

# Rath RPG

Advanced Magic



Erratic Eye Games

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Published by Erratic Eye Games

Thank you for playing Rath RPG!

## 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

**Taking Circle of Magic:** At levels 3, 5, 7, or 9, you can take the Circle of Magic aptitude to learn a Circle.

**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
<b>DC or higher</b>	Success, spell burnt, no HP loss
<b>DC + 10+</b>	Success, KEEP spell (not burnt), no HP loss
<b>Below DC (miss by 1-8)</b>	Success, spell burnt, lose HP = amount missed by
<b>Miss by 9+</b>	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.

## Quick Casting Example

- “I cast Conjure Flame to blast that orc!”
- GM: “Base DC 12. Make it stronger?” Player: “4d4 damage!” GM: “3 extra steps, DC 15”
- Player rolls: d20 + INT = 18
- 18 beats 15 -> spell succeeds, spell burnt, no HP cost

**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**

## Size Categories

Used for spells, targeting, and enhancements:

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

## 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.

## 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	<b>Lightfoot</b>	Ignore difficult terrain, move silently 1 turn	+1 turn, +1 target
2	<b>Stoneflesh</b>	+1 AC for 1 round	+1 AC, +1 round, +1 target
3	<b>Alter Object</b>	Change item's material (wood/stone/metal) 1 round	+1 round, increase size
4	<b>Shrink/Enlarge</b>	Halve or double size 1 turn	+1 turn, +1 target, increase size
5	<b>Mend</b>	Repair broken item-sized simple object	Increase complexity, increase size
6	<b>Animal Shape</b>	Gain one animal trait (claws d6, gills, wings, smell) 1 turn	+1 trait, +1 turn, +1 target
7	<b>Purify Matter</b>	Remove poison/disease/rot from item-sized material	Increase size, +1 target
8	<b>Liquid Form</b>	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	<b>Spectral Hand</b>	Control item-sized object within 30 ft remotely 1 round	+30 ft, +1 round, increase size
2	<b>Push/Pull</b>	Shove or drag object/creature 10 ft. Unwilling: STR test DC 12	+10 ft, +1 target, +1 DC
3	<b>Lock/Unlock</b>	Seal or open simple lock/mechanism within 30 ft	+5 steps: complex locks, +30 ft
4	<b>Wind Gust</b>	Knock over item-sized objects or extinguish flames in 10 ft	Increase size, x2 area
5	<b>Levitate</b>	Lift item-sized object 10 ft and move 30 ft for 1 round	Increase size, +1 round, +10 ft height
6	<b>Invisible Grip</b>	Hold item/creature's limb 1 round. STR test DC 12 to break free	+1 round, +1 DC, increase size
7	<b>Slow Fall</b>	Reduce fall speed for one creature (no damage) 1 round	+1 target, +1 round
8	<b>Deflect Projectile</b>	Reaction: reduce ranged damage by 1d10 + INT. If 0, deflect	+1d10

## 12. Circle of Necromancy (INT)

*Death, undeath, and life essence*

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

## 3. Circle of Conjunction (INT)

*Creation, summoning, and calling*

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

## 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	<b>Flame Jet</b>	Fire in 10 ft line, 1d6 fire damage	+1d6, +10 ft length, wider line
2	<b>Frostbite</b>	Touch: 1d6 cold damage and halve movement 1 round	+1d6, +1 round slow, +1 target
3	<b>Stone Grasp</b>	Earth binds creature's legs within 30 ft for 1 round. STR DC 12 to break	+1 target, +1 round, +1 DC
4	<b>Spark</b>	Ignite flammable object or 1d4 lightning by touch	+1d4, +10 ft range
5	<b>Wave Push</b>	Water knocks creatures back 10 ft in 10 ft cone	+10 ft distance, x2 area, 1d4 damage
6	<b>Whispering Wind</b>	Carry message (25 words) up to 1 mile to someone you know	+1 mile, +25 words, two-way
7	<b>Pebble Shield</b>	Reaction: stones deflect ranged attack, reduce damage by 1d8 + INT	+1d8
8	<b>Dust Cloud</b>	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	<b>Dreamsense</b>	Receive symbolic vision of near-future (within 1 day) while concentrating 1 round	Longer timeframe, more clarity
2	<b>Twist Luck</b>	When creature within 30 ft makes test, force reroll (take second). Once per short rest	+30 ft, +1 target
3	<b>Thread of Fate</b>	Learn one crucial connection about person/place/object you touch	More information, +1 subject
4	<b>False Awakening</b>	Target within 30 ft: WIS DC 12. Fail = trapped in dream-state 1 round (incapacitated)	+1 target, +1 round, +1 DC
5	<b>Shared Dream</b>	Link your mind and one willing creature's in visions 1 round. Share thoughts/images	+1 target, +1 round
6	<b>Ward of Fortune</b>	Target +1 to next test within 1 turn	+1 bonus, +1 target
7	<b>Omen</b>	Ask yes/no about future event. Universe answers with sign (GM determines)	More specific, nearer timeframe
8	<b>Sleep</b>	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	<b>Sense Thoughts</b>	Read surface emotions within 30 ft for 1 round	+30 ft, +1 round, deeper thoughts
2	<b>Suggestion (Minor)</b>	Target within 30 ft: WIS test DC 12. Fail = urged to simple, non-harmful action	+1 target, +1 DC, +1 round sustained
3	<b>Illusory Image</b>	Small, silent illusion within 30 ft for 1 round	Increase size, +1 round, add sound/movement
4	<b>Daze</b>	Target within 30 ft: WIS DC 12. Fail = lose action next turn (can move)	+1 target, +1 DC
5	<b>Mask Self</b>	Alter appearance slightly (same size/shape) 1 turn	+1 turn, greater change, +1 target
6	<b>Whisper Mind</b>	Send 1 telepathic message (25 words) to visible creature within 60 ft	+25 words, +60 ft, two-way
7	<b>Calm Emotions</b>	Target: WIS DC 12. Fail = rage/fear ends. 1 round	+1 target, +1 round, +1 DC
8	<b>False Light</b>	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	<b>Bless</b>	Target +1 to all tests and attacks 1 round	+1 bonus, +1 target, +1 round
2	<b>Cure Wounds</b>	Heal 1d6 HP by touch	+1d6, +1 target
3	<b>Turn Undead</b>	All undead within 30 ft: WIS DC 12. Fail = flee 1 round	+30 ft, +1 round, +1 DC
4	<b>Sanctuary</b>	10 ft blessed area 1 turn. Undead/infernals can't enter without WIS DC 12	x2 area, +1 turn, +1 DC
5	<b>Light</b>	Bright light (30 ft radius) from object 1 turn	+1 turn, +30 ft radius
6	<b>Detect Sin</b>	Sense evil (infernal, undead, murderers) within 30 ft for 1 round	+30 ft, +1 round, more detail
7	<b>Divine Ward</b>	Target: advantage on next save/test vs harm within 1 round	+1 target, +1 round
8	<b>Voice of the Divine</b>	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	<b>Bane</b>	Target -1 to all tests and attacks 1 round	+1 penalty, +1 target, +1 round
2	<b>Inflict Wounds</b>	1d6 necrotic damage by touch	+1d6, +1 target
3	<b>Command Undead</b>	One undead within 30 ft: WIS DC 12. Fail = control 1 turn	+1 undead, +1 turn, +1 DC
4	<b>Desecrate</b>	10 ft corrupted area 1 turn. Living -1 to tests within	x2 area, +1 turn, +1 penalty
5	<b>Darkness</b>	Magical darkness (30 ft, darkvision can't see) from point 1 turn	+1 turn, +30 ft radius
6	<b>Detect Holiness</b>	Sense divine/good creatures and blessed objects within 30 ft for 1 round	+30 ft, +1 round, more detail
7	<b>Hex</b>	Target takes extra 1d4 damage next time hit within 1 round	+1d4, +1 target, +1 round
8	<b>Voice of the Abyss</b>	Words carry infernal authority 1 round. +2 to intimidation	+1 round, +1 bonus

## 8. Circle of Entropy (INT)

*Decay, fate, and inevitable ruin*

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

## 7. Circle of Nature (WIS)

*Flora, fauna, and the wild balance*

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

## 9. Circle of Artifice (INT)

*Runes, enchantment, and crafted magic*

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