WHIMSICAL WAYS MAGIC RULES

Spells are actions which use one or more magic specialties. The player states the intended effect, and the GM assesses whether the ability or abilities are appropriate toward that end.

Spell costs
- Cost is set by the GM: given that the spell is appropriate for the stated effect, the cost range is 0 to 5.
  - Group casting reduces cost by 1 per three participants who are determined to help; they do not have to be spellcasters. Group casting is a lengthy ritual requiring at least an hour.
- The sole determinant is the benefit to the caster's safety, sanity, goals, and anything similar. The more benefit, the higher the cost.
  - Convenience costs 0; the permanent and utter removal of a problem and any of its ramifications is 5.
  - For reference, defeating a dangerous opponent costs 3.
- After the spell is cast, regardless of effect, the cost is subtracted from the magic specialty that was rolled. The points return at the end of the current adventure.

Spell effects
- If the spell includes more than one magic specialty, then the player chooses which one will provide the value for the roll.
- Base: Passable – this affects one target in the immediate vicinity for an effect which remains in this vicinity and does not last more than a minute or two. If it is damaging, then it counts as Passable damage.
  - Necessary successes go up by one for each unit of:
    - More targets
    - Regions further away from the location
    - More duration, in units appropriate to the effect
- Spell failure immunizes the target against that effect or any similar effect by that magic specialty performed by this caster for the rest of the adventure.
  - On a catastrophic failure, reduce the specialty by (Fate vs. Great)x2 points.

The primary magic specialties
- Burgeoning: growth, multiplication, replication, modification associated with organic development
- Changing: modifications which correspond to ordinary processes, in type, material, organization, or other essential features
- Commanding: influencing behavior and guiding actions (not opinions, beliefs, or attitudes)
- Communing: communicate with animals, people, magical beings, or inanimate objects, with or without using vocalized speech.
- Connecting: discovering new information and relations among known and real things and events
  - Nuance: to strengthen an existing connection, combine with Deep
- Deceiving: establishing false information about anything, including presence/absence, identity, less or more dangerous-seeming, aspects of the environment, and more
- Defending: stopping or reducing any and all forms of harm, deception, alteration, or movement, magical or mundane
- Destructing: destruction, dissolution, failure of physical integrity, breakage, harm based on disruption
- Imbuing: modifications which do not correspond to ordinary processes, in type, material, or other essential features
- Knowing: discovering, assessing, teaching, and disseminating information
  - Cast with Depth, the spell can result in permanent learning
- Moving: changing location for oneself or for others or other things
  - Nuance: to bring something but unspecific real here, like "one of those wolves from the forest" or similar, it needs to be combined with Summoning; to bring someone specific, needs Communing or Connecting depending on the details

- Summoning: bringing entities of any kind into existence (similar to Summon + Bind in Legendary Lives)
  - It has to be on the list or a named thing which is equivalent, corresponding to some skill you have
  - Rolled value is the value for its highest attribute; also the value to control it, also the value to banish it
  - Catastrophic brings something with an Awesome ability, as opposed to the purpose of the spell as possible

The meta-magic specialties
- Depth: permits another magic specialty to operate in subtler ways, to involve things which are implied or otherwise inaccessible or unobserved, or to address any aspect of meaning
  - For example, for Connecting, creating relationships and interactions among known things rather than discovering them
  - Without depth, a spell's effect is purely physical and no matter how extreme, cannot be or mean anything beyond its literal effect. You may be, for example, Transformed into a physical frog, but you will not *be a frog* without Depth. Similarly, a spell must include Depth to invoke the Sanity rules.
- Height: increasing the degree of what another magic specialty affects, in terms of its target's stature in any sense of the word
  - For example, Burgeon may grow a seed to the adult plant's ordinary size, but Height permits it to create a giant version
  - Without height,
- Length: increasing the degree of what another magic speciality affects, in terms of the target's length in any sense of the word, or the effect's duration
  - Without length, a spell's duration is either one round or one minute out of combat, or maintained past that through the caster's unbroken concentration (a possible use here for Carry On).
- Width: increases another magical specialty's effect in terms of the target's breadth, in any sense of the word
  - Without width, a spell's effect is a beam or widens to a cone as indicated by extra columns, for extra targets, who must be next to one another.

A meta-magic specialty may be used in two ways.

- The first is to augment one of the primary magic specialties. The stated effect includes aspects which are appropriate for the meta-magic specialty. The cost and difficulty are not altered.
  - The player chooses which specialty is rolled.
  - The player chooses which specialty's points are reduced, singly or in combination, by the cost.
  - The meta-magic spells may also be included for purposes and benefit of Cost accounting if their literal meaning is involved in the spell, even if special content isn't. For example, Moving may be cast with Depth if the targets are moved downwards.

  - Example: in the lowest deck of the ship, the space wizard orb casts a spell against three attacking pirates. The spell is Moving, modified by Depth to define the spell to transport them below the ship, i.e., into the waters beneath it to drown. This effect is deeper in terms of the effect of the movement.
    - The GM sets the cost at 3
    - The player chooses to roll either Moving or Depth
    - The roll is Great, exceeding Passable by two columns. This is sufficient to move one target (Passable), another target (Good), to the region immediately outside the current one (Great); one of the pirates remains.
    - The player deducts a total of 3 from Moving, Depth, or both.

- The second way is to use the meta-magic specialty by itself, for a metaphysical or otherwise bizarre effect which cannot be achieved by any of the primary magic specialties, and which indubitably demonstrates the principle of the named specialty. Used this way, only one meta-magic specialty may be named and rolled.