

PROJECT MANAFLOW

Pease. For hundreds of years, these nations have been in conflict. We are finally able to put our differences aside and explore our world, of which we know so little. Our magic, for which we have only used for war. Our predators, who lurk ever closer. May our hardest times be behind us, and may the the wind always be at your back, traveler.

MANA AND THE SOUL GATE

All magic uses **Mana** drawn from the *Etherial Plane* through one's **Soul Gate**. The Soul Gate is a fragile barrier between the Ether and the Material, and one exists in most living things. A Soul Gate is used to guide mana into shaping the earth, to channel life. The Soul Gate is damaged when mana is moved through it, though this damage is repaired over time.

CASTING SPELLS

Every spell requires mana to flow through the caster's Soul Gate. If more mana is used, the effects of the spell increase. Some spells require that the caster *Incantate* or *Gesticulate* over the duration of the spell. When the caster stops performing these actions (or they are interrupted) the spell ends immediately. A spell that requires incantation or gesticulation is marked with (C) or (G), respectively. If a spell does not require either of these actions and has a duration that ends when the caster decides, it is designated *ongoing* and marked with (O). A caster may still cast other spells while channeling a spell. Skilled casters can incantate one spell, gesticulate another, and cast a third simultaneously.

Many schools of magic have unique requirements that must be met before a spell may be cast.

RUPTURE

A caster must be aware of her limits, especially when learning new skills. When too much mana is channeled through a Soul Gate, a caster receives backlash in the form of a Rupture. This backlash depends on the schools of magic from which they are able to cast, and their primary Arcana. A caster may not use a portion of their Soul Gate that is still recovering from the Rupture; if a caster has a Soul Gate 40% through recovery, they can use 40% of their Soul Gate as normal. They cannot access the other 60% of their Soul Gate by any means.

Some casters, especially those who study the Catalyst Arcana, willingly cause Ruptures to use this backlash. Many of these effects are incredibly dangerous without preparation, and it goes without saying that care should be taken when using this technique. Novice casters frequently hurt themselves when their Soul Gate is ruptured.

ARCANA AND SCHOOLS

Spells are divided into three **Arcanas**, and further divided into nine **Schools**. A caster devotes themselves to one Arcana over the course of their life. They may also select two schools of study. The caster may cast spells from their primary Arcana or their two auxiliary schools.

A caster may forego either of their auxiliary schools to **perfect** a school they already have access to. A perfected school has simplified incantations and gesticulations, reduced casting time, and some spells have unique effects. A caster may change their perfected and auxiliary schools over the course of a short ritual.

CONSTITUTION AND FORTITUDE

A caster must always keep in mind not only how mentally focused he is, but also his physical fitness. A caster's **constitution** is commonly improved by frequently visiting as many locations as possible. A caster's constitution defines the amount of damage his body can take, and his **fortitude**. A caster's fortitude represents his stamina. Fortitude is not easy to maintain over a day's work. Any and every kind of strenuous activity drains one's fortitude, and fortitude may only be generated by resting.

Magical healing is more effective depending on the subject's fortitude, and some fortitude is drained when this is performed. This must be taken into account on long campaigns.

VITA ET DETRAXI



RUPTURE

If the caster's health changes during the Rupture, the caster takes fortitude damage. The caster takes more damage the more recent the beginning of the Rupture is.

VITA

Vita is the study of life itself. Casters heal themselves by pulling vitality out of their surroundings and harm their enemies by pulling the same life out of their enemies.

Vita casters must enter a trance, called *shadestepping*, to cast their spells.

RUPTURE

The caster cannot be healed for the duration of the Rupture. When the Rupture ends, the caster is healed for the amount that would have occurred over the duration.

VITALITY SHIFT (C)

Drain fortitude from the target and into the caster, or vice versa. The source target must remain still for the duration of the spell.

CROWN OF THORNS (C, G)

The caster and the target lose health at an exponentially increasing rate. This spell is especially easy to interrupt. End bloodlinks on the target and self. P: Deals Fortitude damage to the target, but not the caster.

CONCENTRATE LIFE (G)

The caster shifts health over time from a non-sentient target to another target. The speed of the transfer is dependant on manaflow and the health of the recipient; the more health the recipient has, the faster the transfer.

PHASE (G)

Step entirely into the Ether, becoming Phased. The caster is invisible to those not shadestepping or Phased, may walk through some materials, does not take physical damage (except by those Shadestepping or Phased), and is healed for an additional amount, but takes double damage from non-physical sources. Ends shadestepping when the spell ends. P: May be cast on a target other than the caster and no longer ends shadestepping.

ANIMA MEA

Anima Mea is the study of the soul and bonds between men. Casters heal their allies by casting spells through their shared blood and attack their enemies with a bow and an arrow dripping with their own blood.

Anima Mea casters must create a **blood bond** with a target before casting spells on them.

RUPTURE

All bloodlinked characters take damage equal to the caster's maximum health split evenly among them.

STRENGTH IN UNITY

The caster drains a small fraction of every Bloodlinked character's health to a Bloodlinked target.

DIVIDED WE STAND

The caster sacrifices a large portion of her health to heal every Bloodlinked character.

SPIRIT FLARE (C, G)

Grant every Bloodlinked character access to your Soul Gate. P: Or access a portion of every Bloodlinked character's Soul Gate.

SOUL CHARGE (G)

When a Bloodlinked character other than the caster uses mana, they heal proportional to the mana used. P: The caster is also effected by the spell.

VITA ET DETRAXI, CONT

CORPUS

Corpus is the study of the body and death. Casters employ raised skeletons and cadavers to aid in spellcasting, and use their aides to disrupt their enemies.

The effects of Corpus spells do not vary with Manaflow.

RUPTURE

The caster's incantated, gesticulated, and ongoing spells are maintained for the duration of the Rupture, and are ended when the Rupture is over. They may not be ended before then by any means. Ongoing 'Raise' spells increase the duration of the Rupture, and end when the Rupture is over.

RAISE DANCER (O)

A dancer is the skeleton of a small animal, usually rodents. It is capable of gesticulating in place of the caster. The spell's mana demand increases exponentially over time.

BONE MARIONETTE (G)

The target's heart is stopped and their brain begins to control their limbs independent of muscles or bloodflow. Their fortitude cannot change. Their health cannot increase. If the caster attempts to heal them, they are instead damaged for the same amount.

DEATH KNELL

Deal damage to a target. Deals more damage if the target has less than half fortitude remaining.

REANIMATE (C, G)

He raised the Dancers and set the spells in motion. Vara would tell him where the Nests lay, no matter how many times he had to kill her.

The target corpse is given a semblance of life. It is allowed to act as if it had minimum fortitude. If it is restored to full health, it falls unconscious, the spell completes, and the target returns to life. If the caster stops incantating or gesticulating for any reason before the spell completes, the target immediately returns to being a corpse.

CATALYST

Fuff. Every Catalyst spell requires a Catalyst: a mark on the skin describing a desired change to reality. When mana is allowed to flow through this mark, the effect occurs. However, these marks are fragile. As more and more mana flows through the mark, the mark becomes cracked and imperfect, demanding more mana for the same effect, and eventually becoming totally unusable.

RUPTURE

The caster takes quadruple magic damage for the duration of the rupture.

CONJURATION

Conjuration is the simplest school of magic to use; simply flow mana through a Catalyst, and the effect occurs. The complexity occurs in the design of the mark. A mark may be designed to lower the cast time at the expense of a more complex incantation, or larger damage at the cost of a smaller range.

RUPTURE

Every Catalyst degrades massively. If a Catalyst is destroyed this way, the spell as if the caster's entire Soul Gate was used to cast the spell on the caster's last target of a Conjuration spell.

MANA BURN

Arc raw mana through the air towards the target, dealing damage. Force their soul gate to accept mana proportional to the mana the caster used and distance, damaging their soul gate and potentially causing a rupture. The cast time is proportional to mana used.

JAUNT (C/G)

Teleport to a nearby target location, and when the channel ends, return. The caster may incantate or gesticulate to channel this spell.

CRUMBLE

Fold an object or creature in on itself, causing massive damage. The cast time decreases with manaflow, but damage does not increase with manaflow.

VOID RIP (C, G)

"Witness the death of gods, the end of ages."

Rip spacetime, flooding the area with negative energy, dealing massive damage over time and healing the caster for the same amount. If the caster would be healed but cannot be for any reason, they instead take constitution damage.

ESSENCE

Essence is using an object which is the embodiment of a concept (such as a scarab for protection or a waterfall for motion) and projecting that embodiment by causing mana to flow through it.

Repeated castings may not activate the same Essence unless a different object is used. Essence spells can be used as counterspells; if a target is under the effects of Purify, Purify may be cast on the target to end the effects.

RUPTURE

The caster is under the effects of Stoneskin for the duration.

STONESKIN (C)

Channel unbreakability (diamond, chain) to encase the target in stone. The target cannot move or cast spells with gesticulated components, but are immune to physical harm and line-of-effect spells.

RICOCHET (C)

Channel a link (chain, etc.) to fire a projectile at the target. The projectile rapidly bounces to nearby targets. Bounce range increases with manaflow, damage does not.

ARCANE VENTRILOQUISM

Channel distance (arrow, letter) to cause a spell's origin to shift to a target location and cast by proxy. Distance increases with manaflow. P: Cast the spell from both the target location and the caster's position, paying all costs.

PURIFY (O)

Channel protection (scarab, hollow orb) to cause a target to become totally immune to magic, both helpful and harmful, for the duration. This spell demands an incredibly large manaflow, and as such cannot be safely maintained for longer than a second for most journeyman casters.

CATALYST, CONT

WILL

Will is the means by which a caster's bare fists and limbs are used to make unarmed strikes empowered by Conjunction and Essence. As such, they may not be cast by proxy.

Castings must be performed in the same motion of a strike. There is also a short downtime between Will spells.

Will spells are far more difficult to cast while gesticulating.

P: Will spells may be cast by proxy, but they still require physical contact.

RUPTURE

Will spells and strikes performed by the caster deal no damage whatsoever.

COBRA STRIKE

Channel motion (waterfall, wind) to lunge forward, breaking any imprisonment effects on yourself or the target. Lunge further depending on mana input.

CLOSE THE GATES

Reset the target's Soul Gate to its default state, ending ongoing effects. If performed on a target with a ruptured Soul Gate, deal massive damage and end the Rupture. Deal damage to the target proportional to the damage reverted.

PRESSURE POINT (C)

Cause the target to lose control of a hand or leg while incanted. Duration increases with manaflow.

BLOODY MARY'S GAMBIT

Switch any bloodlinks between the caster and target.

TRANSMUTATION



RUPTURE

The caster cannot move their limbs.

ALCHEMY

Alchemy is the act of inscribing runes on an object or mixing materials to achieve an effect at a later time when mana is run through the object, called *detonating* the object. If the alchemist is skilled enough, multiple spells may be inscribed on the same object, to be detonated at different times. When the spell is complete, the rune disappears from the object.

RUPTURE

All of the caster's alchemy objects detonate simultaneously shortly after the rupture begins.

LIGHTNING RING

The object releases a wave of electricity. The ring deals damage increasing with distance from the object. Speed of the ring and maximum range scale with manaflow. Damage does not scale with manaflow. P: May instead damage a creature's Soul Gate.

SINGULARITY (C, G)

The object becomes so compressed and massive it develops a gravity field. Field size and strength scales with manaflow. P: The object develops an event horizon.

CLOUDKILL (G)

The mixture changes phase to a gas to cause a single spell effect to those who inhale it. If the spell has gesticulated components, they last the duration. When gesticulation ends, the gas dissipates. A target may only be effected by a this spell once per casting. P: The mixture may instead distribute a bloodlink.

ETHER VISION (G)

Shadestepping and Phased casters can see creatures near the object regardless of obscuring geometry. The caster is considered shadestepping while the object is detonating. A shadestepping caster cannot cast this spell. P: No gesticulation component.

TRUE TRANSMUTATION

True Transmutation is the act of inscribing runes on an object as mana is channeled into the object. When the spell is complete, the rune disappears from the object. True Transmutation spells almost always interact with the environment. Sometimes they involve compressing or expanding matter.

Many True Transmutation spells can be used on Alchemy objects or Artifacts.

(R) marks a Rune component, which must be scribed on the target object.

RUPTURE

Runes for the last True Transmutation spell cast manifest and activate on nearby surfaces.

WATERFALL (G)

"Can anyone show me the difference between a vector and a scalar?" The class's hands shot into the air. "No, don't tell me. Show me!"

Cause loose matter to increase or decrease in speed, or stay still. The targeted objects may only move along a line according to their velocity when the spell was cast. P: No G component.

IMPACT (R)

Cause a portion of a whole to fly out of the object. Boulders might be sent flying from the ground. Bark could be stripped from a tree.

SCULPT (C, R)

Cause matter to change shape. P: No C component.

SHIFT (R)

Cause matter to move without traveling through space, keeping its velocity. Can be used on or near a Soul Gate if manaflow is increased.

TRANSMUTATION CONT.

ARTIFACTION

Artifaction is the act of improving on a weapon by inscribing runes onto it and channeling mana into the weapon, henceforth called an Artifact.

The Artifact cannot be destroyed because an Alchemy spell detonates from it.

When an Artifaction spell is cast, the Artifact's next attack deals significantly more damage. This property is called *Shine*.

Will spells may be cast through the Artifact.

P: True Transmutation spells may be cast on the Artifact with no cast time.

RUPTURE

Spells from the Transmutation Arcana cannot be cast on the Artifact. Spells from the Vita et Detraxi and Catalyst arcana may be cast on the artifact.

SHAPE

Change the Artifact's form. Has no cast time for the first time a form is used in a given minute. P: Demands almost no manaflow if the same condition is met.

TEMPER (C)

Superheat the Artifact. If an enemy is struck, the caster may incantate to cause the wound to burst into flames and deal magical damage over time. Damage dealt this way cannot be healed until the spell ends.

CAUTERIZE

The next time the Artifact deals damage, it heals the target over the next few seconds depending on the damage dealt and manaflow. Instant cast time. Damage bonus from Shine doubled.

POLARIZE (G)

The caster and Artifact accelerate toward or away from one another. Does not activate Shine.

METAMAGIC

Fuff. Metamagic spells are not an arcana; they are able to be cast by any caster.

OVERMAGIC

Fuff. Overmagic spells must be extensively researched to attune the spell to one's own Soul Gate, often require unique material components, and are only good for a single casting.

REDEMPTION

Up to 11 nearby targets are resurrected with full health and minimum fortitude.

ECLIPSE

The caster and all nearby targets are teleported to a Void Rip.

RELICS



ur magic has been exclusively focused on war from the moment we discovered it. Now, with peace reigning, we must adapt our power to exploration and fighting beasts which usually lack any magic of their own. From what limited exploration we have already done, we have recovered several **Relics** from hermetic

peoples seeking to escape the war and survive away from others, and learned how they were created.

These Relics provide unique ways to interact with magic and the environment based on their **affinity**. Each affinity has an *augmenting* and *reactive* effect. The augmenting effect changes the user's spells' effects, while the reactive effect changes how the caster physically interacts with the world.

Relics are somewhat unstable, and when left within a few feet of one another for an extended period of time, both Relics are rendered inert. As such, casters do not carry more than one Relic at any given time, and never use more than one Relic at a time.

CREATION

Relics may be created by any caster. The caster must assemble materials from every corner of the world to create a Relic with a given affinity.

DISCOVERY

Relics are incredibly rare. It is suspected that incredibly dangerous monsters, attracted by the mana used by these hermetic peoples, may be inadvertantly guarding Relics and the secrets to their creation.

AFFINITIES

FIRE

This is the first affinity used by almost every Catalyst caster on their first journey beyond the bounds of safety. The Fire affinity is most useful when fighting creatures with a moderate amount of health and a lot of damage; after all, they can't kill you if they're dead!

AUGMENT

The caster's unarmed strikes and Will spells deal additional damage. Spells that damage a targets Soul Gate instead deal additional damage. Close the Gates deals additional damage based on the status of the caster's Soul Gate instead of the target's Soul Gate.

REACTIVE

Incoming projectiles burn up. This ability drains mana with each use, increasing with the size of the projectile.

SPIRIT

Many Vita et Detraxi casters are caught in a dilemma; keep moving away from your foe and stay alive, burning precious fortitude, or cast spells back at them, merely hoping to finish casting the spell before their foe gets on top of them. The Spirit affinity removes the choice; cast the spell and keep moving.

AUGMENT

When the caster casts a spell, they move and cast spells more quickly depending on manaflow. The caster's Soul Gate repairs itself as the caster moves, not over time.

REACTIVE

When the caster fires a bloodlink arrow, it transforms into a spirit wolf bloodlinked to the caster that tirelessly attacks the target for 12 seconds. If it dies, all bloodlinked characters (including other wolves) take damage split among them equal to 20% of the caster's current health. The spirit wolf is not capable of spreading the caster's bloodlink.

GROVE

The Grove affinity is often used as a last resort when healing allies; keep them conscious so you can assess the true damage later. However, when used on enemies the Grove affinity can be terrifyingly lethal. Someone might be at the top of their game one second and dead on the floor the next. It is incredibly important to exercise caution when using this affinity. It is also used by some solo and diving casters on short expeditions to keep their health high constantly.

AUGMENT

When the caster casts a healing spell, the target is healed as if they had maximum fortitude. Targets healed by the caster take significant fortitude damage.

REACTIVE

When you take physical damage from a source other than yourself, your Soul Gate is repaired somewhat.

ETHER

The first and only affinity to be developed through independent study, this affinity is used often by both aspiring and elderly casters to help keep both their mind and body from harm. Most experienced casters shun this affinity for its lack of active use.

AUGMENT

Spells cast using the Relic as a focus (staff, wand, etc.) do not damage the user's Soul Gate if the manaflow is low enough. The caster cannot use their Soul Gate if it is more than 75% damaged. The caster's Soul Gate cannot rupture.

REACTIVE

Should the caster take damage, a flat amount of the damage is taken by the Relic in place of the caster. Should the Relic take too much damage, it will cease function until repaired.

SECRET MAGICS

It would be naïve to assume we know all magics that have existed. Undoubtedly, there are some that have been lost to the sands of time. <Fortunately, we don't have to care about the sands of time! Consider this entire page an errata page.

SECRET SPELLS

Secret spells are discovered within dungeons or events or something like that. A player chooses which Arcana they would like to receive a spell for, and they *glean* a spell from a school within that arcana according to that dungeon's **set** (casters can't receive duplicates). A caster may only use spells from any two given sets at any given time; to cast other spells they have gleaned a caster must undergo the same ritual as to change schools. Ideally, the boss or elite enemies use some of the spells from their set.

SECRET SPELLS; SET 1



like some kinda antimage?

VITA ET DETRAXI

VITA

CLOCKBREAKER

Return to where you were physically a few seconds ago, duration rewinded scaling with manaflow. Can only be cast under the effects of the Phase spell. P: Heal for the amount of damage taken between the cast point and rewinded point.

ANIMA MEA

FLESH STEP

Switch positions with a bloodlinked target. Deal damage to the caster and target depending on distance. Does less damage depending on manaflow.

CORPUS

RAISE SHRIEKER (O)

A shrieker is the skeleton of a songbird. It is used to disrupt enemy casters' Incantation components by unleashing a deafening scream. It may also be used to scout. The spell's mana demand increases exponentially over time. P: The caster may cast spells through the Shrieker; however, the shrieker's manaflow increases dramatically.

CATALYST

CONJURATION

MANA VOID (C)

When the target casts a spell they take damage proportional to that spell's manaflow.

ESSENCE

AFFINITY THEFT (C)

Channel encasement (fossil, amber) to take on the effects of the target's affinity instead of the target, suppressing your own affinity for the duration. P: You may instead block the affinity without taking it on.

WILL

AFTERMATH (O)

When the target damages the caster a portion of the damage is rebounded on the target shortly after. Duration increases with manaflow.

TRANSMUTATION

ALCHEMY

BURST

The object spontaneously releases all stored energy, exploding in an incredible shockwave, temporarily deafening and knocking away nearby targets. The object is destroyed in the process.

TRUE TRANSMUTATION

INFLATION/DEFLATION (G)

The target object grows or shrinks in size without gaining mass.

ARTIFACTION

LETHAL FLOURISH (O)

The artifact's next attack leaves a trail in the air. Creatures or objects that touch it are damaged as if struck by that attack. Has no cast time. P: The caster cannot be hit by their own Flourish.

SECRET SPELLS; SET 2



ome kinda frost sorcerer

VITA ET DETRAXI

VITA

SNOW STORM

A self-centered snowstorm develops for eight seconds. Periodically, a random nearby creature is struck by lightning and takes magical damage. If there are no targets nearby, the caster is struck. Number of thunderstrikes scales with manaflow.

ANIMA MEA

HOWL (G)

Bloodlinked characters take damage over time proportional to their current health. When a bloodlinked character kills or incapacitates an enemy, bloodlinked characters gain movement and spellcast speed.

CORPUS

OVERLOAD (G)

The caster takes massive damage over time. The caster cannot take magical damage for the duration.

CATALYST

CONJURATION

WHITE TREES

Create a freezing field that deals damage over time to nearby creatures.

ESSENCE

FROZEN MARTYR (G)

Channel a likeness (picture, reflection) such that when the caster moves, a statue of ice is left behind. If the statue is struck, whatever hit it is encased as per the Stoneskin spell until the target takes physical damage or gesticulation ends. The cast time decreases with manaflow, and the statue's duration increases with manaflow.

WILL

FROZEN ARMOR (C)

The target gains percentile physical damage reduction. When the target is struck, the damage reduction increases and the target is slowed.

TRANSMUTATION

ALCHEMY

FROSTBITE (G)

The struck creature is anchored to the Artifact, and the Artifact freezes to the ground. The target creature cannot move further than two feet from the object. The link can be broken by teleportation effects or Phasing.

TRUE TRANSMUTATION

KINDLE

Raise or decrease temperature of target object. P: The caster may instead cause the object to immediately change phase (i.e. spontaneously combust, freeze, evaporate)

ARTIFACTION

SIMRACULUM (O)

The Artifact creates an imperfect illusory copy of the caster. The caster controls the copy instead of their own body until the spell ends. The spell ends if the copy takes physical damage. P: The spell may end at any time, including when the caster's body takes damage.

SECRET AFFINITIES



BLOOD

AUGMENT

Spells cast by the caster have their cast time reduced depending on how little health the caster has.

REACTIVE

The caster's health and Soul Gate are one and the same. When the Soul Gate ruptures, the caster is reduced to 0 health, and vice versa. The caster is not affected by Close the Gates. If the caster tries to heal themselves through Concentrate Life, there will be no net gain.

CHAOS

Many nations have outlawed use of this affinity in cities and towns because of the sheer destruction it carries with it. Some Transmutation war mages have been known to use this affinity to avoid capture.

AUGMENT

Objects the caster casts Transmutation spells (including the Artifact) on are affected by the spell Burst after anywhere from 1-5 seconds (sooner depending on manaflow). Burst does not have a significant mana demand.

REACTIVE

The caster's Soul Gate is considered Ruptured at all times. The caster is not affected by the Rupture effect of their primary Arcana.