

Rath RPG

Advanced Magic



Erratic Eye Games

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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, Conjuraton, 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)

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	Call Familiar	Small creature (cat, raven, snake) 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

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/infernaIs 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

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

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.

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.

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

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: $d20 + INT = 18$
4. 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**