

# USE MAGIC

Here's the move:

*When you **use magic**, say what you're trying to achieve and how you do the spell, then roll +Weird.*

- *If you get a 10+, the magic works without issues: choose your effect.*
- *On a 7-9, it works imperfectly: choose your effect and a glitch. The Keeper will decide what effect the glitch has.*
- *On a miss, you lose control of the magic. This never ends well.*

*By default the magic has one of the effects listed below, lasts for around thirty minutes, and does not expose you to danger, unwanted attention, or side-effects. If there's a glitch this might change.*

*Effects:*

- *Inflict harm (1-harm ignore-armour magic obvious).*
- *Enchant a weapon. It gets +1 harm and +magic.*
- *Do one thing that is beyond human limitations.*
- *Bar a place or portal to a specific person or a type of creature.*
- *Trap a specific person, minion, or monster.*
- *Banish a spirit or curse from the person, object, or place it inhabits.*
- *Summon a monster into the world.*
- *Communicate with something that you do not share a language with.*
- *Observe another place or time.*
- *Heal 1-harm from an injury, or cure a disease, or neutralize a poison.*

*Glitches:*

- *The effect is weakened.*
- *The effect is of short duration.*
- *You take 1-harm ignore-armour magic.*
- *The magic draws immediate, unwelcome attention.*
- *It has a problematic side effect.*

*The Keeper may require one or more of the following:*

- *The spell requires weird materials.*
- *The spell will take 10 seconds, 30 seconds, or 1 minute to cast.*
- *The spell requires ritual chanting and gestures.*
- *The spell requires you to draw arcane symbols.*
- *You need one or two people to help cast the spell.*
- *You need to refer to a tome of magic for the details.*

Magic, by its nature, breaks the rules. The **use magic** move lists the possible effects for magic spells. Magic that goes beyond these effects counts as **big magic** (see below).

When a hunter **uses magic**, it's important to ask them what they're trying to do (and work out which of the effects they are trying for). Ask the hunter how they cast the spell, and what it looks like too.

Then consider the scope of what they're doing, how they said the spell is cast, and decide if you will require anything extra from the list.

Pick extra requirements based on the size of magical effect. Magic that has a big effect should need a bigger effort. Usually pick one or two things including anything the hunter included in their description of casting the spell. You can offer alternatives, too, so that the hunter *either* takes one minute *or* needs arcane symbols, say.

Partial successes when **using magic** mean that the hunter has to pick a glitch. Glitches are bad news, but it's up to the hunter to decide which one happens. Magic should always be dangerous and unpredictable, so hammer that home when you decide how the glitches take effect.

On a miss **using magic**, make as hard a move as you like: anything can happen when magic goes wrong. Reversing the intended effect of the spell is an option, so that the exact opposite of what the hunter wanted happens. You can also go for off-the-wall weirdness: portals to other dimensions; angry spirits converging on the hunter; or changes to the laws of physics around the hunter—that sort of thing.

### ONE THING BEYOND HUMAN LIMITATIONS

This particular effect is an important one because what you allow here will define how powerful magic is in your game.

For a gritty game, going 'beyond human limitations' might include:

- lifting a car just enough to free someone trapped underneath
- carrying on despite a nasty injury
- resisting a mental attack from a monster.

For a more super-heroic game, going 'beyond human limitations' might include:

- flying up to a rooftop.
- surviving a deadly injury.
- reading the thoughts of everyone around you.

So, when a hunter wants to exceed human limitations, think carefully about what allowing their desired effect in this case implies for your entire game. You can think of your decisions about this as a dial that determines how much power the hunters can get from everyday magic spells.

If you think the desired effect is too powerful, tell them they would have to do it with by using a **big magic** ritual instead).

## BIG MAGIC

The rules for the **use magic** move are constrained, but **big magic** is not. **Big magic** is for everything else, from curing someone of vampirism to opening a gate to another dimension.

The only limits on **big magic** are those that have been established in your game. For example, it may be that you decided magic never allows anyone to travel into the past.

Even these established rules might be broken if there is a strong enough reason in the story. For example, the hunters might realise that the *only* way to defeat a monster is to go back in time to when it was weaker. If you reveal that a limit can be broken in certain circumstances, think about what this reveals about the world. This sort of event should always be a big deal, with big repercussions in your story. In our time travel example, maybe travel into the past changes the timeline irrevocably; or maybe the rule being broken unleashes an angry time god on the hunters.



When the hunters want to do **big magic**, you decide what it requires, the same as when someone uses magic normally. Once the hunters meet the requirements, the spell happens successfully, without a roll. Here are the options for requirements that you can choose from:

- Spend a lot of time (days or weeks) researching the magic ritual.
- Experiment with the spell—there will be lots of failures before you get it right.
- The hunter needs some rare and weird ingredients and supplies.
- It will take a long time (hours or days) to cast.
- The hunter needs a lot of people (2, 3, 7, 13, or more) to help.
- It needs to be done at a particular place and/or time.
- You need to **use magic** as part of the ritual, perhaps to summon a monster, communicate with something, or bar the portal you opened.
- It will have a specific side effect or danger.

You can pick multiple requirements, that all need to be satisfied:

*For example, you can tell the hunters “You need to spend a few days doing research and then get a lava snake fang to cast this spell. And then you’ll need three people to help you cast it.”*

You can also give the hunters alternatives:

*For example, you can tell the hunters “You need to spend a few days doing research for a simple version, or if you get a lava snake fang then you can cast it right now. Either way you need three people to help out.”*

Make the requirements consistent with how big a deal this spell is going to be. Also, because the big magic does not require a roll for any move (except, incidentally, as part of meeting the requirements), you need to consider the perils and side effects of the spell and bring them into play as Keeper moves.