

**Of a Sort**  
**Saturday – 09.03.62**

AROUND LUNCHTIME I WAS BACK IN THE SHOWER WITH another set of spell arrays. This time I had a few “discovered” runes in the mix. It’s possible to encourage magic to condense into runes, which is called discovery. The problem is, you have no idea what those runes actually do, though you can guess that newly discovered runes are related to the “seed” runes you started with. There are some interesting theories about the first runes or knots discovered by a magic user, but no real evidence leaning one way or the other.

The first array ended up shattering, sending shards of mana everywhere. This resulted in little bursts of something where they hit solid objects. No idea what it caused, as the puffs of the green “something” dissipated before causing any visible effect.

Maybe I needed to be more careful. Clearly I wasn’t working on what I thought I was. But the most likely job I would pick up was the Witch job. Despite what you’d think, that would be kind of cool. The Witch/Warlock job was considered a powerful support job with decent damage. In other words, it was a job that could always find groups to work with. And as a support job it wasn’t limited to being inside a dungeon or pure combat, which would make my parents happy. But it could be, which would make me happy once I get some levels and spells under my belt.

This was exciting. Maybe I could actually get a job to go into the dungeon and a reasonable excuse for my parents as to why I had to. The first partial success resulted in an area of softly glowing green. That wasn't really what I was looking for, but it also encompassed an area about the size of my head in the bath tub and used only a handful of mana. Which was a good start.

The green disappeared rather swiftly, but it was a start. The next test lasted longer but drifted to the ground. After that I spent hours tweaking the spell, trying to figure out how to compact the glow into a ball, make it brighter, and make it longer lasting. Interestingly enough, longer lasting tended to make it *dimmer*. Not what I wanted, but since I was basically using improperly used runes to give me the glow, that made sense. Kind of, I guess. Given how far off the intended use of these things were, who really knew.

About an hour into my experimentation, I hit on something that just seemed to click, the way a spell tended to. The problem? I could tell for certain that the spell I had here wasn't the one I was trying to make. It was too similar to the dimly glowing ones for that. Plus, I had no idea what either of the anchor runes were. These runes tended to control how the spell worked on the whole.

So I went back to the computer to look it up. The secondary anchor was a launcher rune mostly used in combat spells, but it was used in any "projectile" type spell. That suggested it would launch the spell away. Unfortunately, I couldn't find any reference to the primary anchor rune. This made things more complicated.

No single magical job was completely discovered. And runic magic was, falsely in my mind, considered the more

difficult type of magic. This meant there were fewer with runic magic jobs, making those jobs even less explored. There was an advantage to discovering a new way into a job, especially if you shared some of the information. Guilds tended to pay cash for such “exclusive” information.

I still thought the rune was a witchy rune. It had similarities to those used in Witch/Warlock spells; however, similarity of shape wasn't the best method to make those kinds of decisions. My first reaction was to mark the spell and move on. Try a different path to the intended goal. But the question was, did it matter to me? I was skipping using spells like this out of fear I would pick up a primary job other than Healer, picking up a second job was always a pain in the ass.

But did I care? I have no idea how long it took me to come to the conclusion that I didn't, but I didn't think I did anymore. In many ways my life had been in a holding pattern, and it had gotten frustrating. Besides, I couldn't really figure any job other than Witch that I might pick up. After all, there weren't many combat jobs based on runic magic. The most common runic job was Wizard, which was kind of like a researcher/utility job.

Shaking my head, I focused on the spell in question again. I built the runic array above my right hand and studied it. Without pumping magic through the array it would be utterly invisible to most people, but I could see the runes clearly. Pumping magic through it would cause the runes to glow far too brightly to be observed in detail, and for more energy intensive spells it would cause a visible effect to those without the Mana Sight skill.

The array was a sphere, a 3D circle, as my math professor would say. The primary array was on top, and four lines of runes wrapped around to the bottom secondary rune. Logic dictated I pump magic first into the primary and then fling the spell away from me as the secondary lit up. Nodding, I sat up and canceled the array without casting it.

It took me thirty minutes to create two more variations, just in case the one I had wasn't the most efficient way of doing it. Those variations also "clicked" into place, telling me I really was on the right track. I then headed out. I didn't want to launch a potential combat spell around my apartment. Especially if it was one of the "curse" type Witch spells.

There was a park twenty minutes from my apartment, on foot. It wasn't that popular, mostly because it wasn't popular. Most people were afraid a dungeon entrance would appear there, so they avoided the park. Of course, dungeons only appeared in places that weren't in use, so... yeah.

The advantage was that there were plenty of places out of view of the general population and I was unlikely to run into anyone. I'd used this as a place to practice magic before and had never been bothered. So I hoped I'd be able to continue avoiding those problems.

I found a stretch of path between a small section of bushes on both sides that should give me enough space to cast and stay mostly unobserved. I pulled up the first one and tried to fire it off. The ball of runes glowed for a second before turning into some dark substance encased in a field and shooting straight up.

Scrambling, I got out of the way as it fell straight back down and smashed. A greenish cloud rose from the ground, only getting as high as my knees. The gas wasn't that thick, barely just tinting the world green when you looked through it, and it dissipated quickly in the wind.

So the spell was some kind of gas cloud spell? Maybe it was a curse and it just looked like a gas. Otherwise it wouldn't really matter, as it was too heavy to be breathed in. I was fifteen feet away and didn't smell anything. Actually, that made a lot of sense. I'd seen curses cast in YouTube videos that looked like a cloud of gas.

I decided to ignore the notification in my mind. It was likely just telling me I'd created a new runic magic skill. I've made quite a number of such skills, and the first 3 or 4 levels never gave me any new information, so I didn't really care too much about what the skill itself was just yet. The name of the runic magic was unlikely to tell me anything useful, and I already had a good sketch of the various rune's effects.

A couple of casts later I had the timing down and could aim the spell, but it still felt like an incomplete spell. Fortunately, I was able to track the charging of the array, which gave me an idea. I then went and cast the other two spell variations I had. Unsurprisingly, they didn't work any better than the first; however, one did seem to cause the curse to spread around more than the others. And the last one definitely lingered longer.

I then plopped down on a soft-looking bit of ground and took a few minutes to Frankenstein the three spells together. Honestly, I can't begin to count how many times people say never to do this, but it is the most effective way

I've found to create a spell. Period. The danger, of course, is that you'll get two runes right next to each other and those runes will be incompatible. But, and this is a big but, it's fairly easy to see the worst cases of such just from the way a rune works in a spell. So it's unlikely to be a problem if you really pay attention.

This time when I cast the new spell it was much smoother, and the resulting projectile appeared almost like a palm-sized green marble. When it hit the ground five feet away it released a much larger cloud of the green gas.

I started coughing uncontrollably as I stumbled backward, my lungs burning. It seemed I had been too close. Whatever it was didn't last long, but it definitely made me nauseous for a few minutes after breathing it in. The gas seemed to hug the ground as it spread out from the center, the only place where it rose very high.

Fuck, that was close. The burning in my lungs died back down and they started working like they were supposed to before the dizziness ended. Once it did, I sighed. I could feel a far more insistent notification in the back of my mind. Even while I was panicking I could feel it pushing in the back of my mind, though it wasn't important enough to care about until now.

That felt more like a poison gas than a curse. Not that I knew what a curse felt like, or poisonous gas for that matter. I definitely had breathed it in though. I seriously hoped I didn't end up with some sort of "Plague Bearer" job or something. Or Poison Master. Or something. By the gods, that would be bad. Pyromancers were already feared for their ability to burn entire cities if their spells got out

of hand, imagine how bad it would be to have a job that could spread poison or disease on a large scale.

Gulping, I pulled up my notifications, a little fearful of what I would see.

*< Runic Magic (Poison) I has been created!  
Runic Magic (Poison) I has become Runic Magic (Poison)  
III*

*You have learned the spell Poison Bomb!  
Congratulations! You have your new primary job!*

*Necromancer Lvl 1 has been created*

*A new attribute has been created*

*Minion Control is now set at 10!*

*You can choose a new path for the Necromancer job!  
Mana Channel XVII has been made a Necromancer skill  
Mana Control XVIII has been made a Necromancer skill  
Runic Magic (Bone) II has been made a Necromancer skill  
Runic Magic (Flesh) III has been made a Necromancer  
skill*

*Runic Magic (Poison) III has been made a Necromancer  
skill*

*Multi-Tasking XI has been made a Necromancer skill  
13 minor skills have been made Necromancer skills >*