

Dawn of Legends Basic Spell Creation Guide

Level	Attribute				Requirements		
	Area (radius/m ²)	Range	Effect	Base Duration	DV	END	Time
1	2/12m ² or one person*	2m/yd (touch)	1	1 phase	14/-	1	1 phase
2	6/108m ²	14m/yds	3		18/+4	2	1 round
3	10/300m ²	36m/yds	5		22/+8	4	5 rounds
4	14/588m ²	66m/yds	7		26/+12	8	5 minutes
5	18/972m ²	104m/yds	9		30/+16	16	20 minutes
6	22/1452m ²	150m/yds	11		34/+20	32	1 hour
7	26/2028m ²	480m/yds	13		38/+24	64	6 hours
8	30/2700m ²	1920m/yds	15		42/+28	128	1 day
9	34/3468m ²	8km/5mi	17		46/+32	256	5 days
10	38/4332m ²	31km/21mi	19		50/+36	512	1 month

*At this small an area, it makes better sense to have a one person effect. Using such a small area of effect is generally just a way to make it easier to hit someone and in most cases shouldn't be used for offensive spells.

The Base level of the Requirements = Level of the greatest spell Attribute.

The Final (DV, END, Time) = Base level - unused levels of Attributes + levels of Duration. Individual requirements may be modified up or down as long as the decrease/increase is matched by a similar action on another Requirement.

Attribute Modifiers (Sample List):

- Explosive Area of Effect = Level of the effect - 1
- Variable Area of Effect + 1 (Has same total area, but user can change the shape at will)
- Armor Piercing + 1
- Killing Damage + 1
- Triggered + 1 (Note that all Rune Priest spells are automatically Triggered.)
- Mind Affecting + 1
- Effect attacks victims who touch target + 1
- Lasts until another spell is cast + 1
- Requires non-reuseable focus - 1
- Only in specific Terrain - 1

Shapeshifting notes: Limited group w/stats in the same range as the caster = level 4. If caster stats+20 level 5. If you are used to super power plugins, note that this is more similar to "multiform".

Permanent Effects require at least two skills and a base duration of at least one day (+ 7).

Duration modifies any single column on the Requirements:

Increased Duration ± 1/step in the Time Chart

Extended Duration

- 1 season (3 months)
- 1 year
- 5 years.
- 20 years
- 1 century

Method:

- Step 1: Define spell.
- Step 2: Apply level modifiers
- Step 3: Find final spell level.
- Step 4: Apply Duration modifiers to the Requirements.
- Step 5: Find/modify Requirements & Attributes.

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Note on attack spells which target a person or area: the casting total needs to be high enough to exceed the target's Defensive Value. I.e. the spell could work but miss its target and hit something else.

Example

The preceding was a simplified guide for constructing spells in this system. Rather than explain, I'll give an example of spell construction:

Ice Blade spell. Description: Materializes small daggers of ice in the air which race toward an opponent at the caster's whim. Effect: 3D6 Killing attack.

Referencing the chart: 3D6 is equal to a 3 points of effect (one characteristic point/point of damage = effect). This puts it at a base level of 2.

Modifier: Killing Attack adjusts the Level down one. I want to make it vicious, so I add in Armor Piercing for another +1 to the base Level.

Final Base Level: 4

Reading across the table, this gives us a base area effect of 14 yards radius. Way more than necessary. I envision this spell affecting only 1 person at a time. Modify down to affects one person (same as 2 yard radius). Requirements modifier: -3.

Base Range is 66 yards. I could increase this by increasing the Base Level. However, 66 yards seems like more than enough for ice daggers so I leave this alone. Requirements modifier: 0.

Base Duration for all spells is 1 phase. If I wanted to be able to shoot this thing for several rounds in a row, I could bump duration one step down the Time Chart for a +1 Requirement modifier for each step. One phase is fine for this spell. Requirements modifier: 0.

Total Requirements modifier: -3.

Now we figure **Requirements**. These are modified with the total Requirement modifier calculated above.

DV = Difficulty Value. The base values default to the Base Level of the spell. In this case it is a 26 for a level 4 spell. Not too bad, really, considering the caster must roll a 15 or less to critically fail. But we'll move it up one step on the chart since critically failing the **Ice Blade** spell could theoretically have serious consequences given its violent nature. We move it one step down to a 22. This uses up -1 Requirements modifier.

Base Endurance is 8 for a level 4 spell. Not too bad. However, I'm going to want to have a fast casting time so I move it *down* one level to 16 Endurance. This gives us back -1 Requirements mods. (Total is now -3 again)

Base Casting Time is 5 minutes for a level 4 spell. This is meant to be a spell quickly cast during combat, so I apply the -3 Requirements mods to reduce it 3 steps. It now takes only 1 phase to cast.

Final Requirements mods must *always* be greater than or equal to zero.

Look at your skills lists to find an appropriate magic skill. Lethal attacks and permanent effects should usually have at least 2 skills (depending on the power level of your campaign). Require 3 skills for particularly powerful or complex spells. Everything else is at least one skill.

Spell: **Ice Blade**

Level 4

Area 1 Person

Range 66 yards

Effect 3D6 Armor Piercing Killing Attack

Duration 1 phase

DV 22

Endurance 16

Casting Time 1 phase

Skills (GM chooses 2).

Description: Materializes small daggers of ice in the air which race toward an opponent at the caster's whim. Effect: 3D6 Killing attack.