

Zen and the Art of Mayhem

Schools of Magic

Magic is the power of nature and creation, all living things create it and flows through the ether just like the wind. It is as much a part of life as birth and death. Magic spells are the ability to control the energies of nature and creation, to tap into the primal forces and control them, change them, shape them.

Through out the ages magic has been a powerful tool. Manipulating the forces of nature to a person's will has been a dream since man first felt the wind, rain, fire, and the other environmental powers. Magic use has developed much the same way a society and technology, improving over time. As magic advanced spells were refined and changed, new spells written, eventual philosophies behind magic use are put in place, and transform into schools.

There are many schools of magic that have arisen over the centuries. Each major school having taken an area of arcane knowledge, and cultivate spells appropriate for that philosophy. More recently some schools have opened combining some of the old styles together, but the most taught and practiced magic are still in the ancient schools. Many schools have developed similar spells between them, this has arisen usually do to one school seeing a interesting spell from another and duplicating its effect.

A school of magic is a single skill that all the spells for that school are rolled under, the skill is linked to the characters Intelligence stat. Students of a school of magic has an automatic +5 to all spell rolls.

Each student can learn up to 8 spells from their school. Every spell has a cost, this is how many Magic Points it will take to cast the spell. Each spell has a minimum level the mage will have to have the school before than can cast the spell. Lastly each spell also has one of three time limits, instant, combat, and normal. If the spell is an instant, the spell is over once its effect is done, a few examples of instant spells are Call Lighting, Fireball, or Heal. The next type is combat spells; these spells last spell level + Intelligence +1d10 Combat turns and then stop. The last type of spells is normal and remain in effect spell level + Intelligence +1d10 in minutes.

To cast spells the character must concentrate on gathering magic into them. A character can automatically store 1/4 skill level, round up, in magic points at all times. In a combat situation the character will be able to gather 1 magic point every time imitative is rolled. In non-combat situations characters can spend time to summon the points they need. However the more spells cast the heavier the drain on their body. Once they cast over their skill level +5 in spell cost, all spells well take hit points away equal to the spell cost, until they are rested. If they cast triple skill level in spells the hit point drain is doubled and so on.

Dark Magic

Magic has always been looked at as a source of power; a man who controls magic controls his own destiny. Dark magic has been looked at as a quick road to power, a way to gain strength and influence. A very offensive magic, dark magic is feared and although a great number of wizards use the magic it is mostly kept secret. Dark magic is also known as demonic magic for it's many spells summoning magic creatures from other dimensions. However dark mages are sometimes overwhelmed by the power released by the dark magic, or trapped by the spells casted by the demons they summon.

Fear: This spell is used to instill fear and terror in the hearts of other. The spell is cast on a person or object and all that view it most make a cool check for fear.

Type Combat
Level 1
Cost 1

Hex: When cast on a person they have the effective flaw of Bad Luck and will fumble on a roll of 1 or 2.

Type Combat
Level 1
Cost 1

NightVision: This spell allows the caster to see through the dark, any dark including the Darkness spell.

Type Normal
Level 1
Cost 1

Darkness: This spell creates an area of darkness equal to the spell level +1d10 in meters. Inside the darkness Notice rolls are automatically added +20 Difficulty.

Type Normal
Level 3
Cost 2

Shift: A dark mage can shift their position in combat, teleporting over short distances instantaneously. A mage can shift spell level + 1d10 meters per Jump.

Type Instant
Level 3
Cost 2

Disguise: This spell allows the dark mage to change their appearance. They can change their facial features, hair, and even skin color.

Type Normal
Level 3
Cost 2

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Silence: This dark spell deadens the noise spell level range around the item or person the spell is cast on. Sounds are literally sucked in and can't escape until the spell effects are gone

Type Combat
Level 3
Cost 2

Magic Drain: This spell sucks the magic power from a spell or another person. When cast the spell drains spell level + Int +1d10 versus the strength of the spell. The drain will shorten the life of the spell, or if all the magic is drained the spell is canceled. If done to another person they will have to roll under their skill or they loss 1/3 SL magic points.

Type Instant
Level 3
Cost 2

Stink: When hit by the spell of stink the victim smells very bad. It is impossible to hide the odor until the spell wears off. -5 to all person-to-person cool skills.

Type Normal
Level 3
Cost 2

Paralyze: Dark mages can cast the powerful spell of paralyze that stop victims movements. The victim of paralyze is literally frozen in a moment of time while the rest of the world moves around them until the spell wears off.

Type Combat
Level 5
Cost 3

Dark Armor: Dark spell of physical protection Dark Armor adds SL + 1d10 to DAN.

Type Combat
Level 5
Cost 3

Impress: This spell gives a person the ability to impress themselves on others. Any one failing a cool check really like this person allot.

Type Normal
Level 5
Cost 3

Invisibility: This spell allows the caster to become invisible. Once invisible a mage can not be detected by any kind of sight. However sound, smell, touch can still gives them away.

Type Combat
Level 5
Cost 3

Venom: A nasty spell used to damage an opponent over several combat turns. Venom has a range of twice spell level in meters, and will cause spell level in hit point damage at the start of a combat round after it is cast. The damage goes right to hit points ignoring DAN.

Type Combat
Level 5
Cost 3

Phase: This spell allows a mage to become intangibility, to be out of phase with our world. When out of phase they can not effect our world normally and they can not be effected by normal means either. Any physically attacks has no effect, and all energy attacks will be at half strength.

Type Combat
Level 5
Cost 3

Illusion: A dark mage can cast illusion creating objects that are not really there. A notice roll is needed to see through the illusion, the roll most be higher then the spell level.

Type Normal
Level 7
Cost 4

Swiftens: A powerful dark spell that allows the mage to increase their speed. +1/2 spell level to Initiative roll.

Type Combat
Level 7
Cost 4

Shapeshift: The power to changes ones form is a very powerful and dark magic. Shapeshift allows a mage to change their structure, shape, and size. The mage can change their body and limbs to that of animals to increase their abilities. A dark mage can change their Body Type, Strength, Speed, and Coordination each by three up or down. The mage can move points from one stat to another. For example the mage can decrease their size by 3 and increase their Speed by three. DAN and hit points remain the same.

Type Normal
Level 9
Cost 5

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Summon Demon: This spell allows you to call forth demons. The more magic points you spend the more powerful demon you can summon. Magic + Spell Level+ 1d10 x Magic Points. To summon a demon tell the Architect what type you wish to summon and he will give you a difficulty level you need to beat. An Imp would be a 15, while Future predicting demon would be a 120. See Demon Summoning later in this chapter for more details.

Type Instant
Level 9
Cost 5

Wards: Wards are magical locks meant to stop magic from working. A ward is protection from spells being cast. The more magic points you put into a ward the harder it is to destroy. Magic + Stat+ 1d10 x Magic Points in strength. Once a ward is cast it is able to draw it's own magical energy and thus remain active longer than a normal spell. As long as the ward has magic energy to draw from it will stay active.

Type Special
Level 9
Cost X

Shadow Portals: Shadow portals allow a dark mage to use shadows to open portals to other shadows allowing the mage travel over great distances. The mage can teleport Spell Level X 10 Meters away.

Type Instant
Level 9
Cost 5

Fire Magic

Although many magic schools have fire spells, the fire magic school was created for those obsessed with the flame. Fire magic is a very powerful offensive magic; used by wizards known as pyro mages almost all fire magic spells cause damage or start fires in some way. The only spells that don't are protection spells for the wizard to stop them from killing themselves. The school does not have many spells but the ones it does have can strike fear in the hearts of others.

Call Flame: This spell allows you to create a flame out of thin air. It can be small enough to light a cigar, or large enough to start a bonfire. The flame will go out if it doesn't have something that can be used as fuel. The mage can keep the flame going for the full turn it is cast, however it will go out if there is nothing to burn. (See fire rules in the main rule book)

Type Instant
Level 1
Cost 1

Protection from Fire: This spell prevents all damage from fire up to spell level + 1d10 x2 in strength. It comes in very handy for a pyro mage that can often get caught in fires they themselves started. The mage and anything they are carrying are basically fire proof and does not have to worry about it catching on fire.

Type Combat
Level 1
Cost 1

Control Fire: A pyro mage can take control of fire and move it around. The amount of fire will change with difficulty level. A lighters flame would be 3, a camp fire 15, a large bonfire 25, a building fire 35, etc... A mage can also take control a small amount of the fire. The fire can then be moved around at the wizards wish up to spell level + Int + 1d10 meters away from the mage.

Type Normal
Level 3
Cost 2

Flamin' Fists: This spell gives a wizard the ability to charge his fist with magic flame (No damage to the mage) and strike others with the power. Spell level x2 in extra damage per strike.

Type Combat
Level 3
Cost 2

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Heat: When cast this spell will start to heat up an object, sometime hot enough to have it burst into flame. The damage is spell level + 1d10, and if the total is more than the DAN then the object will be too hot to touch and give off it's DAN in Damage. If more than twice it's DAN it will start to burst into flames. Every time the spell is cast the heat increase with enough time and magic almost any object can be heated to the point it catches on fire.

Type Instant
Level 3
Cost 2

Fire Ball: The signature spell of the pyro mage, and the one that causes fear and panic when cast. Essentially a large ball of fire and heat, the hit roll is spell level + Int + 1d10 and damage done is x2 this roll. The fireball has an area effect and explodes on impact it does damage spell level in meters radius, anyone in the radius must roll a defense.

Type Instant
Level 5
Cost 3

Wall of Fire: This spell allows a fire mage to call up a large wall of fire, spell level x2 in length, and spell level in height. Any one coming in contact with the wall will take spell level + 1d10 in damage.

Type Combat
Level 5
Cost 3

Rain of Fire: Cast over a wide area this spell is extremely dangerous and feared. The spell can be cast up to spell level x 10 meters away from the wizard. The rain of fire extends a radius in spell level around the center point. Anything inside that radius will be hit by falling fire. The only way to avoid taking damage is to move outside the radius. Damage is only spell level + 1d10 however the fire falls for three combat turns.

Type Special
Level 7
Cost 4

Fire Circle: A powerful spell that creates a circle of fire up to spell level in diameter, and spell level in height. The spell can be cast around the wizard or around another up to three times spell level away. Anyone trying to pass through the flames will receive spell level + 1d10 x2 damage.

Type Combat
Level 7
Cost 4

Summon Fire Elemental: The most powerful nature spell is the ability to tap pure elemental power and channel it a magical creature. The mage can create an elemental of pure fire, twice spell level + 1d10 DAN, 10 X DAN hit points. The elemental will cause spell level + 3d10 points of damage to anything it touches, plus anything coming in contact with the elemental risk catching on fire.

Type Combat
Level 9
Cost 5

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Light Magic

One of the older schools of magic, light magic was one of the first organized schools. While most magic was taught between just mage and acolyte, light mages started to write down their spells and created campuses to teach their disciples. Light magic is also known as lite magic for its lack of damage producing spells. Yet light magic has a large amount of spells in their library. The school likes to concentrates on useful magic spells that have everyday use. Any combat spells developed by light magic usually do not deliver any damage but incapacity a target.

Light: A light spell allows a light mage to illuminate a room or cast the spell on an object so that it emits light. The area covered is spell level+1d10 in meters and that is also how long the spell will last. A light spell can be canceled at anytime by the caster.

Type Normal
Level 1
Cost 1

Find: This spell allows a character to magical locate an object or person. You must have a piece of the object or something that been with a person a fairly long time. The object acts as a compass pointing in the direction of the thing you want to find as along as the spell lasts.

Type Normal
Level 1
Cost 1

Detect Magic: This spell will cause anything using magic energy to glow allowing the caster to locate them. The range of the spell is equal to the spell level.

Type Normal
Level 1
Cost 1

Translate: A light mage may cast translate on any object or person and will then hear or read in the mages own language. If the spell is cast on two people speaking different languages they will be able to communicate.

Type Normal
Level 3
Cost 2

Dispell: A dispell will cancel any magic cast, if the dispell roll is higher then the original casting roll. The longer the spell has been in effect the easier time the dispell will have to cancel the spell. For every quarter the spells time limit that past, the difficulty level goes down the same. However dispell will not work on wards or other spells that draw their own magic to sustain themselves.

Type Instant
Level 3
Cost 2

Anti-Magic Shield- Creates a field around the caster equal to spell level +1d10 x Magic Points used in Strength. This will dispell any magical spells or magical effects directed on the caster.

Type Combat
Level 3
Cost X

Lighten: This spell will cancel the weight of an object total to spell level +1d10 x10 in pounds, allowing a wizard to move an object more easily. An object's DAN is unaffected by the spell, they only become lighter and easy to move.

Type Normal
Level 3
Cost 2

Blind: This is a large flash of light meant to blind an opponent. The spell can be cast either 360 degrees around the caster effecting everyone in SL range, or 90 degrees in SL+1d10 range in meters.

Type Instant
Level 5
Cost 3

Love: This spell will cause a affection between two people, treat as a seduce skill. It doesn't mean the person who the spell is cast on will lose all will of their own, just more open to the person who cast the spell.

Type Normal
Level 5
Cost 3

Calm: When calm is cast on a person they will mellow out and calm down from what every state they were in. Once calmed, most stop and rethink their actions for a couple turns making sure that's what they wanted to do.

Type Normal
Level 5
Cost 3

Stick: This spell will join one object to another so it cannot be removed from whatever it is stuck to. The object can still be damaged just not unstuck until the spell in removed or wears off.

Type Combat
Level 5
Cost 3

Madoxadil: Cause all the hair on a person to grow as if it hadn't been cut for 5 years. The effect will very from person to person, yet it will usually cause the victim to lose an action do to their hair getting in the way. The effect is only temporary and will go back to normal after the spell wears off.

Type Combat
Level 5
Cost 3

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Drunken Sailor: When cast on a person they are now consider drunk. They get negatives to all actions and can't really think straight. They will have all to outwards signs of being tipsy, from stumbling when they move to slurring their speech.

Type Normal
Level 7
Cost 4

Slick: This spell causes whatever you cast it on to become frictionless. An object can't be held, or a person can't stand up, an object in motion will remain in motion till the effects wear off. If cast on a large object only a surface the size of SL+1d10 in meters will be effected.

Type Combat
Level 7
Cost 4

Mirror Image: When cast a mage can produce a number of images of themselves, up to the spell level. These images exact copies of the mage and the same as the caster.

Type Combat
Level 7
Cost 4

Hold: When cast on another person they are frozen and cannot move of their own accord. They are unable to move arms, legs, or even their neck or mouth. Their sense still work but are limited since their bodies cannot move. They can be repositioned or moved by others.

Type Combat
Level 7
Cost 4

Sleep: With this spell you can cause a group of people (2 per spell level) to fall a sleep. It is a deep sleep and a victim will not be able to wake up during the normal length of the spell, after the normal time limit is over the victim is in a light sleep and can be woken up by the littlest thing.

2 people per SL
Type Normal
Level 7
Cost 4

Heal: This spell allows the mage to heal someone. The wizard can heal SL+10+1d10 hit points for every magic point used. It could be used to heal someone sick or heal hit points lost. Characters will only return to their maximum hit point level, any points gain past their maximum is lost.

Type Instant
Level 7
Cost X

Wards: Wards are magical locks meant to stop magic from working. A ward is protection form spells being cast. The more magic points you put into a ward the harder it is to destroy. Magic + Stat+ 1d10 x Magic Points in strength. Once a ward is cast it is able to draw it's own magical energy and thus remain active longer than a normal spell. As long as the ward has magic energy to draw from it will stay active.

Type Special
Level 9

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Cost X

Maelstrom Magic

Maelstrom is a offshoot of nature magic, the mages who study maelstrom try to master the weather and the forces of the storm. All the spells affect the weather in the wizards general area, and the weather will try and return to normal when the spell effects stops. More powerful mages can change the weather patterns to call in more natural storms whose effect will linger.

Call Storm: This spell allows a mage to summon up a powerful storm to control. The higher the spell level the more powerful the storm. Once called up the mage can use its lighting, powerful winds, etc... Without a storm in the area a maelstrom mages spells are greatly reduced in power, any spell with a multiplier (x2, x3, etc...) will lose it with out a storm.

Type Normal
Level 1
Cost 1

Clear Weather: This spell clears any storm natural or unnatural from the sky, it acts as a dispell for any storms created by magic.

Type Normal
Level 1
Cost 1

Control Wind: Maelstrom mages can control the winds of a powerful storm and use them to knock opponents around. Spell level +1d10 x3. The Victim doesn't take damage from the wind, the wind will knock them off their feet sending them flying (knockback only) into things, which they will take damage from.

Type Instant
Level 1
Cost 1

Call Fog: A mage can call in a deep fog to cover an area equal to spell level x2 in meters. Anyone in the fog has a +15 Difficulty seeing anything that is not close to them.

Type Normal
Level 3
Cost 2

Control Lighting: A wizard learns to control the lighting of the storm and use it against their opponent. Each lighting strike will hit on a roll of spell level + Int + 1d10 to hit damage is x3 if the lighting hits.

Type Instant
Level 3
Cost 2

Call Ball Lighting: This spell calls a powerful lighting energy from a storm cloud and brings it where the caster wishes. Ball lighting will last spell level turn in combat turns and do spell level +1d10 x2 damage to anything it touches.

Type Special
Level 5
Cost 3

Chain Lighting: A step up version of lighting, a mage is able to send a multitude of lighting strikes spell level radius around an single point. Anyone inside that radius most roll a defense against spell level + Int + 1d10 damage is x4 times the to hit roll.

Type Instant
Level 7
Cost 4

Create Twister: A very powerful spell the mage creates a twister out of the winds of a storm. Anything in the path of the twister risks being swept away by it force, tossed around like a rag doll. Spell level + 1d10 x4 to hit. If hit by the twister the victim will take spell level x3 damage but treat as triple knockback.

Type Combat
Level 7
Cost 4

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Nature Magic

One of the first magic schools to develop, nature magic evolved spells based on manipulating the ecological forces. Many mages specialize their spells to the environment they live in, spells built around the forest, farming, surviving in the desert, etc.. Most spells work in harmony with nature, however a few combat spells have been developed to help defend nature. Even fire spells are sometimes employed.

Call Storm: This spell allows a mage to summon up a powerful storm to control. The higher the spell level the more powerful the storm. Once called up the mage can use its lightning, powerful winds, etc... Without a storm in the area weather spells are greatly reduced in power, any spell with a multiplier (x2, x3, etc...) will lose it with out a storm.

Type Normal
Level 1
Cost 1

Clear Weather: This spell clears any storm natural or unnatural from the sky, it acts as a dispell for any storms created by magic.

Type Normal
Level 1
Cost 1

Control Wind: Mages can control the winds of a powerful storm and use them to knock opponents around. Spell level +1d10 x3. The Victim doesn't take damage from the wind, the wind will knock them off their feet sending them flying (knockback only) into things, which they will take damage from.

Type Instant
Level 1
Cost 1

Walk on Water: A rather simple nature spell mostly used to keep the mage dry, or to impress others.

Type Normal
Level 1
Cost 1

Plant Growth: A mage is able to increase the size of plants for short period of times to hide paths, recent activity, etc...

Type Normal
Level 3
Cost 2

Veins: A wizard can create veins from there hands that are able to reach out spell level in meters. They can be controlled and use to grab or hold items, used as a whip (same damage) or even used to hold an opponent.

Type Combat
Level 3
Cost 2

Communicate with Plants: A mage cannot real hold a conversation with a plant but they can get information from them that can be useful. They are able to gain details on what has gone on in the area for the last 24 hours.

Type Normal
Level 3
Cost 2

Telepath with Animals: A mage is able to tape into animals sense and experience what they are experiencing. The animal must be in line of sight, and the mage can only slightly effect the animals natural instincts. Also the further away they are the harder it is get the animal to look at anything the mage may want to examine.

Type Normal
Level 3
Cost 2

Call Fog: A mage can call in a deep fog to cover an area equal to spell level x2 in meters. Anyone in the fog has a +15 Difficulty seeing anything that is not close to them.

Type Normal
Level 3
Cost 2

Control Lighting: A wizard learns to control the lighting of the storm and use it against their opponent. Each lighting strike will hit on a roll of spell level + Int + 1d10 to hit damage is x3 if the lighting hits.

Type Instant
Level 3
Cost 2

Spring Water: This spell will draw water out of the ground. The water is pure and can drunk without any side effects. The water will bubble up out of the ground as long spell is in effect, afterwards it will just sink back into the terrain.

Type Normal
Level 3
Cost 2

Earthquake: This spell causes the ground to shake, making it very difficult to stand, and can knock over anything not secure. The quake can be activated as far twice spell level away, and effect a 1/2 spell level radius. Anyone caught in the earthquake must make a 1/2 coordination check or fall and lose their next action.

Type Instant
Level 3
Cost 2

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Sink Hole: Opens a hole in the ground, spell level in radius in meters, 1/2 spell level deep, up to twice spell level away from the caster. Much like the earthquake anyone unlikely enough to fall in the hole will lose an action and will have to find away out as well.

Type Combat
Level 5
Cost 3

Fire Ball: Essentially a large ball of fire and heat, the to hit roll is spell level + Int +1d10 and damage done is x2 this roll. The fireball has an area effect and explodes on impact it does damage spell level in meters radius, anyone in the radius must roll a defense.

Type Instant
Level 5
Cost 3

Freeze: Reducing the temperature around an object or person will cause ice to form. The ice build up is very quick and can immobilize a limb. Twice spell level range, spell level + Int + 1d10 Damage

Type Instant
Level 5
Cost 3

Upheaval: This spell allows a mage cause the ground to rise up. Half spell level in radius in meters, spell level in meters height, up to twice spell level away from the caster.

Type Instant
Level 5
Cost 3

Control Plant: A mage is able to animate a plant and control it as if it is was part of them. The strength of the plant is based on its DAN. The higher the DAN the more powerful the plant will be as a weapon. The plant can't change it's location but it can uses its branches or veins like limbs for attacks.

Type Combat
Level 5
Cost 3

Quicksand: Anyone caught by quicksand will start to sink into the ground, and won't be able to get out unless they grab something outside the quicksand. The quicksand can be up to spell level in radius.

Type Combat
Level 5
Cost 3

Control Animal: The mage is able to link to an animal and control it's movements. The animal will obey the mages commands, attack on command even override it's own self pervasions.

Type Combat
Level 7
Cost 4

Heal: This spell allows the mage to heal someone. The wizard can heal SL+10+1d10 hit points for every magic point used. It could be used to heal someone sick or heal hit points lost. Characters will only return to their maximum hit point level, any points gain past their maximum is lost.

Type Instant
Level 7
Cost X

Summon Fire Elemental: The most powerful nature spell is the ability to tap pure elemental power and channel it a magical creature. The mage can create an elemental of pure fire, twice spell level + 1d10 DAN, 10 X DAN hit points. The elemental will cause spell level + 3d10 points of damage to anything it touches, plus anything coming in contact with the elemental risk catching on fire.

Type Combat
Level 9
Cost 5

Summon Water Elemental: The most powerful nature spell is the ability to tap pure elemental power and channel it a magical creature. The mage can create an elemental of pure water, twice spell level + 1d10 DAN, 10 X DAN hit points. The elemental can shoot out powerful jets of water, up to twice spell level away in meters. The jet will do twice spell level + 2d10 damage.

Type Combat
Level 9
Cost 5

Summon Earth Elemental: The most powerful nature spell is the ability to tap pure elemental power and channel it a magical creature. The mage can create an elemental of pure stone, three spell level + 1d10 DAN, 10 X DAN hit points. The elemental is very strong and strike an opponent for twice spell level + 4d10 damage.

Type Combat
Level 9
Cost 5

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Rune Magic

Runic Magic is centered around the use of power runes and glyphs charged with magic power. A runic wizard learns these symbols and the power words to charge them. To cast a runic spell the mage would draw the rune on an object, and charge the rune with magic power. When charged the rune will remain active for the duration of the charge (same as any spell), then fade out when the charge is over.

Runes of Enhancement: A rune can be written on the body to enhance a stat, to add extra power, or speed. The stat will be raised 5 points for the duration of the spell. The stat cannot be raised past 15, and DAN and Hit points will remain unchanged.

- Rune of Strength
- Rune of Speed
- Rune of Coordination
- Rune of Attractiveness
- Rune of Cool

- Type Combat
- Level 1
- Cost 1

Rune of Endurance: This Rune will allow a character increased stamina and be able to take more punishment. Hit Points are raised equal to the SL+1d10 for the same amount of combat turns.

- Type Combat
- Level 3
- Cost 2

Rune of Accuracy: When activated this rune will add the spell level to Accuracy.

- Type Combat
- Level 3
- Cost 2

Rune of Fear: Anyone viewing an active rune of fear must make a cool check or be effected. The caster is of course immune.

- Type Combat
- Level 3
- Cost 2

Rune of Armor: When activated the rune of armor gives the bearer spell level + 1d10 extra DAN for the spells duration.

- Type Combat
- Level 3
- Cost 2

Rune of Protection From Magic: This rune sucks the magic power from a spell or another person. When cast the spell drains Level+Magic+1d10 versus the strength of the spell. The drain will shorten the life of the spell, or if all the magic is drained the spell is canceled. If done to another person they will have to roll under their skill or they loss 1/3 SL magic points.

- Type Instant
- Level 3
- Cost 2

Rune of Invisibility: This rune allows the caster to become invisible. Once invisible a mage cannot be detected by any kind of sight. However sound, smell, touch can still give them away.

- Type Combat
- Level 5
- Cost 3

Rune of Damage: Place this rune on a weapon and charge it gives the weapon SL extra damage to each attack. The rune can also be placed on a person to increase the damage of any attack done by that person.

- Type Combat
- Level 5
- Cost 3

Rune of Animate: This rune allows a mage to animate object to do your bidding. The object will have limited intelligence and can only respond to simple commands. The larger the object the more difficult it is to animate, and the more magic points it will cost. SL+1d10 x Magic Points.

- Type Normal
- Level 7
- Cost 4

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Scyre Magic

One of the oldest schools scyre magic, unlike typical magic spells, teaches the student to use magic circles. Scribing power symbols and lines tying them together. These symbols must be drawn on a large area and form a complete cycle. This gives the wizard greater control over the spells they are casting. However it takes longer to cast a spell using scyre magic, they are far from being a fast magic.

As the spell is cast the magic creates the symbols and forms the circle, typically the spell will only be around the mage, however for each extra magic point spent the spell will increase in range up to 5 meters. However if the boundary is broken the Scyre spell will usually lose its power. It will take the minimum spell level in actions to draw the circle and scribe the spell and activate it. The higher the spell level the more complicated the magic circle gets.

Scyre magic has the bonus of not having a true time limit As long as the circle remains unbroken the spells effects go on for an hour. If the mage wishes they can continue the spell by spending the casting cost again and have the spell continue. They can also spend extra points at to keep the spell going during the casting, twice the points 2 hours, Three times the point 3 hours, etc... Scyre spells can also be combined into one circle, combining the effects.

Elemental Protection: When finished anyone in the circle is protected from the natural elements. The temperature stays at a comfortable level inside, winds are only a gentle breeze, and the rain just goes around. A mage can cast the spell of elemental protection and be safe in the middle of a hurricane as long as the spell is active.

Type Circle
Level 1
Cost 1

Metaphysical Shield: When finished anyone in the circle is protected Spell level + Intelligence + 1d10x2 from damage or effects from metaphysical attacks. Metaphysical attacks will be reduced in damage equal to the shield, or the shield strength minuses from the roll. The shield strength is never lowered no matter how many attacks it defends.

Type Circle
Level 3

Cost 2.

Physical Shield: When finished anyone in the circle is protected spell level + Intelligence +1d10x2 from physical damage. Attacks will be reduced in damage equal to the shield, the shield strength is never lowered no matter how many attacks it defends.

Type Circle
Level 3
Cost 2

Stealth Circle: When cast anyone inside the circle, and the circle itself, are invisible. Not to just sight, no sound or smell escapes the circle either. The spell does not hide itself from magic detection, however anyone using his or her normal senses will have to literally stumble into the circle to detect it.

Type Circle
Level 3
Cost 2

Astral Travel: When inside the circle the caster can have their astral bodies leave and travel around up to SL miles away. While in astral form they cannot physically effect the real world they are like a ghost. Physical attacks have no effect on them however certain metaphysical attacks can effect them.

Type Circle
Level 5
Cost 3

Precognition: Once set up the user can attempt to predict the future. They travel down the many paths and possible futures noticing patterns or events that lead to the major changes in events. One could not use precognition to get next week lottery numbers, but it can help point out major events in someone's life.

Type Circle
Level 5
Cost 3

Prison Barrier: This is one of the few circles that the caster cast around someone other than themselves. Anyone inside the circle is frozen in a moment, they cannot move, heal, regain any points, etc... Once the circle is up the person inside is stuck until its time limit is up or the circle is broken.

Type Circle
Level 7
Cost 3

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Phase: This powerful spell actually phases the circle and anyone or anything inside it out of normal reality. Although still visible to the naked eye they appear transparent. Normal items and physical attacks pass right through. However energy and metaphysical attack will be reduced by half.

Type Circle
Level 7
Cost 4

Dimensional Gate: When completed the spell can open a gateway to other dimensions or other places. However to work the mage must scribe a picture of what the other side looks like before it will work. So they must be familiar with the location they are opening the door too.

Type Circle
Level 7
Cost 4

Healing Circle: Once completed anyone inside the circle will have their injuries start to heal. Hit points are healed Spell Level +1d10 every turn until full health is reached.

Type Circle
Level 7
Cost 4

Fortress: The most powerful spell is the Fortress, once constructed anyone inside is completely removed from our reality and are actually sitting inside a pocket dimension. As long as the circle remains up anyone inside can't be effected in anyway. Total protection

Type Circle
Level 9
Cost 5

Technomagic

This school is the combination of magic and technology. Using one to enhance the other, to improve the performance, allowing their creations to achieve the next level. Most spells are designed to augment the performance of mechanical or electronic devices. Some technomages specialize, working completely with clockwork, mechanics, electronics, hydraulics, etc... Others prefer to use a mixture of all technologies to make their creations truly unique.

Recharge: This spell is a standard of the Technomage arsenal, it converts magic energy into which device can run on. Once cast treat object as if it was fully charged or fueled.

Type Instant
Level 1
Cost 1

Extra Protection: Sometimes an invention of a technomage can't take as much damage as they would like. The extra protection spell can increase the DAN of an object spell level +1d10 points.

Type Normal
Level 1
Cost 1

Lock: Once cast on an object all moveable parts become locked and can't be moved. Fairly simple spell and quite often used by technomages with less than honorable reasons.

Type Combat
Level 1
Cost 1

Speed: Sometimes there is a need for a Technomage to do more in a short amount of time. The speed spell allows the mage to get more done in a limited time frame. The mage will gain 1/2 spell level to initiative. If cast in a non-combat situation they are able to do twice as much work in a turn, sometimes shorten the time needed to build or fix something in half the time.

Type Combat
Level 3
Cost 2

Puppeteer: An object can be brought to life and controlled by the mage. The control range is limited to twice spell level in meters. The object can be levitated, however the movement isn't very fast and the pupated item can't be used in combat very well.

Type Normal
Level 3
Cost 2

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Senses: A technomage can add the basic sense to their creation, sight, hearing, touch, smell, and even taste. The creation can now sense it's surrounding and avoid obstacles and dangers.

Type Normal
Level 5
Cost 3

Repair: When cast on a mechanical or electronic object it will start to repair itself back to working order. The object can only repair itself up to 1/2 its current value.

Type Normal
Level 5
Cost 3

Deconstruct: A useful and sometimes nasty spell when cast an object will start to break down to its component parts. First design to help disassemble failed experiments, it was soon found to be useful against others.

Type Instant
Level 5
Cost 3

Amalgamate: This spell was created to help fuse to different types of technology into one creation. Once cast the two-piece will become like one, sharing each other's traits.

Type Instant
Level 7
Cost 4

Animate: This spell allows one to animate object to do your bidding. The animated object will have limited intelligence and can only do simple commands. The animated object will gain a little flexibility but if the shape does allow it to have limbs or movement then the animated object will be limited as well. The larger the object the more difficult it is to animate, and the more magic points it will cost. Spell Level+ 1d10 x Magic Points. Use the DAN of the object as the minimum number needed to animate the object.

Type Normal
Level 7
Cost X

I.T. (Independent Thought): This spell can allow an animated object capable of operation on its own without receiving instructions from the Technomage. It is able to reason fairly well and even figure out puzzles using simple logic. Consider all Mental stats a 4.

Type Normal
Level 7
Cost 4

Perpetual Motion: Once cast on a Technomages creation the spells become all most permanent. They draw their own magical energies to sustain the spells cast on the invention. Allowing them to go on for a much longer time frame.

Type Instant
Level 9
Cost 5

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Wuxia

Magic has been used in combat through out the ages. Yet most of the time it was in a support rolls. Part of the artillery during an attack, supporting troops in a retreat, fortifying defensives, healing troops, etc... Frontline combat, man-to-man fighting was a rarity. Wuxia was developed to be a combination of a fighting style and magic, allowing the mage to get into the thick of battle and still be able to use their magic. Wuxia specializes in the use of keywords and rapid hand movements to cast spells. Some of the more powerful spells even require the caster life force and makes them to draw some of their own blood to complete.

Wuxia also teaches a mage to create spell papers, which can be deployed in combat. Spell papers are magic spells that can be cast with a word and infusion of magic power. Only a Wuxia wizard can activate the spell, but it only cost 1 point to cast in combat. There is no limit to the amount of spell papers a wizard can carry. However each spell paper needs to be charged once every 24 hours or it will expire. Individual spell paper needs it casting cost in hit points to charge.

Increased Power: A mages learns to channel magical energies into their attacks to increase the damage. A wizard can do Spell Level extra damage to all hand-to-hand attacks, including kicks, punches, and weapons. The spell will last

Type Combat
Level 1
Cost 1

Magic Armor: Being able to shake off damage in combat is not over looked by the Wuxia School. The mage learns to increase their DAN by Spell Level.

Type Combat
Level 1
Cost 1

Dispell: A dispell will cancel any magic cast, if the dispell roll is higher then the original casting roll. The longer the spell has been in effect the easier time the dispell will have to cancel the spell. For every quarter the spells time limit that past, the difficulty level goes down the same. However dispell will not work on wards or other spells that draw their own magic to sustain themselves.

Type Instant
Level 3
Cost 2

Force Blast: A blast of magical energy that can deliver a fare amount of damage to an advisory. The blast has a range of Spell Level, roll Spell Level + Int + 1d10 to hit. Damage is to hit roll x2.

Type Instant
Level 3
Cost 2

Enhance Physical: When needed a mage can channel magical energies into their stats to add extra power, or speed. They can channel 5 points into one physical stat and will remain until for the duration of the spell. The stat cannot be raised past 15, and DAN and Hit points will remain on changed.

Type Combat
Level 3
Cost 2

Teleport: A Wuxia mage can teleport around the battlefield out maneuvering an opponent. They can move short distances instantaneously. Spell level+ Int +1d10 /5 meters per jump.

Type Instant
Level 3
Cost 2

Paralyze: A mages can cast the powerful spell of paralyze that stop victims movements. The victim of paralyze is literally frozen in a moment of time while the rest of the world moves around them until the spell wears off.

Type Combat
Level 5
Cost 3

Fire Ball: Essentially a large ball of fire and heat, the to hit roll is spell level + Int +1d10 and damage done is x2 this roll. The fireball has an area effect and explodes on impact it does damage spell level in meters radius, anyone in the radius must roll a defense.

Type Instant
Level 5
Cost 3

Slow Time: This spell actually speeds the wizard up, however to them it seems like everything around them is moving in slow motion, giving them more time to react. A mage gains spell level to initiative roll for the duration of the spell.

Type Combat
Level 5
Cost 3

Mirror Image: When cast a mage can produce a number of images of themselves, up to the spell level. These images exact copies of the mage and the same as the caster.

Type Combat
Level 7
Cost 4

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Heal: This spell allows the mage to heal someone. The wizard can heal SL+10+1d10 hit points for every magic point used. It could be used to heal someone sick or heal hit points lost. Characters will only return to their maximum hit point level, any point's gain past their maximum is lost.

Type Instant
Level 7
Cost X

Physical Shield: A powerful protection spell a mage can cast a circle is protected spell level +1d10x3 from physical damage. Attacks will be reduced in damage equal to the shield, the shield strength is never lowered no matter how many attacks it defends.

Type Combat
Level 7
Cost 4

Enchant Paper: An important spell in the creation of spell papers. The mage is able to enchant up to their spell level in papers every time the spell is cast. This spell takes a while to cast, 4 turns and will cost the mage hit points equal to the amount of papers that are created.

Type Instant
Level 7
Cost 4

Enchant Ink: This spell prepares the ink used to trap the spell on to the spell papers. Once created the ink will allow a mage to create 1 spell paper per spell level. The enchanted ink needs life force to cast and will cost spell level in hit points when cast. The ink is good for 24 hours, if it is not all used in that time then the spell will have to be recast.

Type Instant
Level 7
Cost 4

Trap Spell: The final spell need to complete spell papers. The trap spell is cast on the paper, then the spell to be trapped is cast on the paper. The mage must use some of their life force when trapping the spell. When the spell that is to be trapped is cast on the spell paper it cost hit points instead of magic points.

Type Instant
Level 9
Cost 5

Morph: The power to changes ones form is a very powerful magic. Morph allows a mage to change their structure, shape, and size. The mage can change their body and limbs to that of animals to increase their abilities. A wizard can change their Body Type, Strength, Speed, and Coordination each by three up or down. The mage can move points from one stat to another. For example the mage can decrease their size by 3 and increase their Speed by three. DAN and hit points remain the same.

Type Normal
Level 9
Cost 5

Zen and the Art of Mayhem

Characters and Schools of Magic

Most characters should be limited to taking spells from one school of magic at a time. If the character is heavily built on Magic the Architect may allow them to take spells from two schools of magic. This would mean they studied at one of those newer schools that are combining older schools.

Creating New spells and New Schools of Magic

Player characters and Architect can create spells. But there are a few guidelines to remember when creating spells for Zen and the Art of Mayhem.

First no spell should have a lasting effect. All magic wears off and stops working. Do not allow spells that last forever, or even long periods of time. A combat spell is either fast effect, or will last combat turns equal to $\text{Spell Level} + \text{Magic} + 1d10 / 5$ in turns (rounded up). Non combat spells will last $\text{Spell Level} + \text{Magic} + 1d10$ minutes. Spells will then wear off and stop working. The Dark Magic spell Hex is a Combat spell and it gives the target a better chance of screwing up in combat then wears off. A Curse spell would not work in Zen because the effects would wear off to fast and at most the curses would last about an hour.

Second build spells that work inside a magic school, Light Magic has no damage dealing magic, its spells are more role playing in nature. While a Pyro Mage's spells are mostly combat in origin and would not bother with heal or find.

Third the more powerful the spell the more Magic Points it takes to cast, most damage dealing spells take at least 2 Magic points to cast, and the really powerful ones take 3. Most role playing spells on the other hand take only 1 point to cast while a few may take 2.

Architect can always build new schools of magic creating spells for that school. Any schools should have at least 6 spells.

Enchanted Equipment

Weapons and items can be enchanted by magic imbedding the item with additional abilities and bonuses. Depending on the magic level of the world that created the items these enchantments could be short lived once activated, could only be used so many times before the charges are used up, or permanent.

The Enchantments come in many types from combat bonuses to spells capable of being used by anyone. Each type has its own advantages.

Magic Weapons

Weapons and Items can be charged with magical bonuses to asset in combat. Common bonuses are Added Strength, Speed, Protection, Pluses to Hit, and Damage. Each type of enchantment will increase the effectiveness of the weapon. The more enchantments the more powerful the item becomes. Depending on the abilities and capabilities of a weapon will reflect whether or not the Magic Weapon will raises the characters power ranking.

1-2 Enchantment: No extra power ranking

3-4 Enchantments: Add 1 points to a characters power level. This item is equal to a minor talent.

5-6 Enchantments: Add 2 points to the characters power ranking, a weapon of this power can be very useful to a character.

7-8 Enchantments: Add 3 points to the characters power ranking. A weapon of this power is equal to a major talent and could make a character very powerful.

The power ranking can be reduced by buying the ability as a charges 20 charges will reduce the power ranking by 1. While 10 Charges will reduce the cost by 2.

Enchantments

1 Slots

+4 To Hit

+8 Damage

+4 To Initiative

2 Slots

x2 Damage

Energy Blast

Spell Storage

+4 To Strength

+4 To Speed

+10 To DAN

Energy Blast: Damage 3d10x3 Range Skill Level with weapon.

Spell Storage (see description below)

Spell Storage

A item can be created to hold magic spells to be used at a later date. These items come in various forms most common are wands, canes, and staffs. The amount of spells able to be stored will effect the power ranking of a character.

1-4 Charges: No points to characters power ranking

5-8 Charges: 1 Points to a characters power ranking

9-12 Charges: 2 Points to a characters power ranking

Zen and the Art of Mayhem

Notes on Demon Summoning

In dark damp, and not to hospitable, dimension there are many magical beings, known as wanders. They roam these lands looking for the better life. The lords of the lands control the garden spots of these dimensions, known to the wanders as paradise. The lords go out and pick the best of the wanders and cut a deal with them.

The deal is they can come and live in paradise if they perform one small duty, become an interdimensional servant or Demon. What happens is they come into paradise and get to live in the lap of luxury. The lords cast spells upon them so they can be summoned across dimensional planes and serve mages, they return back to paradise after they perform their duties.

Mages who learn summoning spells give the lords of the dimension magical energy (which is their form of currency) and they send an appropriate demon to do the wizards bidding. The demon is sucked up without warning and dropped where ever it was summoned to. The demons often refer to this as being cast out of paradise and are very eager to get back. The demons are all very specialized, some are just muscle, and others are scholars that study an area of knowledge. Some have vast magical abilities, still others have powerful psi abilities to see the future. They do what they are asked and then return to paradise and wait there until they are summoned again.

The more magical energies spent to summon the demon (or the more currency the lords get) the more powerful and specialized the demon. If a mage does allot of summoning the lords will send out questionnaires and surveys to these mages. Some mages are even brought to paradise and giving special summoning specials and discounts for being such good customers. However an mage who abuse the lords to much will get punished.

Difficulty Levels of Demon Summoning

An Imp 15

A Good Fighting Demon 20

A Demon with a few skills 25

A Demon with a few High Skill 30

A Mage Demon 35

A Psi Demon 35

Magic Levels

0- No Magic Development

1- Raw Spells

2- Refined Spells

3- Magical Charges and Stored Magic Power

4- Long Term Enchantments

5- Magical Power Machines

6- Everyday Use Magic

7- Magical Powered Cities

8- Magical Powered Spaceships

9- Interstellar Gates

10- Pure Magic Power

Magic Level 0

No Magic Development

At magic level 0 no one has learned to tap the magical energies. No spells have been developed, this does not mean the magical energies do not exist in the world; it just means no one has learned to tap the magic energies.

Magic Level 1

Raw Spells

The first magic to be developed are long ritual spells that draw on the magic abilities of a group of people to create the desired effects. These spells are very crude; the amount of magical energies wasted by these spells is great. Spells were designed to change the weather, to heal, to help crops grow, purify food, and sometimes even to curse enemies.

Curse

Blessing

Environmental Spells

Lengthy Rituals

Components

Magic Level 2

Refined Spells

Magic theories start to developed and a few individuals start to become skilled in magic. The rituals for casting spells become shorter and require fewer people to cast. However learning to manipulate magic is a very difficult task to learn and take some a lifetime to learn. Most spells are still focused on nature but the early light and dark spells are being created. The sages and mages start building new philosophies.

Advance Environmental Control

Early Light and Dark Spells

Nature Magic

Shorten Ritual

Early Magic Theories

Schools of Philosophy

Zen and the Art of Mayhem

Magic Level 3

Magical Charges and Stored Magic Power

Mages start to appear, although group cast spells are still common. Schools of magic start appearing training many apprentices in the ways of magic. Magic languages start to be developed and scrolls become more and more common place. Wizards start to create enchantments and basic magic items, using charges to store the spell energy although the enchantments do not last very long.

Enchantments and Basic Magic Items

Charges for Spells

Scrolls

Short term Animate Spells

Schools of Magic

Advance Magic Theory

Magic Level 4

Long Term Enchantments

Magic theory advances into many different schools of thought. Spells are developed to be used in everyday life. A magic language starts to be fashioned, allowing wizards to develop more refined spells wasting less energy with greater effects. Magic Items are created at first they do not last long before the magic wears off. Later they are able to draw enough power to keep simple enchantments almost permanently.

Advanced Enchantments

Magic Items

Advanced Schools of Magic Thought

Personal Magic Spells

Magic Level 5

Magical Power Machines

The schools of magic thought continue to grow. The ability to create magic items continues to advance, allowing the creation of magic animated items. Complex spells are started to be formed allowing even more multifaceted spells. Machines powered by magic are being created and advanced. Mage knowledge is considered just another field of study and scholars search to discover all the secrets. Magic language is developed to the point where theories and spells can be expressed as formulas.

Complex Spells

Lasting Animate Spells

Rechargeable Magic Items

Magic Powered Machines

Highly Developed Magic Languages and Expressions

Magic Level 6

Everyday Use Magic

Magic has advanced to the level that it effects everyday life; transportation, Communication, Household goods, etc... It is hard to find a place where magic has not been incorporated. Magic powered Machines have advanced to the point of becoming their own life form, able to heal and even improve themselves. A unifying magic theory starts to develop, at first elusive but the research leads to exceptionally complex spells are shaped able to perform entire operations just by being casted.

Magical House Holds

Magic Powered Machines and Everyday items

Self-Repair and Advancements

Start of a Unifying Theory

Exceptionally Complex Spells

Magic Level 7

Magical Powered Cities

Magic continues to advance and develop even further, Magic Energy is refined to the point where very little waste. Magic energy can be broadcast to power everything in a major metropolitan city. Schools of magic start to disappear as a unifying magic theory is fully created.

Unifying Magic Theory

Refined Magic Energy

Broadcast Magic Energy

Magic Level 8

Magical Powered Spaceships

Magic continues to advanced allowing its use to travel to the stars. Large amounts of magic energy can be easily and safely stored for use. Ships can teleport across the vastness of the void. Worlds rich with life and magic can be detected and travel to over great distances. The magic energies of these worlds can then be used to expand even further forming an Empire of Magic.

Magic Powered Ships

Magic Energy Power plants

Magic Batteries able to store vast amounts of Magic Energy

Zen and the Art of Mayhem

Magic Level 9

Interstellar Gates

Even the vacuum of space can yield magical energy, which can be used to travel from galaxy to galaxy. Worlds are powered by advanced magic creations and spells. Empires of magic stretching across countless worlds.

Interstellar Gates

Able to tap the Magic at the essences of the Universe

Magic Level 10

Pure Magic Power

The very fabric of the universe is able to be manipulated and changed. There is nothing that cannot be accomplished. Lets just hope the people advanced to this level are able to use the power wisely.