

Magic in Mekkan

Most mana used for spells are drawn from mana crystals. Either by humans directly absorbing it into themselves or keidran harnessing crystals directly.

Mana crystals come in six varieties that hold different numbers of charges determined by their rarity.

Rarity-max charges

Common-1

Uncommon-3

Rare-6

Very rare-9

Legendary-20(recharge always succeeds)

Dark-varies

Crystals can be recharged by making an arcana check (dc 10+number of charges spent) this process takes 1 hour plus 10 minutes for each charge regained. If an arcana check to recharge a crystal is failed or when the last charge of a crystal is used, roll a d20. On a 1, the crystal is destroyed.

The Flow of Mana and it's Effects on Races

Humans that are able to cast magic naturally regain mana while sleeping, but can regain a spell slot of a level they can cast by using an action to absorb a number of charges from one or more mana crystals equal to the level of the spell slot they wish to regain. If a mana crystal loses it's last charge this way it is immediately destroyed.

Keidran that are able to cast magic must spend a number of charges from one or more mana crystals equal to the level of the spell they are casting as part of the material components of the spell. Cantrips simply require a mana crystal with at least one charge, but do not spend any charges. Their mana pool is limited only by their carrying capacity and funds. Though they are vulnerable to theft and crystal destruction.

Basitins are incapable of casting magic except under specific circumstances. It is believed that they unconsciously focus mana internally to reinforce their natural abilities.

Dark mana is the raw life energy of the planet. While powerful, it is dangerous and corruptive to use. If a human gains a spell slot or a keidran casts a spell using a dark mana crystal, the spell cast or spell slot gained can exceed the maximum spell level the creature is able to cast (max 9) Their max HP is then permanently lowered by an amount equal to their constitution modifier plus the level of the spell cast (min 1)