

## **Magic:**

### **Lore:**

In the world of Varsol, magic is a normal aspect of physics, no different from electromagnetism or weak nuclear force. All creatures are inundated with magic while in the womb (or egg, as appropriate). This means there is no such things as 'antimagic' as in other systems; antimagic is equivalent to shutting down gravity.

All creatures and objects can and do use magic in day-to-day life. Even 'warriors' are just swordsmen/marksmen/etc who supplement their martial skills with magic. Do not think of magic as separate from the mundane world! This is not Dungeons & Dragons.

All creatures use spells every second of the day. To get a better idea of how this works, just check the level 1 spell document, but the idea is that even basic movements involve constant low level spellcasting. You manifest spells at appropriate levels (see below), but you don't 'learn' spells like in D&D.

### **Mechanics:**

In actual practice, level 4+ spells are spells you will use in gameplay. Don't worry about level 1-3 spells, they're mostly flavor.

Spells are cast via Mana (see Stats doc). Level 1-3 spells can be used with 0 mana (unless you're cursed by something), level 4+ spells require mana. All spells have a listed mana requirement. You regain mana when you take a Concentration action during battle, when you kill a target, when you use certain non-spell abilities, and when you rest. Spells also cost Momentum (just like attacks). The "cast" requirement is how much momentum you must expend to use the spell IN ADDITION TO the mana. Unless otherwise stated, all spells cost standard actions to use.

You learn spells at a level equivalent to the square of the level of the spell. Ex: level 4 spells are learned at level 16, level 5 spells are learned at level 25. Level 10 spells are the highest available and are learned at level 100, but no player will ever reach that level (that's godhood). Each time you reach an even level or a square level, you gain a new spell of any level you can cast. Odd levels give you nothing unless they're square levels (like 25 or 49).

Magic is keyed based on elements. Although some of these elements share the names of traditional Greek elements, lore-wise they function more like real life elements. Known elements are as follows (more are discovered or invented every few decades).

Light Elements: Fire-Air-Light-Insanity-Life

Heavy Elements: Water-Earth-Dark-Logic-Death

Quadratic Elements: Cloud-Rainbow-Radioactivity-Undeath

The mechanical interaction (re: battle, system mechanics) of elements is dependent on the elements in question. Heavy elements gain +1 to caster level when interacting with light elements except against their opposite (Fire-Water, etc), in which case the light element gains +2 CL. Quadratic elements are manmade and gain a square bonus to caster level dependent on the spell level higher they are.

Ex: You cast a level 6 cloud spell at a target protected by a level 3 dark spell. There is a difference of 3

levels. Your spell gains a bonus of  $3^3$  CL, or 9. This means that if you had only a level 4 cloud spell, it would have gained only a bonus of 1 CL.

Don't worry about the quadratic elements. I include them here only for reference. In practice, players cannot access quadratic elements without a story beat where you learn a rare spell. Most quadratic elemental spells and equipment are owned or created by governments or NPCs. I have not included quadratic spells in the player-accessible spells document.

**Stats:**

Start with 200 stat points. You must have a minimum of Lvl/2 in all stats and a maximum of Lvlx3 (pre-racial penalties/benefits).

Strength: Governs physical strength

Agility: Governs broad quickness

Dexterity: Governs finger-based quickness

ENS: Governs ethereal nervous system

Vitality: Governs body's health

Memory: Governs mind's ability to remember things

Logic: Governs mind's ability to piece together related things

Thought: Governs ability to invent new ideas

Alertness: Governs awareness of surroundings

Intuition: Governs awareness of other people

Reflex: Governs response time

Deceit: Governs ability to lie

Charisma: Governs ability to persuade

Presence: Governs leadership and intimidation

Beauty: Governs first impressions and seduction

Composure: Governs coolness of head

Understanding: Governs broad understanding of the universe and other dimensions

Luck: Governs luck

**Suprstats:**

Suprstats determine your combat stats. See the combat doc for more information.

HP: Vitality\*Lvl

Physical Power: [Strength + Composure] / 2

Ethereal Power: [Strength + ENS] / 2

Durability: [Vitality + Understanding] / 2

Quickness: [Agility or Dexterity + Reflex] / 2

Physical Resistance: [Vitality + Strength] / 2

Mental Resistance: [Composure + Memory] / 2

Initiative: [Any 2 of Composure, Agility, Dexterity, Intuition, Reflex] / 4

Momentum: [Any 2 of Strength, Vitality, Memory, Thought, Alertness, Intuition] / 2

Mana: [ENS + Composure] / 2

**Combat Stats:**

See combat doc for more information.

Physical Attack: Physical Power + Agility/2

Ethereal Attack: Ethereal Power + Thought/2

Physical Defense: Physical Power + Vitality/2

Ethereal Defense: Ethereal Power + Composure/2

Soak: Vitality\*0.75`

**Levels:**

Because people keep asking, I have created this level reference sheet.

You don't start at level 1!!! Stop asking about that. Levels don't work like D&D or Pathfinder or whatever. You level up whenever story beats happen or when your character does something important or funny. Do not expect everyone to be at the same level, but players will stay with 3~ levels of each other. In practice, you'll probably level up every 2-4 sessions.

Level 1 – Microbial life

Level 4 – Extremely small animals (bugs)

Level 6 – Small animals (rats, pigeons)

Level 9 – Medium animals (dogs), human children of age 3+

Level 12 – Average human

Level 16 – Trained soldier (normal starting level for players)

Level 20 – Arnold Schwarzenegger, Olympic athlete

Level 25 – Luke Skywalker

Level 30 – Samurai Jack

Level 50 – Some kind of retarded anime giant robot (highest level for players under normal circumstances)

Level 90 – Superman

Level 100 – Q from Star Trek, actual gods

**Races:**

Your racial element determines your casting dominant element. You gain 50% resistance to it, but you cannot cast spells of the opposite element.

**Arachadeen**

The Arachadeen were formed when Dasakkarachin, the god of spiders, was offended by a human woman who called spiders 'gross.' As punishment, he shoved a massive spider into her face. The spider's back merged with her face, so that its eight legs continued to move and twitch as if it was walking on something. Her face was completely covered by the spider (though her eyes, nose, and ears kept working somehow), but otherwise she still looked like an ordinary human. Her children went on to become the Arachadeen.

Widely reviled because of their disgusting appearance and constantly twitching face-legs, the Arachadeen carved out a small principality for themselves on the island of Alshan. Although peaceful, they are usually not welcome outside of their immediately area except as merchants and ambassadors. Even then, it is common to wear spider-shaped masks that prevent the face-legs from twitching.

**Racials:**

- + Element: Insanity
- + Magic: High / Technology: Moderate
- + 20% bonus to agility.
- + 80% bonus to intimidation rolls.
- + Headstand: As a move action, you can flip over to stand on your face-legs (or back). This reduces your movement to 1 square. This allows you to use your normal legs as martial arts weapons in addition to whatever you are armed with in your hands, effectively giving you one additional attack. You also gain a bonus of 60 to resist prone checks.
- + Wall Crawl: You gain a bonus of 60 to climbing checks.
- + Spider Birth (RACIAL): As a standard action, you open the maw beneath your spider face. Hundreds of smaller spiders emerge and skitter around. All enemies in a 5x5 square around you must roll mental resistance against fear with a -10 penalty. Usable 1/day.
- 20% penalty to charisma.
- 80% penalty to beauty.

**Corvan-lulu**

Once upon a time there was a little elf girl named Aluriel. She collected dolls. She also happened to live on a nexus of great magical power. The dolls collected this power by accident and became animated, their minds a single gestalt entity that manifested through each one to have different personalities. The elves thought they were possessed by demons, so the Corvan-lulu murdered them all, and that's why there are no more elves. The Corvan-lulu learned how to create more of themselves, but the process is complex and takes about nine months, so their numbers don't just explode.

Physically, they look like adorable little dolls. They live in the Cradle Kingdom, a mountainous forested area. Probably as a result of their origin, their cities look like the rooms of little girls, with pink-and-white aesthetics, hearts, unicorn carvings, and the like. When they go into battle, the Corvan-lulu ride small dogs. 80% of Corvan-lulu are female, though in practical terms there's no difference in genders.

**Racials:**

- + Element: Light

- + Magic: Very High / Technology: Low
- + Gestalt Mind Experience: 20% bonus to intuition.
- + Adorable: 20% bonus to beauty.
- + Tiny: You're about one foot tall. Your quickness is not divided by 2, it's divided by 1.5. You also have a 10% bonus to stealth checks.
- + Call Upon Knowledge (RACIAL): As a free action, you call upon the gestalt mind of your kind. You can reroll a failed attempt to learn information with a 100 bonus. Usable 2/day.
- + Too Cute (RACIAL): When you break the law or otherwise have an authority figure oppose you, you can activate this ability as a standard action to reduce the severity of the offense. For example, a felony murder would be treated as a misdemeanor, though extremely severe felonies like a multiple homicide would still be treated as severe.
- Tiny: You're about one foot tall. You have a -60 penalty to resist knockback and prone effects.
- Very Tiny: 20% penalty to physical power.

### **Dadadadadadadada**

So named because they have eight mouths that begin every sentence with "Da," the Dadadadadadadada are man-sized avian creatures. They resemble crows in overall appearance, except instead of wings they have writhing tentacles that end in smaller tentacles that resemble hands. When standing still, a Dadadadadadadada clasps his 'hands' behind himself. They have bird-style eyes, but instead of a beak they have eight mouths down their face and neck.

They hail from the floating island of Da. It is a massive horizontal sprawling patchwork of a million different styles of architecture and ideas that inexplicably floats above the ground. Buildings that would be called skyscrapers if they were on the ground reach up into the lower atmosphere; others are small shops or houses that are built underneath the city. Accidents are common, but luckily the Dadadadadadadada have a very high birthrate. The city has no room for agriculture, so trading with the ground is necessary.

#### **Racials:**

- + Element: Air
- + Magic: Moderate / Technology: High
- + Lucky: 20% bonus to luck.
- + Natural Fliers: Although you can't fly naturally, if you do gain the ability to fly, you receive a 50% bonus to anything applicable. You also take 50% less falling damage.
- + Excellent Craftsman (RACIAL): Your people are naturally talented craftsmen. Dadadadadadadada goods are in hot demand all over the world. Whenever you make an item or build something, roll momentum. Success means it gains the masterwork quality or is worth 100% more money (whichever is appropriate). Usable 1/day.
- Short Term Memory: 40% penalty to memory and thought.

### **Embarola**

The Embarola are the children of Embarola, goddess of mirrors. One-thousand years ago, another god (reports disagree as to whom) bet her that he could create something as pretty as her. If he succeeded, she would have to never leave the island of Boros and irritate the other gods with her presence again. Being extremely narcissistic, she agreed. He created an entire race of people physically identical to her in every way, except that half were male (and even then, it takes some effort to tell which is which).

The goddess Embarola was ecstatic and didn't mind at all her loss. Now she had an entire *island* of toys to play with. The society of the Embarola is based around their goddess, who is not merely the head of their government, but is personally involved in the lives of every single person. She visits them in school, talks to them and learns about their likes and dislikes, advises them on what careers to pursue, helps set up marriages for Embarola who are shy, and so on. Other races who visit the island almost always describe the Embarola as basically being children in mentality. Playable Embarola are assumed to be the few who find her stifling and flee to see the rest of the world.

Embarola look humanoid, except incredibly thin (like the mass of a small child stretched out to the size of an adult). They have obsidian skin and long, flowing golden hair that reaches down past their waists. From their back extend six fiery wings that can curve to cover their bodies. Their legs are extremely thin wisps incapable of supporting their weight except when sitting. They lack noses, and their eyes are almost twice as large as a human's. Their foreheads are also very long by human standards. Facial hair is unknown. All Embarola look identical except for gender, and the men still look very feminine.

Racials:

+ Element: Fire

+ Magic: Moderate / Technology: Low

+ Large Eyes: 20% bonus to alertness.

+ Hover: You can't fly, but you can hover. You hover about one foot above the ground at all times. This makes you immune to ground-based effects and rough terrain. You are 50% resistant to earth damage.

+ Mirror Move (RACIAL): As an immediate action, when you are struck by a single-target spell of a level you can cast, you may immediately cast the spell back at the target. If you already know the spell, you gain a +2 caster level bonus. You must still spend resources. You are still affected by the spell, but your spell goes off at the same time (so it's still cast even if you die). You can even use this against spell types you cannot normally cast, like water spells, but not against spells that are 2+ levels higher than the highest level you can cast. Usable 1/day.

- Like, I'm so totally cute: You can't tear yourself away from your mirror. 20% penalty to thought.

- Wings of Flame: Hey, guess what, it's hard to hide when you have six wings that are all on fire. You take a -40% penalty to stealth rolls.

## Human

No one knows where humans come from, though it's rumored they were dropped out of another world and into this one. They are confined to the continent of Shallos, as the surrounding continents are either filled with hostile empires or otherwise impassable for most mortals. Wherever they're from, they quickly gained a reputation as unscrupulous. They drove out most of the natives of Shallos some centuries ago, leaving many races to perish.

Shallosian humans are split into many realms, often called the Manyrealms. They have no proper leader, though times of conflict sometimes bring them together. Most Shallosian humans are dark-skinned with light hair, but some southern Shallosian humans have fairer skin. Green eyes are universal.

Racials:

+ Element: Dark

+ Magic: Low / Technology: Moderate

+ Dishonest: Humans have a knack for lying. 20% bonus to deceit.

+ Ready to Take Advantage of a Bad Situation: 20% bonus to initiative. 20% bonus to alertness checks to avoid ambushes. 10% bonus to stealth rolls.

- + Confidence Man (RACIAL): You're one of the 'good' ones, you *swear*. As a standard action, roll deceit against an enemy's intuition. If you succeed, you can force one of the following effects: 1. Him to lower his guard so that your next attack is a sneak attack. 2. You to gain a bonus of 60 to your next charisma roll. 3. Him to believe something obviously false, reducing his memory, logic, and thought by 50% for the rest of the day. 4. Your next spell cast on him in the next 5 rounds to be a stealth spell. Usable 1/day.
- Non-native: The magic of the world just doesn't always QUITE work for you even when you do the same things other races do. 20% penalty to ENS.
- Bad Reputation: 20% penalty to charisma.

### **Idishi**

The Idishi (the first syllable pronounced the same as 'icky') are derived from humans who augmented themselves with magical cybernetics (think mechanical arms, etc, except entirely magical constructs of moving sheets of metal with nothing inside). At first this was minor, such as replacing an organ, but over time they augmented so much that the line between human and machine blurred. The normal humans reacted with hostility (which is the reason humans no longer use cybernetics) and cast the Idishi out. The Idishi formed their own society on the Alviris Coast and are now accepted as bizarre neighbors. Individual Idishi travelers are accepted, but any large group outside of Alviris are treated with suspicion at best.

Idishi are humanoid, but have much longer legs without having correspondingly longer torsos and arms. The average Idishi is 7 feet tall. The bottom of their faces are covered with a curved sheet of metal to conceal the lack of lips and a mouth (think a medical mask, except metal). Their arms are a series of interlocking sheets of metal. Their visible skin is entirely bright orange, but the sheets of metal may be any color. They do not have hair anywhere on their body.

Idishi society is based around the Directors, the original Idishi who began their race and the only ones alive who were once genuine humans. Revered as almost gods, the Directors live on metal thrones enshrined in computer complexes the size of palaces. Idishi cities are clean and extremely efficiently laid out.

#### Racials:

- + Element: Logic
- + Magic: Moderate / Technology: Very High
- + Logical: Your brain has been augmented. 20% bonus to thought and understanding.
- + Tall: You have +2 movement.
- + Computer Expert: You have a 20% bonus to interacting with advanced technology.
- + Malleable (RACIAL): As a move action, you can replace a maneuver you know with another maneuver. Usable 1/session, but its effects are permanent.
- Discombobulatrix: The default template of mental programming was slightly corrupted in the Valtrone War. 20% penalty to composure.
- Bzzzzt: 100% weakness to water damage. Water-related effects have a penalty of 20 attached to their rolls. Water spells cost 2 extra mana for you to cast.

### **Nosemen**

The Nosemen of Altansor have nothing at all to do with noses. However, by a totally meaningless quirk of evolution, they just happen to look exactly like giant human noses with legs coming out of the nostrils and arms coming out of the sides. They have eyes and ears and reach up approximately to average human height. The back of the 'nose' body is just a flat surface. It is extremely common to tattoo the

back of the nose with tattoos of your city, religion, social status, marriage, and major life events. Ironically, they have no sense of smell.

The true name of the Nosemen is the Asharavvi, but that name is now only used by Nosemen nationalists. Even ordinary Nosemen just use the word everyone else uses. Their empire is called Noshikka. They are ruled by the prophetic Oracles. Their Oracle-King is Emperor Nostrildamus. Their cities are carved out of single giant pieces of crystal (they believe are) placed there by their gods. It is heresy to add onto a city once the nosecarvers are finished, so cities rarely have populations above 4000-8000.

Racials:

+ Element: Earth

+ Magic: Very High / Technology: Very Low

+ Heavily magical: 40% bonus to mana.

+ No Difficulties: You can learn and cast air magic as normal.

+ Brilliant Minds: You receive a bonus spell on every other odd level. You receive a bonus skill at character creation.

+ Memory Blade (RACIAL): As a swift action, your weapon is engulfed in psychic energy. This energy doesn't actually harm enemies physically, but when you touch one with it, the damage is now psychic damage. Psychic damage functions by beaming bad memories directly into the target's brain. It is useless against mindless targets. Enemy weakness/resistance to psychic damage is based on his thought relative to yours. If your thought is 20% higher than his, he has a 20% weakness, etc. The bad memories last until the target is healed. Lasts 10 rounds. Usable 1/day.

- Weak Nerves: 20% penalty to ENS.

## **Weapons:**

Choose a weapon at character creation. Unless you acquire a second weapon by means of a skill or talent or something, that weapon is your only weapon for life. Mortals must bond with their weapons so that they become a single entity (at least metaphysically); only immortals can use multiple weapons without special training. Having your weapon destroyed is like losing an arm; having it lost subjects you to so much ridicule that almost everyone just says that they were destroyed. You *can* replace a weapon with a ritual, but it must be the same kind of weapon.

Weapons have different qualities. 2H means that you must use both hands to wield it.

### **Bladed**

Claymore: +50% damage, +0% accuracy, 2H, Special: Can attack three adjacent squares per attack.

Longsword: +40% damage, +10% accuracy, Special: +10% charisma.

Shortsword: +20% damage, +30% accuracy, Special: +10% accuracy when dual-wielded.

Dagger: +10% damage, +40% accuracy, Special: +20% stealth checks.

Katana: +25% damage, +25% accuracy, Special: Offensive spells cost 10% less mana (minimum 1).

### **Polearms**

Quarterstaff: +10% damage, +40% accuracy, 2H, Special: Double melee range, +10% to survival checks.

Spear: +30% damage, +20% accuracy, 2H, Special: Double melee range.

Halberd: +40% damage, +10% accuracy, 2H, Special: Double melee range.

### **Crushing**

Club: +40% damage, +10% accuracy, Special: 50% to social interactions with animals.

Mace: +50% damage, +0% accuracy, Special: +20% wealth/treasure gained from any source.

Hammer: +50% damage, +0% accuracy, Special: +200% damage to objects.

### **Ranged**

Longbow: +20% damage, +20% accuracy, 10 range, 2H, Special: Spells' range is doubled.

Crossbow: +10% damage, +30% accuracy, 10 range, 2H, Special: You can fight with no penalty below 0 HP.

Handgun: +10% damage, +30% accuracy, 10 range, Special: +10% accuracy when dual-wielded.

Shotgun: +40% damage, +0% accuracy, 5 range, 2H, Special: Can be fired in melee without provoking.

Rifle: +20% damage, +20% accuracy, 30 range, 2H, Special: Unusually long range.

Throwing: +10% damage, +30% accuracy, 5 range, Special: Applies physical power modifier.

### **Other**

Martial Arts: +0% damage, +0% accuracy, Special: status effects inflicted via attacks have a -50% resistance check penalty

## **Maneuvers**

You learn one maneuver every 10 levels starting at level 10. You must choose a maneuver of your appropriate weapon type. You can use a maneuver either at will, once per encounter, or once per day (it will say which). Using a maneuver always uses up your entire turn, so you can't move and then use it. If there aren't enough maneuvers of a particular type as you level, you always can take a limited-use maneuver again.

### **Bladed Maneuvers**

**Locate Lies (1/day):** Throw your weapon into the air and let it clatter to the ground. Its blade lands pointing at the last person within 20 feet to tell a lie. This includes half-truths.

**Thousand Stings (1/encounter):** You roll ten attacks this round, but each does 20% of its normal damage.

**Iajutsu Strike (1/encounter):** You focus and use one perfect strike. Usable only as your first attack in an encounter. Gives you +10 initiative and +50% accuracy. If it hits, the target is knocked to the lowest position in the initiative order.

**Boing (1/encounter):** Lets you jump on targets' heads using your sword. This does 10% of a normal strike but can't miss. Each target you hit propels you to the next target within 10 squares. You can travel any distance by this method.

**Master Chef (At will):** You cut into food with your blade. This removes all poisons, diseases, etc, and gives it 50% toward tasting and smelling good.

### **Polearm Maneuvers**

**Circle Spin (1/encounter):** You spin your weapon in a circle in front of yourself. Until the start of your next turn you are immune to any ranged or AoE attacks.

**Magnetize (At will):** You channel your spirit through the weapon and feel yourself drawn to the most valuable item within 1 mile. This can be gems, high tech computers, etc.

**Walking Stick (At will):** +30% to survival and navigation checks. +30% to checks to avoid exhaustion.

**Pole Vault (At will):** +50% to all jump-related checks.

**Helicopter Spin (At will):** Fall 90% slower, immunity to falling damage, glide along using the gliding rules.

### **Crushing Maneuvers**

**Hammer Time (1/day):** Immediately move yourself to this point in the initiative order. Can be used after a previous turn.

**Boomerang Club (At will):** Throw your weapon, giving you a range of 10 squares with it but taking a -10% accuracy. You can use other maneuvers through this.

**Quake Strike (1/encounter):** Smash your weapon into the ground and create an earthquake in a line of 10 squares. Anything on it must roll quickness -20 or be knocked prone.

**Gut Knowledge (1/day):** Automatically succeed at a knowledge or research-related question.

Master Smith (1/day): When crafting something, gain a 75% bonus to the roll and immunity to critical failures.

### **Ranged Maneuvers**

Ricochet (At will): -10% accuracy, target cannot benefit from cover. If you hit him, his cover is halved against your allies until the start of his next turn.

Grenade (1/day): You just happened to pack a grenade. Mazel tov. Range 10, 3x3 effect, does your normal weapon damage as an unavoidable AoE to everything in the area.

Hookshot (At will): Lets you hook onto things from afar using an add-on to your gun. Gives +50% bonus to climb checks. Also, you can target an enemy with a ranged attack. This does no damage, but if you succeed, you can then make a physical power check against him to pull him to the square adjacent to you.

Overwatch (1/day): You gain 2 extra attacks of opportunity and can use them against targets moving or using ranged weapons at the full range of your ranged weapon.

Unload (1/day): Unload all of your ammo in one round. Choose a target. Your attacks take -80% accuracy, but you attack 40 times. Your weapon is out of ammo after this for the rest of the encounter.

### **Martial Arts Maneuvers**

MA lets you choose a maneuver of any kind at each level, though you can't choose ranged maneuvers. For things that require a physical item (like Locate Lies), you can use a normal non-weapon butter knife or something.

## **Professions:**

Your profession is either your job, your former job, or the job you're trained for. Keep in mind that as an adventurer, you may not actually practice whatever the job is in-game. When you have a profession, you can roll for knowledge and skill checks related to that profession. For example, a Physics PhD is necessary to roll for physics-related questions. Professions also give access to skills. You gain 1 skill at character creation. Skills may be active use or passive. They are usable at will/always active unless otherwise stated. It's possible to learn another profession's skill, but this is done via RP.

Race-specific professions are listed in the racial professions doc.

### **Artist**

You're an artist, though you may also be an artiste.

- Painter

Paint Life: Galatea was amateurish. 1/day, you instantly paint a life into existence. It springs off of the canvas or ground or whatever fully formed, razor-thin and clearly not 'real.' It lasts for 10 rounds and obeys your commands. It has all of your stats and can act in combat, but does only 20% of your damage.

- Musician

Shred: Your weapon is also your instrument (a sword might also be a guitar, a dagger a kazoo, etc).

When you strike, music plays. This forces any target to roll mental resistance with a +20 bonus to avoid deafness for 2 rounds. Subsequent strikes reapply the deafness and he does not get the bonus.

### **Criminal**

You work beyond the scope of the law.

- Thief

Master Thief: The scope of your skills doesn't even make sense. 1/day, an item you see that can be held in one hand just appears in your hand somehow. You don't have to be anywhere near it, you just have to see it (recordings and security cameras don't count). Don't even ask how that worked.

- Assassin

Disappear: 1/day, you just step into the shadows and disappear. You may step out in any other shadow you've seen within 1 mile.

### **Fighter**

You're either a soldier or some kind of law enforcement officer. Either way, you're trained to fight.

- Soldier

Chain of Command: You're a sergeant or lieutenant, which gives you plenty of experience bossing people around. When meeting a non-hostile NPC of equal standing to yourself, you may roll presence with a +60 bonus. If successful, he will treat you as if you are his superior officer. When meeting a non-hostile NPC of superior standing to yourself, you may roll presence with no bonus. If successful, he will treat you as one rank higher than you should be (he may still be well higher than you, such as if you met a general).

- Police Officer

Nonlethal Takedown: You're trained in how to take people down without permanent injury. At will, you can deal nonlethal damage with any melee attack or spell. When you strike with a ranged weapon, you can roll intuition. If successful, you inflict paralysis on your target for 1 round.

### **Healer**

You're a doctor, nurse, healer, medicine woman, or whatever is appropriate in your culture.

- Doctor

Spread Healing: When using restoration-tagged magic, you can spend an extra ½ spell cost's mana to cast it on a second person.

- Faith Healer

Heal, HEAL: When using light magic, you may cast a restoration-tagged spell the same round. You still spend resources.

### **Laborer**

You perform extremely boring tasks very often.

- Handyman

Know A Little Bit of Everything: You can always roll on any task, even if it requires specialized training, though you take a 20% penalty to anything you shouldn't understand (GM discretion).

- Factory Worker

Comrade: All actions you take that penalize your exhaustion exhaust you for 20% less than normal.

### **Liar**

You're some kind of fast-talking guy whose job involves arguing and confusing people with ""facts.""

- Lawyer

Straight-Up Lie: When making a deceit check, you gain a +100% bonus. Usable once per day.

- Politician

Lobbyists Control Me: Whenever you gain any kind of power, wealth, or advantage, an NPC will be sent to discuss with you briefly about how this affects the companies you don't legally represent but obviously are controlled by. He will make an unreasonable demand. If you agree, you gain a 10% bonus to all checks for the rest of the session. If you refuse, nothing will happen... for now.

### **Merchant**

You buy or sell goods for a living.

- Huckster

Snake Oil: Sir, have I got the perfect product for you, certified to cure all your ailments, guaranteed. Roll deceit vs a non-hostile target's intuition. If successful, you automatically persuade him that whatever you're trying to sell him is worth 5 times its actual value. Alternatively, roll deceit vs a hostile target's intuition. If successful, you can throw the item up to 10 squares away. The target will use his next round to go fetch the item and keep it for himself. This does not affect mindless targets. Each option is usable 1/day.

- Businessman

Wealth: Once per day, you can simply pull the equivalent of 5000 dollars out of your pockets. Don't ask where it came from.

### **Priest**

You're a holy man.

- Cleric

Prophetic Vision: You may call upon your god for a prophetic vision 1/day. Roll understanding with a 20 bonus. If successful, you may ask one question of up to 10 words. You will receive a vague answer.

Additionally, you can always switch your inflicted damage type from all sources to either dark or light (depending on your god) at will.

- Paladin

Guardian: You're a guardian of your church. At will, you can command an enemy within 20 squares to attack you. Roll presence with a -20 penalty against a target. If successful, he must attack you if possible,

or you must be in the area covered by an AoE he uses. Usable 1/round vs a particular enemy. Additionally, your HP is Vitality\*Lvl+3.

### **Scientist**

You study things for a living.

- Physics PhD

Mathematics: You can roll on physics-related problems. You have access to Trigonometry and automatically gain each spell at the appropriate level.

- Biology PhD

Anatomist: Whenever you attack, you may roll anatomist. It has a chance of success equal to your thought. If successful, it increases your crit range by an amount equal to your understanding/3. Also, you can roll on biology and zoology-related problems. Also, your healing effects heal an additional 10% of the target's max HP, or 5% for each target if an AoE.

### **Unemployed**

You don't exactly have a job, but that doesn't mean you have no skills.

- Bum

Panhandle: When asking NPCs for help, you gain 30% to any social roll. If you succeed, their help will be 10% larger than it otherwise would have (like if they'd sent ten guys to escort you, they'll send eleven guys).

- Housewife

Home Away From Home: Whenever you camp out, you and your allies gain the full benefits of a dedicated inn.

## **Magic:**

### **Lore:**

In the world of Varsol, magic is a normal aspect of physics, no different from electromagnetism or weak nuclear force. All creatures are inundated with magic while in the womb (or egg, as appropriate). This means there is no such things as 'antimagic' as in other systems; antimagic is equivalent to shutting down gravity.

All creatures and objects can and do use magic in day-to-day life. Even 'warriors' are just swordsmen/marksmen/etc who supplement their martial skills with magic. Do not think of magic as separate from the mundane world! This is not Dungeons & Dragons.

All creatures use spells every second of the day. To get a better idea of how this works, just check the level 1 spell document, but the idea is that even basic movements involve constant low level spellcasting. You manifest spells at appropriate levels (see below), but you don't 'learn' spells like in D&D.

### **Mechanics:**

In actual practice, level 4+ spells are spells you will use in gameplay. Don't worry about level 1-3 spells, they're mostly flavor.

Spells are cast via Mana (see Stats doc). Level 1-3 spells can be used with 0 mana (unless you're cursed by something), level 4+ spells require mana. All spells have a listed mana requirement. You regain mana when you take a Concentration action during battle, when you kill a target, when you use certain non-spell abilities, and when you rest. Spells also cost Momentum (just like attacks). The "cast" requirement is how much momentum you must expend to use the spell IN ADDITION TO the mana. Unless otherwise stated, all spells cost standard actions to use.

You learn spells at a level equivalent to the square of the level of the spell. Ex: level 4 spells are learned at level 16, level 5 spells are learned at level 25. Level 10 spells are the highest available and are learned at level 100, but no player will ever reach that level (that's godhood). Each time you reach an even level or a square level, you gain a new spell of any level you can cast. Odd levels give you nothing unless they're square levels (like 25 or 49).

Magic is keyed based on elements. Although some of these elements share the names of traditional Greek elements, lore-wise they function more like real life elements. Known elements are as follows (more are discovered or invented every few decades).

Light Elements: Fire-Air-Light-Insanity-Life

Heavy Elements: Water-Earth-Dark-Logic-Death

Quadratic Elements: Cloud-Rainbow-Radioactivity-Undeath

The mechanical interaction (re: battle, system mechanics) of elements is dependent on the elements in question. Heavy elements gain +1 to caster level when interacting with light elements except against their opposite (Fire-Water, etc), in which case the light element gains +2 CL. Quadratic elements are manmade and gain a square bonus to caster level dependent on the spell level higher they are.

Ex: You cast a level 6 cloud spell at a target protected by a level 3 dark spell. There is a difference of 3

levels. Your spell gains a bonus of  $3^3$  CL, or 9. This means that if you had only a level 4 cloud spell, it would have gained only a bonus of 1 CL.

Don't worry about the quadratic elements. I include them here only for reference. In practice, players cannot access quadratic elements without a story beat where you learn a rare spell. Most quadratic elemental spells and equipment are owned or created by governments or NPCs. I have not included quadratic spells in the player-accessible spells document.

### **Level 1 Spells**

Level 1 spells. Don't worry about these, in-game they'll only come up if someone casts a spell that prevents you from using them. Innate spells don't require actions to cast (they do, but only abstractly. In actual game practice, we treat them as being castless).

#### **BREATHE**

Level: 1

Element: Life

Type: Innate

Cast: 0

Mana: 0

Range: 0

Area: 0

Group: Survival

Duration: About 1 second

Stealth: No

Damage: NA

Suck in oxygen, convert oxygen into carbon dioxide, and expel the carbon dioxide into the atmosphere. All creatures are assumed to constantly be casting breathe unless they consciously hold their breaths.

#### **BURP**

Level: 1

Element: Air

Type: Innate

Cast: 0

Mana: 0

Range: 0

Area: 0

Group: Survival

Duration: About 1 second

Stealth: No

Damage: NA

Included because Brent was being an asshole about how burps aren't technically covered under the breathe spell.

#### **DIE**

Level: 1

Element: Death

Type: Innate

Cast: 0

Mana: 0

Range: 0

Area: 0

Group: Survival

Duration: Eternity

Stealth: No

Damage: NA

Causes you to no longer cast Exist. Cast automatically upon cessation of casting Exist. Yes, I realize that that's circular logic.

### **EAT**

Level: 1

Element: Life

Type: Innate

Cast: 0

Mana: 0

Range: 0

Area: 0

Group: Survival

Duration: Depends on species

Stealth: No

Damage: NA (unless poisonous)

Covers the consumption of food and water and the conversion into useful nutrients.

### **EXIST**

Level: 1

Element: Logic

Type: Innate

Cast: 0

Mana: 0

Range: 0

Area: 0

Group: Survival

Duration: One-one-trillionth of a nanosecond

Stealth: No

Damage: NA

Causes you to exist. All creatures and objects are assumed to be continuously casting this spell.

### **EXPEL**

Level: 1

Element: Life

Type: Innate

Cast: 0

Mana: 0

Range: 0

Area: 0

Group: Survival

Duration: 5 seconds

Stealth: No

Damage: NA (usually)

Causes you to expel food drained of nutrients. If you have an old doc that references the Shit spell, this is it. I changed the name because people kept making jokes about how shitty the spell was.

### **FART**

Level: 1

Element: Air  
Type: Innate  
Cast: 0  
Mana: 0  
Range: 0  
Area: 0  
Group: Survival  
Duration: About 1 second  
Stealth: No  
Damage: NA  
Refer to Burp.

### **MOVE**

Level: 1  
Element: Logic  
Type: Innate  
Cast: 0  
Mana: 0  
Range: 0  
Area: 0  
Group: Survival  
Duration: About 1 second  
Stealth: No  
Damage: NA

For ease of use I have combined Microbial Move and Creature Move into a single spell. This covers microbes ambling around in a cell, etc, humans moving their feet, eyes, hands, and so on. This includes all movement everywhere, including things like planes, rocks falling, etc.

### **PHOTOSYNTHESIS**

Level: 1  
Element: Life  
Type: Innate  
Cast: 0  
Mana: 0  
Range: 0  
Area: 0  
Group: Survival  
Duration: About 1 second  
Stealth: No  
Damage: NA  
Converts carbon dioxide into oxygen.

### **REPRODUCE**

Level: 1  
Element: Life  
Type: Innate  
Cast: 0  
Mana: 0

Range: 0

Area: 0

Group: Survival

Duration: Varies

Stealth: Varies

Damage: Varies

Exact mechanics varies on the species using it. Although technically most creatures can cast this by themselves (microbes reproduce asexually), in practice we will treat this as a ritual spell that requires two casters.

## **Level 2 Spells**

Level 2 spells. Don't worry about these, in-game they'll only come up if someone casts a spell that prevents you from using them.

### **AGE**

Level: 2

Element: Death

Type: Innate

Cast: 0

Mana: 0

Range: 0

Area: 0

Group: Survival

Duration: One-one-trillionth of a nanosecond

Stealth: Yes

Damage: NA

Grow older. All creatures are assumed to be casting this at all times. Microbes don't age the same way larger creatures do.

### **BRAIN ACTIVITY**

Level: 2

Element: Logic

Type: Innate

Cast: 0

Mana: 0

Range: 0

Area: 0

Group: Survival

Duration: About 1 second

Stealth: Yes

Damage: NA

Any creature advanced enough to have a cerebral cortex also has this spell (except the Corvan-lula). This spell allows neurons to fire inside of the brain, etc. Gives you intelligence equal to your Thought.

### **IRRATIONALITY**

Level: 2

Element: Insanity

Type: Active

Cast: 0

Mana: 0

Range: 0

Area: 0

Group: Survival

Duration: About 1 second

Stealth: Yes

Damage: NA

Causes caster to act illogically.

**PUMP BLOOD**

Level: 2

Element: Life

Type: Innate

Cast: 0

Mana: 0

Range: 0

Area: 0

Group: Survival

Duration: About 1 second

Stealth: Yes

Damage: NA

Pumps blood. Actually using the oxygen's contents is covered under Breath (see Level 1 spells doc).

**SLEEP**

Level: 2

Element: Life

Type: Innate

Cast: 0

Mana: 0

Range: 0

Area: 0

Group: Survival

Duration: About 8 hours

Stealth: No

Damage: NA (unless you're a Morphoan)

Restores your mana and exhaustion. Can be used in conjunction with Dream.

**SPIT**

Level: 2

Element: Water

Type: Active

Cast: 1

Mana: 0

Range: 0

Area: 0

Group: Offensive

Duration: About 1 second

Stealth: No

Damage: 1

Does 1 water damage to target.

### **Level 3 Spells**

Level 3 spells. Don't worry about these, in-game they'll only come up if someone casts a spell that prevents you from using them.

#### **ADVANCED BRAIN ACTIVITY**

Level: 3

Element: Logic

Type: Innate

Cast: 0

Mana: 0

Range: 0

Area: 0

Group: Survival

Duration: About 1 second

Stealth: Yes

Damage: NA

A better version of Brain Activity. Anything with sapience can be assumed to be using this spell at all times except when sleeping. Gives you intelligence equal to twice your Thought.

#### **DREAM**

Level: 3

Element: Insanity

Type: Innate

Cast: 0

Mana: 0

Range: 0

Area: 0

Group: Survival

Duration: Varies

Stealth: Yes

Damage: NA

Can only be cast while already casting Sleep. Causes caster to experience visions equal to [Thought / Memory]. If Memory > Thought, caster cannot use this spell.

#### **LANGUAGE**

Level: 3

Element: Logic

Type: Active

Cast: 0

Mana: 0

Range: 5

Area: 0

Group: Survival

Duration: About 1 second

Stealth: No (unless telepathic)

Damage: NA

Creates sound that can be interpreted as having meaning beyond the literal sound itself.

**PRAY**

Level: 3

Element: Insanity

Type: Active

Cast: 5

Mana: 1

Range: 0

Area: 0

Group: Survival

Duration: About 1 second

Stealth: Yes

Damage: NA

Prays to a god. When using this spell, roll 1d200 – [Luck / Thought+Presence]. If you roll under 1, a god will intervene on your behalf. GM discretion as to how.

**REASON**

Level: 3

Element: Logic

Type: Innate

Cast: 0

Mana: 0

Range: 0

Area: 0

Group: Survival

Duration: About 1 second

Stealth: Yes

Damage: NA

Causes caster to use logic and reason to understand problems and how to solve them. All level 9+ creatures are assumed to be using this spell unless they instead use Irrationality (see Level 2 doc).

**SIGN LANGUAGE**

Level: 3

Element: Logic

Type: Active

Cast: 0

Mana: 0

Range: 0

Area: 0

Group: Survival

Duration: About 1 second

Stealth: No

Damage: NA

Included because fuck you Brent.

**THUMBS UP**

Level: 3

Element: Life

Type: Active

Cast: 2

Mana: 0

Range: 10

Area: 0

Group: Buff

Duration: Instant

Stealth: No

Damage: NA

Give a thumbs up to a single target. This makes him feel good, restoring 5% of his max HP. Only works once per session per target.

## Level 4 Spells

Airball

Level: 4

Element: Air

Type: Active

Cast: 4

Mana: 4

Range: 10 squares

Area: 1 target

Group: Offensive

Duration: Instant

Stealth: No

Damage:  $\text{Mana} * (\text{Lvl} + 3)$

You blast a target with air, dealing  $\text{Mana} * (\text{Lvl} + 3)$  air damage. It also knocks a target back 4 squares. If he strikes a wall or something, he takes an additional  $\text{Mana} * (\text{Lvl} - 3)$  damage.

Alter

Level: 4

Element: Logic

Type: Active

Cast: 3

Mana: 4

Range: You

Area: You

Group: Transformation

Duration: 5 rounds

Stealth: Yes

Damage: No

All spells you cast for the duration have their elemental damage changed to a non-quadratic element of your choice.

Breath of Breath

Level: 4

Element: Air

Type: Active

Cast: 3

Mana: 8

Range: Touch

Area: 1 target

Group: Transformation

Duration: 1 minute

Stealth: Yes

Damage: No

Target doesn't need to cast the breathe spell for the duration.

Carve Intellect

Level: 4

Element: Life

Type: Active

Cast: 11

Mana: 10

Range: Touch

Area: 1 object no more than 10 pounds

Group: Transformation

Duration: 10 rounds

Stealth: No

Damage: No

You carve a face into an object like a chair, rock, branch, etc. It gains human-level intelligence but has no sense of survival (ie it won't scream about its impending death). You can ask it questions about what it's seen in the past or command it to perform a simple action (like flipping over) after you leave. It returns to being a normal object afterward, but it still has a weird creepy face on it.

Cheapen

Level: 4

Element: Dark

Type: Active

Cast: 10

Mana: 6

Range: 2 squares

Area: 1 object

Group: Deception

Duration: 1 day

Stealth: Yes

Damage: No

One item has its value lowered by 20% for the duration.

Dodgeball

Level: 4

Element: Light

Type: Active

Cast: 5

Mana: 5

Range: Caster

Area: Caster

Group: Defensive

Duration: 100 rounds

Stealth: Yes

Damage: No

Makes you immune to the effects of all "-ball" spells.

Elemental Dispel

Level: 4

Element: Any

Type: Active

Cast: 6

Mana: 4

Range: 10 squares

Area: 1 target or 3x3 squares

Group: Unbecoming

Duration: Instant

Stealth: No

Damage: See text

You cast a dispel targeted at a single element. All active spells of that element in the area are undone.

You must roll ethereal power against particularly powerful spells or they will only be shut down for one round. Targeting a summoned creature of that element does  $\text{Mana} * (\text{Lvl} + 10)$  damage. This spell is cast as the element you target.

#### Elemental Ward

Level: 4

Element: Any

Type: Active

Cast: 2

Mana: 4

Range: 10 squares

Area: 1 target

Group: Defensive

Duration: 10 rounds

Stealth: No

Damage: No

You ward an ally or yourself. This spell gives him 75% resistance against a light or heavy element of your choice. This spell is cast as the element of whatever you're protecting against. Multiple elemental wards can be active at a time, but wards of the same element don't stack.

#### Earthball

Level: 4

Element: Earth

Type: Active

Cast: 4

Mana: 4

Range: 10 squares

Area: 1 target

Group: Offensive

Duration: 5 rounds

Stealth: No

Damage:  $\text{Mana} * (\text{Lvl} + 5)$

Also called mudball. Target must make a quickness check or be inflicted with the muddy status effect.

#### Extended Blink

Level: 4

Element: Insanity

Type: Active

Cast: 6

Mana: 6

Range: 5 squares  
Area: 1 target  
Group: Status  
Duration: 2 rounds  
Stealth: No  
Damage: No

Target falls asleep for the duration. He receives a mental resistance check at -10 to resist.

Fireball  
Level: 4  
Element: Fire  
Type: Active  
Cast: 3  
Mana: 3  
Range: 10 squares  
Area: 5x5 squares  
Group: Offensive  
Duration: Instant  
Stealth: No  
Damage: Mana\*Lvl

You launch a fireball at a targeted group. Everyone in the group receives a physical resistance check -20 to resist being inflicted with the burn status effect for 1 round. This spell obviously does fire damage.

Flying Stone Raptor  
Level: 4  
Element: Earth  
Type: Invocation  
Cast: 6  
Mana: 6  
Range: 10 squares  
Area: 1 target  
Group: Invocation  
Duration: Instant  
Stealth: No  
Damage: Mana\*(Lvl+7)

You open your hand and statue of a raptor with wings flies out of it at about 50 mph. Turns out that getting smashed by something like that hurts a lot, so it does Mana\*(Lvl+7) damage. The statue remains after the spell is over, but it is just a statue.

Mother's Admonishment  
Level: 4  
Element: Light  
Type: Active  
Cast: 2  
Mana: 1  
Range: 10 squares  
Area: 1 target  
Group: Emotional

Duration: 10 rounds

Stealth: No

Damage: No

You wag your finger at a target and make him feel bad, as if he's four years old and his mother is angry with him. He is inflicted with the shame status effect. He receives a mental resistance check to ignore this.

Miniaturize

Level: 4

Element: Logic

Type: Active

Cast: 6

Mana: 6

Range: Touch

Area: 1 target

Group: Transforming

Duration: 10 rounds

Stealth: Yes

Damage: No

Target object or person shrinks down to 1/10th the normal size. Can be recast on target for just 1 mana each time if the spell is still active. Cannot target hostiles. If a person, target's physical power is reduced to 1/10th as well, but he gains 10% quickness and 40% stealth.

Remove Status

Level: 4

Element: Water

Type: Active

Cast: 6

Mana: 5

Range: 10 squares

Area: 1 target

Group: Restoration

Duration: Instant

Stealth: No

Damage: No

One status effect of your choice is removed. Does not affect prone or death.

Restoration

Level: 4

Element: Water

Type: Active

Cast: 6

Mana: 5

Range: 10 squares

Area: 1 target

Group: Restoration

Duration: Instant

Stealth: No

Damage: No

You whisper to an ally and relieve his pains. He heals for Mana\*(Lvlx2) damage. You may not target the same ally twice in three rounds.

Sight of Sight

Level: 4

Element: Light

Type: Active

Cast: 3

Mana: 4

Range: Touch

Area: 1 target

Group: Transformation

Duration: 1 minute

Stealth: Yes

Damage: No

Target can see under any circumstance and gains immunity to blind.

Transform Weapon

Level: 4

Element: Air

Type: Active

Cast: 10

Mana: 4

Range: 1 square

Area: Caster's weapon

Group: Transforming

Duration: 5 rounds

Stealth: Yes

Damage: No

Your weapon turns into a different weapon of your choice for the duration. You get that weapon's normal bonuses instead, but with -10% its normal damage and accuracy (minimum 0%). Can be dismissed as a move action.

Unicycle of Violence

Level: 4

Element: Dark

Type: Invocation

Cast: 10

Mana: 6

Range: See text

Area: See text

Group: Invocation

Duration: 5 rounds

Stealth: No

Damage: See text

You call upon the dreaded Unicycle of Violence. No one knows the thing's origin, just what it does. It is an enormous unicycle with a spiked tire. You sit upon it for the duration. It will roll automatically at

random targets and attempt to run them down for Mana\*(Lvl+5) piercing damage. It has a movement of 20 squares. You cannot control it, but you can continue to cast or attack. You cannot dismiss this spell early.

#### Waterball

Level: 4

Element: Water

Type: Active

Cast: 3

Mana: 3

Range: 10 squares

Area: 5x5 squares

Group: Offensive

Duration: 5 rounds

Stealth: No

Damage: Mana\*(Lvl-5)

You launch a waterball at a targeted group. Everyone in the group takes water damage. Additionally, the squares are now rough terrain due to how slippery they are. Anyone moving through the squares (including people who were already in them) must roll quickness or be knocked prone.

#### Wind Form

Level: 4

Element: Air

Type: Active

Cast: 6

Mana: 4

Range: 0

Area: Caster

Group: Defensive

Duration: 5 rounds

Stealth: No

Damage: NA

You take on the form of wind. For the duration, you are immune to attacks of opportunity. However, you are 100% weak to earth. While in wind form, your body is literally made of puffs of wind in the rough form of what you look like normally. This spell is special and can be cast without provoking attacks of opportunity.

## Level 5 Spells

### Dance of the Glorious Defenestration

Level: 5

Element: Life

Type: Active

Cast: 8

Mana: 4

Range: Up to 5 squares

Area: 1 target

Group: Offensive

Duration: Instant

Stealth: No

Damage:  $\text{Mana} \times \text{Lvl} + 500$

This spell can only be used when a target enemy is directly between you and a window within 5 squares of you. You raise your hands above your head, perform the dance, and end it with a buttsmash into his side (this is a knockback effect), moving you if necessary. He is thrown through the window, taking this damage and falling damage (if appropriate). He receives a resistance check with a -20 penalty to avoid the knockback, but he takes damage either way. This spell is usable in melee without penalty.

### Detect Lies

Level: 5

Element: Logic

Type: Active

Cast: 4

Mana: 8

Range: You

Area: You

Group: Information

Duration: 10 rounds

Stealth: Yes

Damage: No

Gives you a 30% bonus to all rolls to detect lies, misleading information, and illusions.

### Detect Pies

Level: 5

Element: Life

Type: Active

Cast: 1

Mana: 1

Range: You

Area: 100x100 squares

Group: Information

Duration: 10 rounds

Stealth: Yes

Damage: No

Automatically detects all pies in the area and tells you the following: type, flavor, quality of cooking, how much is left, and how warm they are.

### Earwig

Level: 5

Element: Earth

Type: Offensive

Cast: 5

Mana: 5

Range: 10 squares

Area: 1 square

Group: Invocation

Duration: 5 rounds

Stealth: No

Damage: No

You shoot an earwig out of your hand and to a target's head. He receives a quickness check to avoid the effect. If he fails, the bug burrows into his ear canal and tries to eat stuff. This deafens him for the duration.

### Flatten

Level: 5

Element: Life

Type: Active

Cast: 7

Mana: 7

Range: You

Area: You

Group: Transforming

Duration: 10 rounds

Stealth: No

Damage: No

Flattens your body to be 1/4th of an inch thick and reduces your weight to that of a piece of paper. This lets you squeeze through things, etc, and you can catch and fly with even minor wind.

### Flock of Exploding Butterflies

Level: 5

Element: Air

Type: Active

Cast: 9

Mana: 12

Range: 10 squares

Area: 3x3 square

Group: Offensive

Duration: Instant

Stealth: No

Damage: Mana\*Lvl+10

You summon a flock of delicate, beautiful butterflies. They would be the delight of any entomologist. Shortly after this, they all explode, dealing air damage.

### Giant Mouth

Level: 5

Element: Dark

Type: Active

Cast: 6

Mana: 5

Range: You

Area: You

Group: Transforming

Duration: 5 rounds

Stealth: No

Damage: See Text

Causes your mouth to grow to enormous size, taking up more than 2/3rds of your face and extending your chin down to your chest. This allows you to eat anything not actively painful (like spikes) without harm, including poison. This also grants you a natural attack with damage equal to that of a sword of your choice.

### Horn of Illumination

Level: 5

Element: Light

Type: Invocation

Cast: 10

Mana: 10

Range: See text

Area: See text

Group: Transforming

Duration: See text

Stealth: No

Damage: No

You summon and blow the Horn of Illumination, an ancient ivory horn carved by the gods themselves. Anything that can hear the horn blow (including over fields, cities, etc) must make a resistance check with a +40 bonus or have all of its magic and blessings dispelled for exactly one round. This affects inanimate objects, but not deaf targets. This also automatically dispels all dark-elemental effects without a roll. A target can only be affected by Horn of Illumination once per day, but you can summon it multiple times until he is.

### Lepsid Magic

Level: 6

Element: Fire

Type: Active

Cast: 10

Mana: 10

Range: 10 squares

Area: 1 target

Group: Transformation

Duration: Instant

Stealth: No

Damage: No

All magical effects that ended on the target within the previous round are brought back at the duration they had remaining when they ended, plus one round. This means that an effect that ended naturally has one more round left, and an effect that was dispelled artificially continues its duration as if the previous round didn't happen.

#### Lover's Quarrel

Level: 5

Element: Life

Type: Active

Cast: 5

Mana: 3

Range: 10 squares

Area: 2 targets

Group: Unbecoming

Duration: Special

Stealth: Yes

Damage: No

Also called Programmed Divorce. Use this spell on two targets who have some kind of nonplatonic relationship (not necessarily marriage). Each receives a resistance check. If both fail, they get into an unreasonable argument and have their friendliness toward each other reduce by one rank. If one fails, they get into an unreasonable argument and have their friendliness toward their partner reduce by one rank, but the partner remains strong. An individual couple cannot be affected by this spell more than once.

#### Perfect Heal

Level: 5

Element: Water

Type: Active

Cast: 8

Mana: 10

Range: 3 squares

Area: 1 target

Group: Restoration

Duration: Instant

Stealth: No

Damage: No

Heals target 100% of his max HP. Heals target 40% of his max HP if he's affected by a healing lockout ability.

#### Replenish

Level: 5

Element: Water

Type: Active

Cast: 1

Mana: 1

Range: 1 square

Area: 1 object up to the size of a 24 oz bottle

Group: Transformative

Duration: Instant

Stealth: No

Damage: No

Target container of liquid is replenished with the same liquid that was in it before. When used on magical liquids, creates only the nonmagical version of the liquid.

Steal the Known Unknown

Level: 5

Element: Dark

Type: Active

Cast: 10

Mana: 5

Range: 10 squares

Area: 1 item

Group: Offensive

Duration: Instant

Stealth: Yes

Damage: No

Using this spell, you teleport a target item in range into your hands. The item must be something you can hold with one hand. The spell itself is stealth, but the item is obvious once it's in your hands unless it's small enough that it can be concealed. However, you can't teleport just any item. You must teleport an item you have never seen but that you know is present. Ex: the panties of a noblewoman who is wearing a dress.

Summon DMV

Level: 5

Element: Insanity

Type: Active

Cast: 10

Mana: 10

Range: 10 Squares

Area: 1 target

Group: Invocation

Duration: 3 rounds

Stealth: No

Damage: No

Target must make a mental resistance check or become trapped in an illusion of trying to renew his license at the DMV. If he fails the check, he will randomly (rolled by GM) roll to sit on a random square in his move range, walk from square to square, furiously scribble things on paperwork including his name and social security number, and so on. He is not considered helpless during this, but he cannot use reaction-type defensive abilities.

Supermap

Level: 5

Element: Earth

Type: Active

Cast: 15

Mana: 15

Range: 0 squares

Area: 500x500

Group: Information

Duration: Instant

Stealth: No

Damage: No

Lay down a blank piece of paper on the ground. All terrain and buildings in the given range are inked out on the map instantly. The interiors of buildings are not. Cave entrances, etc, are given, as are trees, rivers, and anything like that. Locations of people are not listed.

Unbutton

Level: 5

Element: Life

Type: Active

Cast: 5

Mana: 5

Range: 10 squares

Area: 1 target

Group: Unbecoming

Duration: Instant

Stealth: No

Damage:  $\text{Mana} * \text{Lvl} + 2$

You unbutton the metaphysical pants that hold a target mortal's body together. Imagine a doll with too much stuffing having a tear form in its body. He receives a resistance check to halve the damage.

Unevening the Even

Level: 5

Element: Logic

Type: Active

Cast: 5

Mana: 10

Range: 10 squares

Area: 1 target

Group: Transformative

Duration: 1 minute

Stealth: Yes

Damage: No

Target is considered one rank lower for purposes of who his superiors are. This means that if you are of equal rank to him (not necessarily in a literal military ranking sense, but in a 'who's in charge' sense), he will obey your orders. Resistance check to ignore.

Unexhaust

Level: 5

Element: Life

Type: Active

Cast: 1

Mana: See Text

Range: 10 squares

Area: 1 target

Group: Defensive

Duration: Instant

Stealth: No

Damage: No

You restore an amount of exhaustion to a target equal to  $3/4$ s the mana you spend (rounded down).

You cannot cast this on yourself.

Upside-Down Fire

Level: 5

Element: Fire

Type: Invocation

Cast: 4

Mana: 4

Range: 10 squares

Area: 1 square

Group: Defensive

Duration: 5 rounds

Stealth: No

Damage: See text

You summon an upside-down campfire (with a stone cairn and everything) above your head. The flames surround your body but don't harm you. While the fire is above you, you gain fire resistance 100% and anyone attacking you with a melee weapon takes  $\text{Mana} * \text{Lvl}$  fire damage. This also provides light. The campfire can be easily put out with even normal water, but the cairn remains until the duration expires.

You just don't understand me mom

Level: 5

Element: Dark

Type: Active

Cast: 10

Mana: 10

Range: Caster

Area: Caster

Group: Emotional

Duration: 20 rounds

Stealth: No

Damage: No

Your skin becomes pasty, your hair becomes black and shiny, and your clothes become dark and muted. All damage you deal for the duration of this spell becomes dark damage. Each time you deal dark damage to a target, he must roll mental resistance with a -10 penalty or accrue a 5% penalty to all rolls for 5 rounds (cumulative). Also, your racial element becomes dark. If it was already dark, you gain an additional 50% dark resistance.

## Level 6 Spells

Applize

Level: 6

Element: Light

Type: Active

Cast: 11

Mana: 35

Range: 10

Area: 1 target 13 levels or more lower than you

Group: Transformation

Duration: Permanent

Stealth: No

Damage: NA

Target becomes an apple.

Computerize

Level: 6

Element: Light

Type: Active

Cast: 20

Mana: 50

Range: Touch

Area: 1 target + 1 electronic

Group: Transformation

Duration: Instant

Stealth: No

Damage: No

Willing target is digitized and sent into a computer. While there he may directly access any program and ignore all firewalls and passwords, etc, and perform any computer-related skill. From his perspective this takes minutes or hours, but from outside it feels instantaneous. He may exit the computer at any place it is connected to. For instance, your game console is connected only to your living room, but a laptop with an internet connection is connected to almost everywhere in the world. This is more often used as a teleportation spell than for actual computer purposes.

Dildo Storm

Level: 6

Element: Life

Type: Active

Cast: 16

Mana: 26

Range: 20 squares

Area: 6x6 squares

Group: Invocation

Duration: 4 rounds

Stealth: No

Damage: Mana\*Lvl

Summons a storm above the target area. The area is rendered wet and rainy, but the main purpose is that the clouds spit dildos of average size. The area becomes rough terrain permanently until the dildos are removed. Additionally, everyone in the area takes the appropriate damage (quickness check to halve) each round they start in the storm, plus the damage when the storm is summoned on top of them.

#### Dolphin Cannon

Level: 6

Element: Water

Type: Active

Cast: 25

Mana: 30

Range: 50 squares

Area: 1 target

Group: Invocation

Duration: Instant

Stealth: No

Damage:  $\text{Mana} \times 2 \times \text{Level}$

Considered by many to be the most reliable and effective damage spell out there, Dolphin Cannon's purpose is simple: a dolphin flies out of your outstretched finger and zooms toward the target. He receives a resistance check to halve the damage. He is knocked back 10 squares once hit. The dolphin suffocates to death on dry land unless you aid it in some way.

#### Earth Shield

Level: 6

Element: Earth

Type: Active

Cast: 15

Mana: 15

Range: You

Area: You

Group: Defensive

Duration: 10 rounds

Stealth: No

Damage: No

A big shield of rocks protects your back and floats behind you. You are immune to flanking.

#### Earthquake

Level: 6

Element: Earth

Type: Active

Cast: 40

Mana: 40

Range: You

Area: 100x100 squares

Group: Offensive

Duration: 2 rounds

Stealth: No

Damage: Mana\*Lvl

You can't actually affect tectonic plates with a mere level 6 spell, but you can simulate the effects of doing so. With this spell you summon an "earthquake" that does Mana\*Lvl earth damage to all targets in the area, including civilians, etc. Stationary targets like buildings and trees take double that, including paralyzed targets. All ground squares in the area become rough terrain permanently until repaired. This spell is highly illegal in literally all cities, including the places that claim to have no laws.

Fucking Die Already

Level: 6

Element: Death

Type: Active

Cast: 40

Mana: 40

Range: Touch

Area: 1 weapon

Group: Doom

Duration: 1 round

Stealth: Yes

Damage: No

This is a weapon enchant. You may cast it at any time, but it only affects targets you have been in active combat with for 10 rounds or more in this combat. When you strike him with your weapon, he must make a resistance check or be instantly killed. Does not affect targets 5 or more levels above you.

Forbid

Level: 6

Element: Logic

Type: Active

Cast: 30

Mana: 30

Range: Touch

Area: 1 target

Group: Transformation

Duration: 10 rounds

Stealth: No

Damage: No

Target cannot be affected by any magic of a non-quadratic element of your choice. He does not receive a resistance check.

Flame Cannon

Level: 6

Element: Fire

Type: Active

Cast: 20

Mana: 29

Range: 2 squares

Area: 2 squares

Group: Transformation

Duration: 10 rounds

Stealth: No

Damage: Mana\*Lvl

Pillars of flame shoot out of your hands. You can aim them for the duration at targets, but the more common use of this spell is to aim your hands at the ground and blast off. You have flight speed equal to your normal move speed. You also gain 100% fire resist for the duration.

Giganticize

Level: 6

Element: Life

Type: Active

Cast: 30

Mana: 30

Range: Touch

Area: 1 human-sized target

Group: Transformation

Duration: 5 rounds

Stealth: No

Damage: No

Target gains the Giant status effect. If he wants to resist, he must make a resistance check at -20.

Immunity

Level: 6

Element: Logic

Type: Active

Cast: 40

Mana: 20

Range: 10 squares

Area: 1 target

Group: Restoration

Duration: 10 rounds

Stealth: Yes

Damage: No

Target is immune to all status effects.

Holy Light

Level: 6

Element: Light

Type: Active

Cast: 30

Mana: 35

Range: 10 squares

Area: 1 enemy target and 1 allied target

Group: Offensive

Duration: Instant

Stealth: No

Damage: Mana\*Lvl

You call upon holy powers to both smite and save. An enemy target is damaged and an allied target is healed for the same amount. You must choose both an enemy and an ally and you cannot choose yourself.

Secret

Level: 6

Element: Dark

Type: Active

Cast: 30

Mana: 30

Range: Touch

Area: 1 target

Group: Knowledge

Duration: Instant

Stealth: Yes

Damage: No

You learn a secret about the target, something he doesn't want other people to know. This is at the GM's discretion and may be something as benign as his love for My Little Pony: Friendship is Magic. Cannot be used on the same target twice. He receives a resistance check at -60 to negate.

Soul Glide

Level: 6

Element: Life

Type: Active

Cast: 20

Mana: 40

Range: 1 (see below)

Area: 1 target (see below)

Group: Transformation

Duration: See below

Stealth: No

Damage: NA

Soul Glide allows you to possess the body of a touched target. You don't gain his memories or skills, but you do gain his physical stats and active buffs and debuffs. The spell lasts for one minute, at the end of which you are ejected from his body into a random adjacent square. However, if you touch another target in his body, you can recast skin glide at no cost into this next person. This can continue as long as you find new bodies to glide into. People you cease possessing remember your actions as their own and will be confused if you did something totally out of character for them. Each target gets a mental resistance check with a +20 bonus to resist your skin glide.

Spell Shield

Level: 6

Element: Insanity

Type: Active

Cast: 30

Mana: See Text

Range: You

Area: You  
Group: Defensive  
Duration: See Text  
Stealth: No  
Damage: No

You summon an ethereal spherical shield around yourself that reflects enemy spells back to their source. Invest an amount of mana of your choice. Each spell reflected drains triple its level in mana from the shield. Ex: you invest 18 mana in the shield, it can reflect two level 3 spells or one level 6 spell. You must also spend an additional 10 mana per round beyond the first round to keep the shield active in addition to the initial amount spent, or it disappears, and this additional cost does not make the shield reflect more spells.

Spleed  
Level: 6  
Element: Air  
Type: Active  
Cast: 10  
Mana: 10  
Range: You  
Area: You  
Group: Transformation  
Duration: 2 rounds  
Stealth: Yes  
Damage: No  
You gain 10 move, but take bleed damage equal to (spaces moved x 10).

Unheal  
Level: 6  
Element: Water  
Type: Active  
Cast: 20  
Mana: 20  
Range: 10 squares  
Area: 1 target  
Group: Restoration  
Duration: 2 rounds  
Stealth: No  
Damage: See text  
Target is unhealed of all restoration-tagged spells since his last round. If he was revived, he dies again. He also cannot be affected by any restoration spells for the rest of the duration.

Soften  
Level: 6  
Element: Earth  
Type: Active  
Cast: 20  
Mana: 20  
Range: 10 squares

Area: 1 target

Group: Transformation

Duration: 3 rounds

Stealth: Yes

Damage: No

Target's resistance and quickness checks are made with a -30 penalty.

Vampiric Narf

Level: 6

Element: Death

Type: Active

Cast: 40

Mana: 40

Range: 10 squares

Area: 1 target

Group: Offensive

Duration: 1 round

Stealth: No

Damage: See text

You tether yourself to a target's blood. Next time he takes non-recurring damage this round, you can teleport into his circulatory system and burst out. This causes automatic death. He receives a resistance check with a +40 bonus to resist.

## Level 7 Spells

Angelic Blessing

Level: 7

Element: Light

Type: Active

Cast: 50

Mana: 50

Range: You

Area: 50x50 squares

Group: Invocation

Duration: Instant

Stealth: No

Damage: No

You call upon higher powers to heal your party of its wounds. You receive 300% healing to be distributed as you wish among allies. For example, you could heal three allies (including yourself) to max HP, or six allies 50% of their max HP. Additionally, all allies who receive at least 30% healing gain immunity to status effects until the start of their next round and are cured of any existing status effects.

Breath of Everything

Level: 7

Element: Life

Type: Active

Cast: 20

Mana: 50

Range: You

Area: You

Group: Transformation

Duration: 4 rounds

Stealth: Yes

Damage: No

You gain climb, swim, burrow, and fly speeds equal to your normal move speed, and the ability to breathe underwater. You receive +30% to all stealth checks. This manifests by your body growing or losing wings, claws, etc.

Brown Note

Level: 7

Element: Life

Type: Active

Cast: 30

Mana: 50

Range: 10 Squares

Area: 20x20 squares

Group: Offensive

Duration: Instant

Stealth: No

Damage: Mana\*Lvl

All enemies must make a resistance check at -20. Any enemy that fails doesn't take damage directly, but a 5 square-long attack erupts from behind him that does the listed damage. That area also becomes rough terrain.

Counter

Level: 7

Element: Earth

Type: Active

Cast: 50

Mana: 50

Range: 2 squares

Area: 2 squares long

Group: Invocation

Duration: Permanent

Stealth: Yes

Damage: No

You summon a counter, like a kitchen counter or store counter (your choice). It's made of polished stone and looks beautiful. Any transactions done over the counter give you a +25% bonus.

Denial

Level: 7

Element: Dark

Type: Active

Cast: 50

Mana: 50

Range: You

Area: 20x20 squares

Group: Declaration

Duration: 10 rounds

Stealth: No

Damage: No

All invocation spells fail in the area. Existing invocations receive a resistance check (either at the summon's resistance or the resistance of the caster) to avoid being dismissed.

Flame Wheel

Level: 7

Element: Fire

Type: Active

Cast: 50

Mana: 45

Range: You

Area: 2x2 squares

Group: Invocation

Duration: 4 rounds

Stealth: No

Damage: Mana\*Lvl

A giant hamster wheel appears around you. It's on fire. You can move around normally on normal terrain while in the wheel, but any kind of rough terrain will make you unable to move. Any enemy you pass by takes the listed damage.

#### Insane in the Membrane

Level: 7

Element: Insanity

Type: Active

Cast: 60

Mana: 60

Range: 10 rounds

Area: 1 target

Group: Offensive

Duration: 10 rounds

Stealth: Yes

Damage: No

Target gains the Flumoxed status effect. Resistance check -20 to negate.

#### Lightning Unstorm

Level: 7

Element: Air

Type: Active

Cast: 45

Mana: 45

Range: 20 squares

Area: 10x10 squares

Group: Offensive

Duration: Instant

Stealth: No

Damage:  $\text{Mana} \times \text{Lvl} + 10$

You summon a lightning unstorm. In normal weather conditions, this causes lightning to strike from the ground up, effectively striking all within the area of effect except yourself. During a storm, it cancels out the storm in the desired location.

#### Reap

Level: 7

Element: Death

Type: Active

Cast: 50

Mana: 50

Range: 10 squares

Area: 5x5 squares

Group: Restoration

Duration: 3 rounds

Stealth: No

Damage: No

All enemies that die in the area heal your HP, Exhaustion, and Mana by 30% of their maximum.

### Red Tape Destructor

Level: 7

Element: Logic

Type: Active

Cast: 50

Mana: 50

Range: You

Area: You

Group: Defensive

Duration: 1 hour

Stealth: Yes

Damage: No

For the duration, all legal/bureaucratic nonsense doesn't apply to you. Any official will do his best to aid you through a line, get a contract signed, etc.

### Revive

Level: 7

Element: Life

Type: Active

Cast: 50

Mana: 50

Range: 10 squares

Area: 1 target

Group: Restoration

Duration: Instant

Stealth: No

Damage: No

Target corpse is brought back to life at 50% max HP. Only works once per person per lifetime. Corpse must not be too damaged, brain must be intact, and the target cannot have died more than one hour per your CL ago.

### Suffering

Level: 7

Element: Dark

Type: Active

Cast: 40

Mana: 35

Range: 10 squares

Area: 1 target

Group: Offensive

Duration: Instant

Stealth: No

Damage: Mana\*Lvl

You deal the listed damage. It cannot be healed for the duration.

### White Picket Fence

Level: 7

Element: Logic

Type: Active  
Cast: 50  
Mana: 50  
Range: 10 squares  
Area: Up to 1 square/CL  
Group: Invocation  
Duration: 3 rounds  
Stealth: No  
Damage: No

You summon a waist-high white picket fence of a desired length. It looks so nice and impressive that no one will want to go over it. Non-allies must make a resistance check -50 to pass over the fence, even with flight. If they pass, they can destroy the fence with normal attacks or spells, but otherwise they won't harm the fence. The fence remains after the duration expires, but it turns into a genuinely normal fence that enemies will easily climb over or destroy.

## Trigonothaumogy

Originally invented by humans, who brought the secrets of trigonometry with them when they came to this world, trigonothaumogy is a special logic-based branch of magic that manipulates things using angles.

Understand that for trigonothaumological purposes, the opposite side is HP, the adjacent side is Mana, and the hypotenuse is  $HP^2 + Mana^2$ .

Tan( $\Theta$ )

Level: 4

Element: Logic

Type: Active

Cast: 4

Mana: 4

Range: 10 squares

Area: 1 target

Group: Trigonothaumogy

Duration: Instant

Stealth: Yes

Damage: No

Calculate tangent of target, telling you his current and maximum HP and Mana.

Tan( $2\Theta$ )

Level: 5

Element: Logic

Type: Active

Cast: 10

Mana: 10

Range: 10 squares

Area: 1 target

Group: Trigonothaumogy

Duration: Instant

Stealth: Yes

Damage: Sort of

Tan( $\Theta$ )=Opposite/Adjacent, which means HP/Mana. This spell causes the logic of the universe to assume that the target's  $\Theta$  is actually  $2\Theta$ , which means that it becomes

Opposite/Adjacent/2=Opposite/2Adjacent. This halves his HP but doubles his Mana. Target receives a resistance check -30 to negate.

Sin(A+B)=sinAcosB+cosAsinB

Level: 6

Element: Logic

Type: Active

Cast: 30

Mana: 35

Range: You

Area: You

Group: Trigonothaumogy

Duration: Instant

Stealth: Yes

Damage: No

Calculate your  $\sin(\Theta)$ . Once you have that number, divide it into any two numbers that add to it. That number is equal to  $\sin A \cos B + \cos A \sin B$ . Divide that number by  $\cos B$ , giving you  $\sin A + (\cos A \sin B) / \cos B$ . Your new HP is calculated from  $\sin A$  (recalculate it), but your new Mana is calculated from  $(\cos A \sin B) / \cos B$ .

$\cos(-\Theta) = \cos(\Theta)$

Level: 7

Element: Logic

Type: Active

Cast: 1

Mana: 1

Range: You

Area: You

Group: Trigonothaumogy

Duration: Instant

Stealth: Yes

Damage: No

When you cast this spell, you may immediately cast another spell that you have insufficient mana for. For example, you have 18 mana left, you cast this spell, you have 17 mana left, you can then cast a spell that costs more than 17 mana. Not only do you cast the second spell normally, but you receive an amount of mana back that you are under 0. So if you had 17 mana and cast a spell that costs 50 mana, you now have 33 mana. However, this spell drains 50% of your max HP each time it's used.

Square Root

Level: 8

Element: Logic

Type: Active

Cast: 75

Mana: 75

Range: 10 squares

Area: 1 target

Group: Trigonothaumogy

Duration: 1 round

Stealth: No

Damage: No

Square root the target's CL. This causes him to have the new listed CL for the duration, probably denying him most of his higher level spells. Existing spells continue to have their normal effects. Resistance check -50 to negate.

$\sin^2(\Theta) + \cos^2(\Theta) = 1$

Level: 9

Element: Logic

Type: Active

Cast: 100

Mana: 100

Range: 10 squares

Area: 1 target

Group: Trigonothaumogy

Duration: Instant

Stealth: Yes

Damage: No

$\sin(\theta) = \text{HP}/\text{Hypotenuse}$  and  $\cos(\theta) = \text{Mana}/\text{Hypotenuse}$ , right? So square both of those and the sum is equal to 1. You can then subtract the  $\sin^2(\theta)$  or  $\cos^2(\theta)$  (your choice) from the 1. If you do that, you have  $\sin^2(\theta) = 1 - \cos^2(\theta)$  (or vice-versa). You may recalculate the target's HP or Mana from there.

Honors Student

Level: 10

Element: Logic

Type: Active

Cast: 200

Mana: 200

Range: See text

Area: See text

Group: Trigonothaumogy

Duration: See text

Stealth: See text

Damage: See text

You cast every trigonothaumogy spell at once for this spell's cast and mana. You can target different targets with different spells.

## **Somnamancy**

Magic of dreams. Not practiceable by all sapient races. All somnamancy spells can only be cast while asleep. Casting a somnamancy spell while asleep is done as a normal action.

Vision

Level: 4

Element: Insanity

Type: Innate

Cast: 0

Mana: 4

Range: You

Area: You

Group: Somnamancy

Duration: 8~ hours

Stealth: Yes

Damage: No

Once you learn this spell, you will always have visions of the next day's events in vague, confusing terms. After each time you wake up (including after things like sleep spells), make a memory check. Failure means you have no solid memories of your dream. Success tells you one event that is likely to happen so that you can prepare. Success by 40 or more tells you things more specifically, like a particular person you'll meet or number of enemies you'll encounter in a fight. Because you cast this spell involuntarily, this effectively means you lose 4 mana after every type you sleep.

Lucid Dream

Level: 5

Element: Insanity

Type: Active

Cast: 0

Mana: 15

Range: You

Area: You

Group: Somnamancy

Duration: Instant

Stealth: Yes

Damage: No

Make a memory check -40. If you succeed, you take conscious control of your dream and force an item into existence in it. This can be anything that you could fit in a hand, such as a grenade, a small tablet, a bell, etc. When you wake up, you have it in reality.

Snore

Level: 6

Element: Insanity

Type: Active

Cast: 0

Mana: 15

Range: See Text

Area: See Text

Group: Somnamancy

Duration: Instant

Stealth: Yes

Damage: See Text

Cast Snore to immediately cast any other spell you know. This is the only way to cast 'normal' spells while asleep. The second spell still costs exhaustion and mana as normal.

## Conjuration

There are many 'normal' summoning spells that anyone can access, but gaining knowledge of the more powerful Conjuration spells is rare.

### TEARS OF THE WEEPING MISTRESS OF INCANDESCENT RAINFALL

Level: 4

Element: Water

Type: Active

Cast: 23

Mana: 23

Range: 10 squares

Area: 5x5 squares

Group: Invocation

Duration: 5 rounds

Stealth: No

Damage: See text

The Weeping Mistress of Incandescent Rainfall is the patron goddess of Wantantya, the Valley of Tears. Legend has it that she cries because her lover left her for her sister, but what's known for sure is that she lives on a cloud that stretches almost the entire valley. She is blue-skinned, wears a thin toga, and is gorgeous beyond words. Her prismatic hair waves in the wind and thunder and often stretches down to the ground, where daring or stupid mortals can try to climb before it disappears. Those who succeed and reach her nimbus castle are rewarded, though nearly all fail. As for this spell, upon casting it you call a shade of the Weeping Mistress to float above the battlefield on her cloud. She will obey your commands and has HP 2000 and Physical/Ethereal Defense/Soak/Move equal to your own. She will not attack, but anything underneath her cloud is soaked in her tears. Allies (and you) are healed for 15% of their max HP per round, and enemies are considered to be in rough terrain even if they can fly.

### DOCTOR KILL

Level: 5

Element: Death

Type: Active

Cast: 40

Mana: 45

Range: 10 squares

Area: 1 summon

Group: Invocation

Duration: 5 rounds

Stealth: No

Damage: See text

Most gods have well-known origins. A few are unclear, but there's always at least some idea where they're from. Not so for Doctor Kill. One day he just sort of showed up. Although the god of healing in many cultures, he is worshipped more so to keep him from noticing you. He looks like a human with a white lab coat and a surgical mask, except he's 8 feet tall, his eyes are gone and the sockets are full of just dozens of surgical knives, and he giggles constantly like a wacky clown. He is armed with a bonesaw and a chart showing him your health, and he will spend literally the entire combat telling you how to improve your diet and asking about your allergies. He will not obey your commands unless you cast wrest on him. He has 2000 HP and Physical Defense/Ethereal Defense/Soak/Move equal to yours. Each round, he will randomly target someone in his range. If an "ally," he will painfully commit surgery on him

to heal 50% of his max HP. If this gives puts the target above 100%, the target finds himself with extra arms, noses, too much flabby skin, etc. This forces a roll on the Random Effects chart until someone removes the appendages. If he targets an "enemy," he attacks with your Physical Attack. If he hits, he does exactly 1000 damage every time, no matter what. If he kills a target, he takes an automatic free action to turn it into an unaligned zombie that lives for one round before dying again. When he disappears, Doctor Kill explodes into a shower of latex gloves.

#### WREST

Level: 5

Element: Logic

Type: Active

Cast: 20

Mana: 30

Range: 10 squares

Area: 1 summon

Group: Invocation

Duration: Target summon's normal duration

Stealth: No

Damage: No

Make an ethereal power check against the caster of the target summon's same check. If you succeed, the summon now calls you master.

#### FIST OF GORGONAKK

Level: 6

Element: Earth

Type: Active

Cast: 60

Mana: 60

Range: 10 squares

Area: 1 target

Group: Invocation

Duration: Instant

Stealth: No

Damage: See text

Gorgonakk, god of earth. No one knows what he looks like. In fact, it's not even super clear that he's real. For sure his fist is real, though. It looks like a truck-sized human fist, except made out of whatever material the ground consists of where you summon him. Cast this spell to call him to punch from underneath the ground at one of your enemies. This will do (Lvl\*Mana) damage and knock the target 10 squares into the air, probably causing falling damage.

#### SACRIFICE OF THE MANY

Level: 6

Element: Life

Type: Active

Cast: 20

Mana: 40

Range: You

Area: You  
Group: Invocation  
Duration: 10 rounds  
Stealth: No  
Damage: No

Conjuration spells are extremely costly to use. Wipe the blood of another person on your face as you cast this spell (can be anyone's). For the duration, all conjuration spells cost half their normal exhaustion and mana, but you must add the exhaustion and mana you don't spend and subtract twice that much HP for each such spell you cast.

#### CHARIOT OF THE FLAYED MAIDEN

Level: 7  
Element: Air  
Type: Active  
Cast: 100  
Mana: 100  
Range: 10 squares  
Area: 1 summon  
Group: Invocation  
Duration: See text  
Stealth: No  
Damage: No

This spell can only be cast on a full moon. One round after this spell is cast arrives a chariot of gleaming white bones and writhing sinew, its front made of a dragon's skull and its wheels from the woven-together and still-chattering heads of the Librarians of the Undersea. It is pulled by the Starsteeds, horses blacker than the darkest night. The charioteer is none other than the Flayed Maiden, a skeletal woman still in the prom dress she was wearing when her friends dumped a bucket of pointy gems on her. Unfortunately, they didn't know the girl had a rare medical condition that caused all objects with pointy sides to always fall into her with the pointy side instead of the blunt side, stabbing her with rubies, emeralds, star sapphires, and a thousand other gems. One-hundred years later, her gem-studded skeleton rose from the grave and swore revenge. Since all of her friends were already dead, she waits on the moon with her chariot, hoping that someone out there will resurrect them so that she can kill them again. So far it's been a bust, but she still keeps her grand scimitar sharp. Anyway, she'll give you and your friends a lift to anywhere within 5000 miles. It takes one round per 100 miles. Hope you don't mind a teenage girl telling you about moon reality shows.

#### ORB OF THE ALBINO DOOMGOAT

Level: 8  
Element: Dark  
Type: Active  
Cast: 70  
Mana: 140  
Range: 10 squares  
Area: See text  
Group: Invocation  
Duration: See text  
Stealth: No  
Damage: See text

You create a breach in the barrier between dimensions and momentarily allow Say-Tyr to exert his power in the Prime Realm. Say-Tyr manifests as an eight-legged goat the size of a semitruck with white fur. His twelve horns are extremely elaborate and stretch well beyond the back of his body, and are decorated with tattoos and murals. Each of his high priests since the beginning of time has added one new picture to the horns. A shimmering orb of 5x5 squares surrounds him. Say-Tyr will not follow your orders and will do as he pleases. Attempting to command him or use any kind of conjuration-controlling spell will cause him to target you. Otherwise he will under nearly all circumstances charge in a line of 30 squares before disappearing. Nothing can stop him except terrain blocking effects that explicitly say they are immune to damage. Anyone caught in the line takes  $(Lvl*100)+2000$  damage. They can roll a physical resistance check with a -65 penalty to halve the damage. Anyone caught in the orb that surrounds him takes half the normal damage and the resistance check is at -32. Additionally, Say'Tyr's bleating forces anyone caught in the orb to roll a mental resistance check with a -65 penalty. Success immunizes the target. Failure causes the target to become a goat. This is permanent but can be dispelled normally. If a target is turned into a goat and killed by the damage of this spell, he is permanently killed (in goat form) and his soul is claimed by the Bovidae Dimension to become one of Say-Tyr's harem. Deafness makes you immune.

#### WARRIOR OF A THOUSAND FACES

Level: 9

Element: Fire

Type: Active

Cast: 200

Mana: 200

Range: You

Area: You

Group: Invocation

Duration: 10 rounds

Stealth: No

Damage: See text

The Warrior of a Thousand Faces claims to be the first god of all time, but there's no real evidence for this other than that he is indeed older than any other currently living god. Whatever the truth, he manifests as a 200 foot tall gray-skinned deity with 20 arms, each of which holds a different weapon. Of his head, it consists of indeed well over 1000 faces (if asked, he'll explain he originally had only 1000), each of which beyond the original 1000 is that of someone who once summoned him. Only six faces are visible at a time in a rough cube shape, though the bottom one is hard to see underneath his shaggy black beard. As the faces rotate, the beard remains in place, and each rotation removes one face from sight and replaces it with another. Many of the faces are from extinct ancient races. He wears a pointed red crown and nothing else except a loincloth. When you summon him, he takes control of your body and steps into the Prime Realm through you, manifesting in his full form. His stats are as follows: HP 100000, Physical Attack 500, Ethereal Attack 500, Physical Defense 500, Ethereal Defense 500, Soak 5000, 1000 in all stats, Immunity to all elements, immunity to all status effects, immunity to rough terrain, knowledge of all normal spells and maneuvers, 100 attacks per round, reach. After the spell expires, you die permanently and become one of his faces. The Warrior of a Thousand Faces will kill or destroy anything you wish, though he'll do it without your direct influence (he does the killing, not you). Legend has it that the god himself will die for real if his manifestation here is killed, but so far no one has ever succeeded, and very few have been desperate enough to call him for aid in the first place.

#### SPITE OF THE FORGOTTEN BITCH

Level: 10  
Element: Light  
Type: Active  
Cast: 1000  
Mana: 1000  
Range: Touch  
Area: Infinite  
Group: Invocation  
Duration: Instant  
Stealth: No  
Damage: See text

Her name is never whispered, not even by the most foolhardy. All temples and statues to her were torn down eons ago. No fewer than three separate secret cabals exist for no other reason than to ensure no one will ever uncover any information about her ever again, and they function by inducting new members and wiping their memories so they have to act without understanding their own actions, just on the off-chance that someone might telepathically read their thoughts. To the greatest scholars, she exists only as an abstract, as the possibility that there may be ancient gods no one remembers anymore, and that one of them might be a huge cunt. Just the absolute most unreasonable cunt who's ever lived, who is to normal cunts what Olympus Mons is to a slight incline in Nebraska. Cast this spell on a target of any sapient race. When you do, you whisper the Forgotten Bitch's name into his ear. Now he knows her, and she knows him. Out of sheer spite for the audacity of forgetting that she exists, she wipes out his entire species. All of their works and cities still exist, but they don't, and their bodies don't either.