

# Magic Rules

This document contains rules for **player characters**. Non-player characters may have access to other effects or abilities.

This is not an exclusive list of effects. If there is an effect that is not on this list which you would like to have at the start of play, please email the refs at [lifebloodref@gmail.com](mailto:lifebloodref@gmail.com) and we will discuss it with you.

If you come up with an exciting idea in play, grab the appropriate ref and work out the mana cost.

If it is thematically appropriate, you have a 99% chance we will let you do it.

## General Notes

### **Bonding**

You can bond to one person at a time.

A bond will last for 24 hours unless it is broken. Bonds can be broken by:

- Travelling to a magical plane without your bond partner.
- A Source mage spending mana to break a bond.
- Death.

(This list is not exclusive. The refs reserve the right to throw plot at you.)

Bonds cannot be broken by distance, but the further apart the partners are, the harder it is to draw on each other's magic.

There are a small number of magical items that allow for bonds to work across planes or to draw on magic across a greater distance.

Bonds can be created in play by taking 10 minutes out of the game. IC you will be meditating or engaging in physical intimacy. (Other methods are available to individual characters with prior approval). We strongly encourage players to phys-rep meditating together in an IC area if they feel comfortable doing so.

**Reminder:** Bonds cannot be created without consent from both partners.

### **Mana Costs**

Level 0 effects do not have a cost.

Level 1 effects cost 1 mana.

Level 2 effects cost 2 mana.

Level 3 effects cost 3 mana.

Combined effects default to the cost for the higher level. E.g. if an effect requires level 1 earth and level 2 water, it costs 2 mana.

### **Access to Magic**

All expressed mages are aware of all the expressed streams of magic and can learn the level 0 effects. These effects are not innate – you must be trained. Feel free to pick and choose which effects you have mastered.

Characters who have racial magic but not expressed magic cannot learn any effects outside of their racial specialism.

### **Duration**

Temporary effects last 10 seconds unless otherwise specified.

### **Magic Combat Calls**

Calls take the format [type of magic], [level of damage], [any effects]

For example:

- Fire, single
- Air, mass knockback

## Earth

### Level 0

Environmental adaption. You are less susceptible to environmental fluctuation such as changes in temperature or pressure. You do not get tired easily.

### Level 1

- Create hole: you can move enough earth, sand or gravel to create a fox-hole large enough for one person (or equivalent). Requires touch and takes 60 seconds.
- Dust scatter: use a handful of material to create a cloud of dust in the air. If thrown in someone's face this will cause temporary blindness. Requires appropriate material (i.e. a bag of sand). Short range effect.
- Move small rocks: you may move a discrete quantity of small rocks (no larger than a sack of potatoes) for up to 5m.
- Hard skin: you may harden your skin instantaneously. This gives you an extra hit point against physical damage for the duration of a single encounter (linears) or 30 minutes (main game).
- Magic resistance: gives you an extra hit point against magical damage for the duration of a single encounter (linears) or 30 minutes (main game).

### Level 2

- Stone skin: you turn your skin to stone. Gives you an extra three hit points against physical damage.
- Magic shield: cancels all sensory effects (ignore shown lammies) for one encounter (linears) or 30 minutes (main game) and gives 3 extra hit points against magical damage.
- Move large rocks: you may move a discrete quantity of rocks (up to the size of a cow) for up to 5m.
- Shatter: break one object within arm's length, including weapons. Effective on anything up to the size of a sack of potatoes.
- Shrapnel: explode a handful of pebbles at a target within short range. Causes one point of damage and strikes the target down.

### Level 3

- Dust net: throw a handful of dust into the air and weave it into a net which shields everything within arm's reach from magical attacks, including the effects of fire, air or water magic. Takes concentration to maintain. The caster may move at a slow walking pace but cannot run or cast magic.
- Rock form: turns the caster to stone. Makes the caster immune to all physical attacks. The caster may not move while the effect is in place.
- Magic warding: imbues an object with earth magic, making it impossible to cast any magic within 5m of the object. Lasts for an encounter (linear) or 30 minutes (main game). If cast in combination with Source this effect can be made permanent. Often used to create magically shielded rooms.
- Earthquake: causes the earth to shake. Everyone within a 5m radius is struck down.

## Air

### Level 0

Puff of air: you can move small quantities of air. For example, you can blow out a candle, ruffle paper or create hair that is 'worth it'. You may phys-rep this by blowing at something.

### Level 1

- Sense Mind: you can sense whether an object, creature or phenomenon you can see has a consciousness.
- Air punch: you can move a small quantity of air fast enough to cause bruising. Does one point of damage at short range.
- Air bubble: you can create a bubble of air around your body. This will prevent airborne contaminants entering your personal space and allows you to breathe under water. Last for one encounter (linear) or 30 minutes (main game).
- Improved memory: allows you to memorise an image or short passage of text. (OC: equivalent to taking a photograph on a mobile phone.)

### Level 2

- Wind blast: knocks back a group of enemies (mass knock back)
- Move like the wind: manipulate air currents to help you move out of the way. Gives a single use of dodge.
- Air bubble other: allows you to cast air bubble on another person.
- Read surface thoughts: allows you to read the surface thoughts of one person within short distance.
- Transmit image: you may transmit a single image or short passage of text to another air magician. Cannot be used across separate magical planes. (May be phys-repped by sending photographs on a mobile. Please conceal phones appropriately.)
- Memory hole: you may conceal the equivalent of a single image or short passage of text from mind reading. Please write this down for the refs so they know that NPCs cannot steal this memory.

### Level 3

- Air marshal arts: allows the caster to manipulate air currents in order to move at a speed and strength greater than possible for a normal human. All physical attacks are doubled. Allows for up to three uses of dodge. Lasts for an encounter (linear) or 30 minutes (main game).
- Telepathy: bonded air mages may speak to their bond partner across large distances without being heard by others. Does not work across magical planes. Cannot be used with non-air mages. Telepathy takes concentration to maintain. You cannot cast magic or hold verbal conversations while in telepathic contact. (We suggest using a messenger app or similar to simulate this. Please conceal phones appropriately.)
- Mind probe: allows the caster to retrieve a deeper thought or memory from another person. This effect can be resisted using magical shielding or similar. Requires the caster to directly observe the intended victim for 60 seconds.

## Fire

### Level 0

- Create spark: you can create enough fire to light a candle or start a fire. **Please do not phys-rep this effect indoors.** Outdoors you may phys-rep it with a lighter.

### Level 1

- Fire resist: reduce 1 point of fire damage. Instantaneous effect.
- Fire dart: cause 1 point of fire damage to a target within short range.
- Fire bubble: create a thin film of flame around your body. This is not enough to cause damage but will prevent airborne contaminants entering your personal space. Often used by healers to prevent the spread of miasma.
- Cauterise: wash fire over internal or external wounds to stop bleeding. This adds one minute to the death count. (Feel free to phys rep cauterised wounds)

### Level 2

- Fire spear: causes three points of fire damage to a single target.
- Conflagration: the caster catches fire. Causes one point of fire damage to everyone within arm's reach.
- Boil: boil the equivalent of a bucket of water.
- Heighten emotion: you heighten the primary emotion of one person within short range. You have no control over which emotion is affected. Requires 60 seconds of appropriate roleplay.
- Burn out infection: you may burn poison or disease from one person's body. The target takes one point of fire damage per affliction.

### Level 3

- Freeze: allows the caster to remove heat from a person, object or phenomenon, freezing it in place. If cast on a living creature this does 2 points of damage and prevents movement for 5 seconds.
- Fire ball: causes 2 points of damage to everything within a 5m radius.
- Rabble rouse: allows the caster to heighten the primary emotion of every person within earshot. The caster has no control over which emotion is affected. Requires 60 seconds of appropriate roleplay.

## **Water**

Emotional manipulation is subtle and takes effect over time. It can be used prior to combat, but is not fast-acting enough to be useful in combat situations.

### Level 0

Find water: you can find the nearest source of water within 20 feet in any direction. This effect will not tell you how pure the water is.

### Level 1

- Sense primary emotion: you may sense the primary emotion of one person within arm's length.
- Move fluid: you may throw the equivalent of a glass of water accurately over a short range.
- Water bubble: prevents water entering your personal space. (May be phys repped with a clear plastic umbrella)
- Poker face: hide the primary emotion of one person for the duration of one encounter (linears) or 30 minutes (main game). You must be within arms-length to cast this effect.

### Level 2

- Sense complex emotions: you may sense the emotional state of one person within arm's length.
- Calm: calms a single person within short range.
- Create emotion: creates a specific emotion in a single person within short range. Does not remove existing emotions.
- Mask own emotions: cancels level 1 sense emotion.
- Propel boat: propel a small watercraft over a short distance.

### Level 3

- Alter emotions: allows the caster to change the primary emotion of a single target to an emotion of the caster's choosing.
- Shield own emotions: prevents others from sensing the emotions of the caster.
- Mask emotions of others: allows the caster to mask the emotions of others. As level 2 "mask own emotion."
- Geyser: causes a powerful jet of water to spring out of the earth, causing 1 points of damage to everything within a 5m radius. Anyone hit is knocked back 5 paces. Cannot be used in desert environments.
- Control larger body of water: allows the caster to create large waves, whirlpools etc in a large body of water. Can also be used to calm rough seas within a defined area such as a bay or harbour for a short period of time.

## Life

### Level 0

Sense life: you can tell whether an object, creature or phenomenon you can see is alive.

### Level 1

- Enhance plant growth: plants under your care grow larger and more verdant.
- Minor healing: seal all wounds. This stops the death count. Must be within arm's length to cast.
- Cause wound: cause one point of damage to one person within arm's length.
- Poison resistance: you can resist poisons for one encounter (linears) or 30 minutes (main game).

### Level 2

- Detect life: you can detect living things within short range.
- Cure disease: you can purge poison or disease from one person's body.
- Rapid heal: you may heal 1 point of damage on yourself or another person while in combat.
- Restoration: removes the effects of Wither or restores 2 points of damage. Requires 60 seconds of appropriate roleplay.
- Tangled woods: you can cause vegetation to grow rapidly and entangle one target within short range.
- Ranged wound: cause one point of damage to a single target within short range.

### Level 3

- Sense true form: allows the caster to identify the true shape of a living creature. This power can be used to see through illusions. It will also identify shifters, whether in human or animal form.
- Regeneration: allows the caster to restore or even regrow limbs within 30 minutes of the injury taking place. This power can also be used to reverse the effects of poison damage. Reverses the effect of Shrivel. The caster must also have knowledge of surgery in order to grow bones, muscle and sinew in the correct configuration. Requires 60 seconds of appropriate roleplay.
- Natural changes: the caster can change the shape of living tissue within the limits of the original biological form. This can be used to change the shape of someone's hands or cause plants to grow from seedling to full growth in a few minutes. It cannot give a human claws, or cause an oak tree to bear apples.

## Death

### Level 0

Sense death: you can tell whether an object, creature or phenomenon you can see is dead. (Includes ghosts if you are able to see them.)

### Level 1

- Interact with the dead: you can see and talk to ghosts. Lasts for one encounter (linears) or 30 minutes (main game).
- Allow the dead to pass on: you can help an unbound, willing spirit enter the plane of Death.
- Soul sense: you can tell whether someone has expressed magic and/or whether they are close to death. Can be used to tell whether someone is immortal.
- Stun: you briefly interrupt internal processes, making the target punchdrunk. The target is temporarily stunned and should roleplay reeling back from the caster. Must be within arm's length to cast.
- Spirit shield: spirits cannot harm you. Lasts for one encounter (linears) or 30 minutes (main game). Does not work on the plane of Death.
- Hold spirit: prevents the spirit from leaving the body at the point of death. Must be maintained until the body is healed.

### Level 2

- Wither: Disables part of the body for rest of an encounter (linears) or 30 minutes (main game) unless healed with Life magic. When casting, specify a limb, eyes, ears or tongue. Must be within arm's length to cast. Victim should roleplay the injury appropriately.
- Exorcism: forcing a bound or unwilling spirit to enter the plane of death. Commonly used to combat possession. Requires 60 seconds of appropriate roleplay to cast.
- Bind dead: bind a spirit into a willing target or inanimate object. Requires 60 seconds of appropriate roleplay.
- Command spirit: allows the caster to give a short, imperative command such as "come here." All but the most powerful spirits are forced to obey.

### Level 3

- Control spirit: gives the caster complete control over a dead spirit for the duration of an encounter (linear) or 30 minutes (main game).
- Shivel: completely kills the nerves in part of the body, making it permanently useless unless healed using Life magic. When casting, specify a limb, eyes, ears or tongue. The caster must be within arm's length of the victim.



## Source

### Level 0

Sense magic: you can tell whether an object, creature or phenomenon you can see has active magic.

### Level 1

- Corona: you surround yourself or someone else within short range with an aura of magic which gives off a soft light.
- Sense expressed magic: you can see what streams of magic someone has specialised in, and the level of mastery.
- Channel mana: you can move mana from one source to another. Consent is required from any living creatures involved. You may not channel more mana than your natural limit.
- Source shock: you shock one person within arm's range for one point of damage.
- Identify magical effect: allows the caster to identify the type of magic used in an effect that has been or is being cast. This will also allow the caster to identify how much mana a person, object or phenomenon currently holds.

### Level 2

- Draw power: allows the caster to draw 1 point of mana per 5 seconds from a willing or unwilling person, object or phenomenon. Must be within arm's length of the victim for the duration of casting. If used aggressively against a player character, must be done in the presence of a ref.
- Identify magical effect: allows the caster to identify the intended effect of magic that has been or is being cast.
- Disrupt: allows the caster to interrupt and prevent an effect that is being cast. Cannot be used on instant effects.
- Source bomb: fills a small object (roughly the size of a baking potato) with mana to the point where it explodes. Does 2 points damage to a single target.
- Delay expression: allows the caster to hold off an imminent expression of a new magical stream for the duration of an encounter (linear) or 30 minutes (main game).

### Level 3

- Power drain: allows the caster to instantly draw all mana from a willing or unwilling person, object or phenomenon. If this is more power than the caster can hold, the caster takes one point of damage for every 3 points drawn above their limit as the excess power is burned off.
- Deny access to root of magic: prevents the target from accessing the root of their magic for as long as the effect is maintained. The caster must maintain concentration; they cannot move above a walking pace, use a weapon or cast any other magic while the effect is in being maintained. The target must be within 5m of the caster or the effect is broken.
- Body scan: allows the caster to view the magical system of a single person, object or phenomenon. This allows the caster to identify the magical capabilities of the target and identify all active magical effects.
- Block bond: you may use your partner's magic but deny them access to yours.

## Fate

Note: Fate strands show significant links between people, objects and phenomena. This is the equivalent of the link between friends, enemies or close blood relatives. Links between casual acquaintance are too weak to have any use.

### Level 0

Disturbance in the force: you can tell when something momentous is about to happen. (Anyone with this effect felt it shortly before the coronation.)

### Level 1

- See own fate strands: you can see the connections between yourself and other people, objects or phenomena.
- Sense imminent death: you can tell when someone is about to die. (Ref note: if you use this in combat you will be incapacitated by an immediate migraine)
- Ping: you can tug on a fate strand to get someone's attention over any distance. (Mechanical note: for reasons of practicality this can only be used on NPCs in game.)
- Weave the web: you may create a fate strand between you and any other person, object of phenomenon. This will allow you to track that thing at a future point.

### Level 2

- See the fate of others: allows the caster to see and follow the main connections between other people, objects or phenomena.
- Dodge: manipulate fate strands so that a blow does not land. Allows a single use of dodge.
- Sever fate link: break the fate link between two people, objects of phenomena. This break is permanent unless re-established by a Fate magician.
- Flashes of the future: gives the caster a brief image of an event that is likely to happen.

### Level 3

- See fate nexus: allows the caster to identify any fate nexus within line of sight. A fate nexus is the crossing point of many fate lines and has the potential to alter the course of fate.
- Dragon's whisper: allows the caster to identify people, objects or phenomena that have the potential to change the course of a known fate.
- Fortune's favour: manipulate the fate strands so that blows do not land. Allows for three uses of dodge. Lasts for an encounter (linear) or 30 minutes (main game).

## Illusion

Caveat: there is a higher-level effect which allows Mer to mask illusions. This may cancel lower level sensory powers.

Illusion powers require concentration. They cannot be used while actively engaged in combat.

We strongly encourage players to prepare phys reps for illusions they are likely to use.

### Level 0

Sense Illusion: you can tell whether an object, creature or phenomenon you can see is an illusion.

### Level 1

- Create small visual illusion: you may create the static image of a small object or creature no larger than a sack of potatoes. You must be within arm's reach to maintain the illusion. Lasts for an encounter (linear) or 30 minutes (main game). (If this is being used as a disguise for an object, please bring a phys rep for both the object and the disguise.)
- Static camouflage self: you remain invisible but cannot move. Lasts for an encounter (linear) or 30 minutes (main game).
- Sense Mer: you can tell whether an object, creature or phenomenon you can see is a Mer.

### Level 2

- Mask own magic: hides the root of a caster's magic from view, making them appear to be non-magical. E.g. a mer disguised as a human cannot be identified by other mer or low-level Life or Source mages. This power does not mask active magical effects. Lasts for an encounter (linear) or 30 minutes (main game).
- Create large visual illusion: you may create a static image of an object or creature no larger than a wagon of potatoes. Lasts for an encounter (linear) or 30 minutes (main game).
- Small mobile illusion: you may create the image of a small object or creature no larger than a sack of potatoes and move at up to a walking pace. You must be within arm's reach to maintain the illusion. Lasts for an encounter (linear) or 30 minutes (main game).
- Small mobile camouflage: you are camouflaged and difficult to see provided you move at no more than a walking pace. This is not true invisibility. Sharp eyes may spot shimmers in the air as you move. Lasts for an encounter (linear) or 30 minutes (main game).
- Create small auditory illusion: you may create the illusion of sound, either as part of another illusion or on its own. This sound cannot be louder or more complex than a single human voice. Lasts for an encounter (linear) or 30 minutes (main game).

### Level 3

- Invisibility: renders the caster entirely invisible to the naked eye. Lasts for an encounter (linear) or 30 minutes (main game).
- Create large mobile illusion: allows the caster to create a mobile image of an object or creature no larger than a wagon of potatoes. Lasts for an encounter (linear) or 30 minutes (main game).
- Camouflage other: allows the caster to camouflage any other person within a 5m radius. Lasts for an encounter (linear) or 30 minutes (main game).
- Large auditory illusion: allows the caster to create the illusion of loud and complex sounds, such as an orchestra or a thunder storm. Lasts for an encounter (linear) or 30 minutes (main game).

## **Perfection**

Because perfection effects are always permanent, the cost for perfection magic is tripled.

Level 1 – 3 mana

Level 2 – 6 mana

Level 3 – 9 mana

### Level 0

Unicorn sight: as level 1 source effect, you can see whether something is magical and what type of magic it is. This only applies to **expressed** magic. You cannot see racial magic.

### Level 1

- Improve plants and animals
- Perfect small objects

### Level 2

- Perfect plants and animals
- Perfect larger objects
- Improve higher creatures

### Level 3

- Perfect higher creatures
- Know perfection: when combined with Fate 1 this power allows you to know what something is perfect for.

## **Transformation**

### Level 0

- Sense transformation: you can tell whether an animal or person is a shifter.

### Level 1

- Transform: the shifter can transform between human and animal shape at will.

### Level 2

- Partial transformation: the shifter can transform limbs or their head between human or animal shape at will. This is commonly used to give the shifter bear paws or a wolf's head in battle.

### Level 3

- Fine control: the shifter has such delicate control over their physical form that they can transform tiny parts of their body. For example, a wolf shifter might have a wolf's sense of smell while in human form.