

USE OF MAGIC

Over the course of your ordeal, you will eventually acquire the means to use magic; that is, to bring about inexplicable alterations of the physical world through the aid of supernatural forces. Opportunities to learn magic spells will be revealed in **STORYLINE** entries; until then you cannot cast them. In combat, the success or failure of magic spells will be determined either by a memorization system that tests your mental toughness and acuity OR by the use of a sacred item in tandem with winning three out of five tests of the game Rock, Paper, Scissors (RPS). In order to attempt to cast a magic spell during combat in lieu of a *kendama* attack, you must:

1. Select the magic spell you wish to cast in **MAGIC SPELLS** list below (you can only attempt spells that you have been awarded in **STORYLINE** entries and recorded on your **CHARACTER SHEET**);
2. Decide whether you want to attempt to cast the spell by the **MANTRA OPTION** or the **ITEM OPTION**;
3. If you select the **ITEM OPTION**, deduct the requisite item(s) off your **CHARACTER SHEET** and undertake an RPS challenge
 - a. To do an RPS Test, first choose “rock,” “paper,” or “scissors” in your mind. Then turn to the **ROCK, PAPER, SCISSORS RANDOM CHART** and—without looking!—randomly point at the chart with your finger or pencil. Repeat up to five times total. If you win at least 3 of 5 RPS Tests, you have successfully cast the spell and may calculate the damage done to the enemy. If you do not win 3 of 5 RPS Tests, then the spell fails and your combat turn is over.
4. If you select the **MANTRA OPTION**, you do not need to use any items or do an RPS Test. Instead, study the spelling and order of letters and/or words listed under the **MANTRA OPTION** in the list below without making any written notes
 - a. Note: each spell has five mantras and can no longer be cast via the **MANTRA OPTION** once all five mantras have been used.
5. Replicate the precise spelling and order of words in writing in the **SPELLCASTING** section without referring back to the **MAGIC MANTRA** section;
6. Check your replication attempt by comparing it with the mantra you selected in the **MAGIC MANTRA** section;
7. If you successfully replicated the selected mantra, then spell is cast and you may calculate the damage done to the enemy.

MAGIC SPELLS

1. INFERNO

- a. A blast of fire that envelopes its target or creates a supernatural barrier for three seconds.

i. ITEM OPTION

1. One jawbone, conch shell, or flayed skin of a DEADLY enemy + 3/5 RPS Test.
 - a. ATTACK: 2d6
 - b. DEFENSE: -2d6

ii. MANTRA OPTION

1. O, X, A, F, L, P
2. X, F, L, I, P, O
3. L, O, F, X, I, A
4. I, F, X, A, O, L
5. F, L, A, I, O, X

2. MINDCHILL

- a. A frigid assault on the mind that stuns and torments the target.

i. ITEM OPTION

1. Two jawbones OR one flayed skin of a DEADLY enemy + 3/5 RPS Test.
 - a. ATTACK: 3d6
 - b. DEFENSE: -3d6

ii. MANTRA OPTION

1. Ox, Ax, Sax, Max, Tax
2. Ax, Tax, Max, Ox, Sax
3. Tax, Max, Ox, Sax, Ax
4. Sax, Ox, Ax, Tax, Max
5. Max, Sax, Ox, Ax, Tax

3. SPECTRAL SHRIEK

- a. A terrifying outburst of demonic shrieks and poltergeist abominations that severely traumatizes its target.

i. ITEM OPTION

1. Three conch shells OR two flayed skins of a DEADLY enemy + 3/5 RPS Test.
 - a. ATTACK: 4d6
 - b. DEFENSE: -4d6

ii. MANTRA OPTION

1. Coatl, Tlaloc, Mictlan, Teotl, Huacan
2. Tlaloc, Coatl, Mictlan, Huacan, Teotl
3. Mictlan, Teotl, Coatl, Huacan, Tlaloc
4. Huacan, Mictlan, Coatl, Tlaloc, Teotl
5. Teotl, Huacan, Coatl, Tlaloc, Mictlan

4. COWARD'S BANE

- a. Reduces target to a gibbering heap of cowardly tears by depriving it of the meaning of life.

i. ITEM OPTION

1. Two jawbones AND two conch shells or three flayed skins of a DEADLY enemy + 3/5 RPS Test.
 - a. ATTACK: 5d6
 - b. DEFENSE: -5d6

ii. MANTRA OPTION

1. Quetzalcoatl, Mictlantecuhlti, Tlaloc, Huehueteotl, Teotihuacan
2. Mictlantecuhlti, Quetzalcoatl, Teotihuacan, Tlaloc, Huehueteotl

3. Hueheteotl, Mictlantecuhthli, Tlaloc, Teotihuacan, Quetzalcoatl
4. Tlaloc, Hueheteotl, Teotihuacan, Quetzalcoatl, Mictlantecuhthli
5. Teotihuacan, Tlaloc, Quetzalcoatl, Mictlantecuhthli, Hueheteotl

SPELLCASTING

MANTRA OPTION

1. INFERNO

- a. _____
- b. _____
- c. _____
- d. _____
- e. _____

2. MINDCHILL

- a. _____
- b. _____
- c. _____
- d. _____
- e. _____

3. SPECTRAL SHRIEK

- a. _____
- b. _____
- c. _____
- d. _____
- e. _____

4. COWARD'S BANE

- a. _____

- b. _____

c.

d.

e.