

Spell-casting, Resting-Time for:

Many spells demand a resting time due to the physically energy drain that take its toll on the caster.

Each spell will tell if there is a "Resting Time:".

During this resting period, the caster can still attack and move, but with a -30 to offense, and a 50% movement reduction (rounded down). This will last until the "Resting Time:" wears off.

Casting another spell is not possible during the resting period.