

# Demorthen Art

## SIGIL RANN Summoning chart

cf. p.246

Stance	Difficulty Threshold	FACTORS					Rindath Cost	Summoning Time (= penalty to Speed)
		Targets	Scale	Persistency	Bonus/Penalty	Damage		
1	Standard (11)	1	Touch	1 Round.	+1 / -1	1D10	3	1
2	Complicated (14)	2	5 yd	3 Round.	+1 / -1	1D10	5	2
3	Difficult (17)	3	50 yd	1 minute	+2 / -2	2D10	10	3
4	Very Difficult (20)	4	100 yd	1 hour	+2 / -2	3D10	15	4
5	Exceptional (25)	5	1000 yd	1 day	+3 / -3	4D10	20	5
6	Heroic (30)	special	special	special	+5 / -5	special	special	special

## SIXTH STANCE

cf. p.249

Degree	FACTORS					Rindath Cost	Summoning Time (= penalty to Speed)
	Targets	Scale	Persistency	Bonus	Damage		
1	10	6 mi	1 week	+5	5D10	30	1 Round
2	50	30 mi	1 month	+5	6D10	40	2 Rounds
3	100	60 mi	1 season	+5	7D10	50	3 Rounds
4	200	120 mi	1 years	+5	8D10	60	5 Rounds
5	300	180 mi	2 years	+5	9D10	70	1 minute
6+	+100	+60 mi	+1 year	+5	+1D10	+10	+1 minute

## RESISTING A POWER

cf. p.251

Power Circle	Difficulty Threshold
First	Standard (11)
Second	Complicated (14)
Third	Difficult (17)
Fourth	Very Difficult (20)
Fifth	Exceptional (25)
Sixth	Heroic (30)





# Miracle of the Temple

## MIRACLE Summoning chart

cf. p.257

Stance	Difficulty Threshold	FACTORS					Rindath Cost	Summoning Time (= penalty to Speed)
		Targets	Scale	Persistency	Bonus/Penalty	Damage		
1	Standard (11)	1	Touch	1 Round.	+1 / -1	1D10	3	1
2	Complicated (14)	2	5 yd	3 Round.	+1 / -1	1D10	5	2
3	Difficult (17)	3	50 yd	1 minute	+2 / -2	2D10	10	3
4	Very Difficult (20)	4	100 yd	1 hour	+2 / -2	3D10	15	4
5	Exceptional (25)	5	1000 yd	1 day	+3 / -3	4D10	20	5
6	Heroic (30)	special	special	special	+5 / -5	special	special	special

## SIXTH STANCE

cf. p.249

Degree	FACTORS					Rindath Cost	Summoning Time (= penalty to Speed)
	Targets	Scale	Persistency	Bonus	Damage		
1	10	6 mi	1 week	+5	5D10	30	1 Round
2	50	30 mi	1 month	+5	6D10	40	2 Rounds
3	100	60 mi	1 season	+5	7D10	50	3 Rounds
4	200	120 mi	1 years	+5	8D10	60	5 Rounds
5	300	180 mi	2 years	+5	9D10	70	1 minute
6+	+100	+60 mi	+1 year	+5	+1D10	+10	+1 minute

## RESISTING A MIRACLE

cf. p.251

Power Circle	Difficulty Threshold
First	Standard (11)
Second	Complicated (14)
Third	Difficult (17)
Fourth	Very Difficult (20)
Fifth	Exceptional (25)
Sixth	Heroic (30)







# Magience



## RAW MATERIAL

cf. p.252

Type of Matter	Quality	Rarity	Type of Flux	Amount for one dose
<i>Stones, rocks, pebbles, sand</i>	<i>Mediocre</i>	<i>Common</i>	<i>Mineral</i>	<i>400 lb</i>
<i>Trees, plants, and vegetal matter</i>	<i>Average</i>	<i>Common</i>	<i>Vegetal</i>	<i>200 lb (1 tree weighs between 2000 and 4000 lb)</i>
<i>Very old tree or vegetal essence rich in Flux</i>	<i>Good</i>	<i>Rare</i>	<i>Vegetal</i>	<i>20 lb</i>
<i>Flesh, bones, skin, fur</i>	<i>Mediocre</i>	<i>Common</i>	<i>Organic</i>	<i>100 lb</i>
<i>Blood or live organic matter</i>	<i>Average</i>	<i>Common</i>	<i>Organic</i>	<i>2 pints</i>
<i>Fossil Flux</i>	<i>Excellent</i>	<i>Very rare</i>	<i>Special</i>	<i>Special</i>



## EXTRACTION

cf. p.263

Adjustments on the roll	Time spent	Doses of crude Flux	Technical equipment	Raw material quality
-9	-	4D10	<i>Bad</i>	<i>N.A.</i>
-6	<i>Half a day (6 hours)</i>	3D10	<i>Mediocre</i>	<i>Mediocre</i>
0	<i>One day (12 hours)</i>	2D10	<i>Average</i>	<i>Average</i>
+3	<i>3 days</i>	1D10	<i>Good</i>	<i>Good</i>
+6	<i>1 week</i>	<i>1</i>	<i>Excellent</i>	<i>Excellent</i>

## REFINING CRUDE FLUX

cf. p.264

Adjustments	Time spent	Doses of Flux	Technical equipment	Crude Flux type
-9	<i>N.A.</i>	30	<i>Bad</i>	<i>N.A.</i>
-6	<i>Half a day (6 hours)</i>	15	<i>Mediocre</i>	<i>Organic</i>
0	<i>One day (12 hours)</i>	10	<i>Average</i>	<i>Vegetal</i>
+3	<i>3 days</i>	5	<i>Good</i>	<i>Mineral</i>
+6	<i>1 week</i>	<i>1</i>	<i>Excellent</i>	<i>Fossil</i>

## FAILING OPERATIONS OF EXTRACTION

cf. p.263

<b>1 or lower</b>	<i>Overheating, sparks, smoke... but no accident this time.</i>
<b>2-5</b>	<i>The equipment breaks down.</i>
<b>6</b>	<i>Malfunction! The equipment is damaged, and the person working suffers 1D10 damage.</i>
<b>7</b>	<i>A toxic fog spreads within 3D10 yards and brings death to any living being who does not leave the area for fresh air.</i>
<b>8</b>	<i>Acid burst! Anyone within 1D10 yards suffers 1D10 damage.</i>
<b>9-10</b>	<i>A fire breaks out and devastates everything within 2D10 yards.</i>
<b>11-13</b>	<i>Explosion! Anyone within 2D10 yards suffers 2D10 damage and any equipment within the area is destroyed. A fire may also break out.</i>

