Jet	Fire in 10 ft line, 1d6 fire damage	+1d6, +10 ft length, wider line
2	Frostbite	Touch: 1d6 cold damage and halve movement 1 round	+1d6, +1 round slow, +1 target
3	Stone Grasp	Earth binds creature's legs within 30 ft for 1 round. STR DC 12 to break	+1 target, +1 round, +1 DC
4	Spark	Ignite flammable object or 1d4 lightning by touch	+1d4, +10 ft range
5	Wave Push	Water knocks creatures back 10 ft in 10 ft cone	+10 ft distance, x2 area, 1d4 damage
6	Whispering Wind	Carry message (25 words) up to 1 mile to someone you know	+1 mile, +25 words, two-way
7	Pebble Shield	Reaction: stones deflect ranged attack, reduce damage by 1d8 + INT	+1d8
8	Dust Cloud	Obscuring dust/sand in 10 ft for 1 round	x2 area, +1 round

11. Circle of Fate & Dream (INT)

Prophecy, probability, and the dream realm

d8	Spell	Effect	Enhancements
1	Dreamsense	Receive symbolic vision of near-future (within 1 day) while concentrating 1 round	Longer timeframe, more clarity
2	Twist Luck	When creature within 30 ft makes test, force reroll (take second). Once per short rest	+30 ft, +1 target
3	Thread of Fate	Learn one crucial connection about person/place/object you touch	More information, +1 subject
4	False Awakening	Target within 30 ft: WIS DC 12. Fail = trapped in dream-state 1 round (incapacitated)	+1 target, +1 round, +1 DC
5	Shared Dream	Link your mind and one willing creature's in visions 1 round. Share thoughts/images	+1 target, +1 round
6	Ward of Fortune	Target +1 to next test within 1 turn	+1 bonus, +1 target
7	Omen	Ask yes/no about future event. Universe answers with sign (GM determines)	More specific, nearer timeframe
8	Sleep	Target within 30 ft: WIS DC 12. Fail = slumber 1 round. Wakes if damaged	+1 target, +1 round, +1 DC

4. Circle of Mentalism (INT)

Thought, illusion, and perception

d8	Spell	Effect	Enhancements
1	Sense Thoughts	Read surface emotions within 30 ft for 1 round	+30 ft, +1 round, deeper thoughts
2	Suggestion (Minor)	Target within 30 ft: WIS test DC 12. Fail = urged to simple, non-harmful action	+1 target, +1 DC, +1 round sustained
3	Illusory Image	Small, silent illusion within 30 ft for 1 round	Increase size, +1 round, add sound/movement
4	Daze	Target within 30 ft: WIS DC 12. Fail = lose action next turn (can move)	+1 target, +1 DC
5	Mask Self	Alter appearance slightly (same size/shape) 1 turn	+1 turn, greater change, +1 target
6	Whisper Mind	Send 1 telepathic message (25 words) to visible creature within 60 ft	+25 words, +60 ft, two-way
7	Calm Emotions	Target: WIS DC 12. Fail = rage/fear ends. 1 round	+1 target, +1 round, +1 DC
8	False Light	Illusory torch-level light from object 1 turn	+1 turn, increase brightness, +1 source

5. Circle of Holy (WIS)

Divine power, life and light

d8	Spell	Effect	Enhancements
1	Bless	Target +1 to all tests and attacks 1 round	+1 bonus, +1 target, +1 round
2	Cure Wounds	Heal 1d6 HP by touch	+1d6, +1 target
3	Turn Undead	All undead within 30 ft: WIS DC 12. Fail = flee 1 round	+30 ft, +1 round, +1 DC
4	Sanctuary	10 ft blessed area 1 turn. Undead/infernals can't enter without WIS DC 12	x2 area, +1 turn, +1 DC
5	Light	Bright light (30 ft radius) from object 1 turn	+1 turn, +30 ft radius
6	Detect Sin	Sense evil (infernal, undead, murderers) within 30 ft for 1 round	+30 ft, +1 round, more detail
7	Divine Ward	Target: advantage on next save/test vs harm within 1 round	+1 target, +1 round
8	Voice of the Divine	Words carry divine authority 1 round. +2 to persuasion	+1 round, +1 bonus

6. Circle of Unholy (INT)

Infernal power, blight and darkness

d8	Spell	Effect	Enhancements
1	Bane	Target -1 to all tests and attacks 1 round	+1 penalty, +1 target, +1 round
2	Inflict Wounds	1d6 necrotic damage by touch	+1d6, +1 target
3	Command Undead	One undead within 30 ft: WIS DC 12. Fail = control 1 turn	+1 undead, +1 turn, +1 DC
4	Desecrate	10 ft corrupted area 1 turn. Living -1 to tests within	x2 area, +1 turn, +1 penalty
5	Darkness	Magical darkness (30 ft, darkvision can't see) from point 1 turn	+1 turn, +30 ft radius
6	Detect Holiness	Sense divine/good creatures and blessed objects within 30 ft for 1 round	+30 ft, +1 round, more detail
7	Hex	Target takes extra 1d4 damage next time hit within 1 round	+1d4, +1 target, +1 round
8	Voice of the Abyss	Words carry infernal authority 1 round. +2 to intimidation	+1 round, +1 bonus

7. Circle of Nature (WIS)

Flora, fauna, and the wild balance

d8	Spell	Effect	Enhancements
1	Entangle	Plants restrain 1 creature within 30 ft for 1 round. STR DC 12 to break	+1 target, +1 round, +1 DC
2	Speak with Animals	Communicate with beasts 1 turn	+1 turn
3	Goodberry	Produce 1d6 berries. Each restores 1 HP	+1d6 berries
4	Weather Sense	Know upcoming weather for next day. Sense approaching storm	More detail, longer prediction
5	Barkskin	Target +1 AC (thick bark) 1 round	+1 AC, +1 round, +1 target
6	Animal Companion	Call nearby small beast to aid 1 hour. Simple commands	+1 hour, upgrade size
7	Purify Water	Cleanse 1 waterskin, removing poison/disease	Increase amount
8	Wild Step	Move through natural terrain silently, no tracks 1 turn	+1 turn, +1 target

8. Circle of Entropy (INT)

Decay, fate, and inevitable ruin

d8	Spell	Effect	Enhancements
1	Decay Touch	Touch rots small wooden/organic object instantly (metal rusts over 1 turn)	Increase size, affect metal instantly
2	Glimpse Fate	Ask one yes/no about near-future event (within 1 hour). 75% accuracy	Longer timeframe, more detail
3	Wither	Touch deals 1d6 necrotic	+1d6, +1 target, or -1 STR 1 turn
4	Entropic Delay	Target within 30 ft: DEX DC 12. Fail = initiative -5 this round	+1 target, -5 initiative
5	Entropy Mark	Touch marks item to decay rapidly. Breaks after 1 turn use	Increase size, reduce time
6	Drain Light	Dim all light in 20 ft by half for 1 turn	x2 area, +1 turn, complete darkness
7	Echo of Death	Hear recent (within 1 hour) spirits in 30 ft. Ask one simple question	Longer timeframe, +1 question, +30 ft
8	Fate's Favor	After failing test by 5 or less, succeed instead	Allow ally to use, increase margin (10 or less)

9. Circle of Artifice (INT)

Runes, enchantment, and crafted magic

d8	Spell	Effect	Enhancements
1	Inscribe Rune	Minor glyph. Choose: alarm (alerts you), light (glows 10 ft), or lock. 1 day	+1 day, more powerful, +1 rune
2	Mend Mechanism	Repair simple device/mechanism	Increase complexity
3	Detect Magic	Sense magical auras within 30 ft for 1 round. Learn school/type with concentration	+30 ft, +1 round, more detail
4	Animate Tool	Simple tool (broom, hammer) works on its own 1 turn	+1 turn, increase complexity, +1 tool
5	Enspell Item	Touch weapon/armor. +1 bonus (weapon: hit/damage, armor: AC) 1 round	+1 bonus, +1 round, +1 item
6	Arcane Lock	Seal item-sized door/chest/container. Requires touch or Dispel to open	Increase size, add trap (1d6)
7	Homunculus	Create item-sized magical servant from materials. 1 turn, simple commands	Increase size, +1 turn
8	Runic Shield	Reaction: rune absorbs 1d6 damage 1 round	+1d6, +1 round, +1 target