



Mirage

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Welcome to Mirage!

Mirage is a lighthearted, social, easy to learn and play game, focused on storytelling, roleplay, improvisation, imagination, and creativity. Your goal is to make up and play out a fun story.

How to Play

One of the players will be a Game Master (GM) - he is the narrator of your story, he creates the world around you and plays the part of all the non-player characters (NPCs).

The other players are characters in this make-believe world. The GM will describe where these characters are and what is happening around them, and the players will play out scenes in these situations.

You will pretend to be your character. You describe what they say and do, react the way they would react, playing their role like an actor. You will tell the GM what you want to do. It can be anything you can imagine - talk to other characters, attack an enemy, buy an item, cast a spell, etc. Then the GM will use the rules of the game and his imagination to tell you the result of your actions.

You will grow more powerful by acquiring cool items, learning new skills and spells, and gaining new traits. You will creatively use the newly gained powers on your adventures to overcome challenges, defeat the enemies, and complete quests. If you're smart and inventive, you will return home victorious and with a great story to tell!

What you need to play

Character sheet, four 20-sided dice, 8 tokens (use poker chips or coins).

Character Sheet Overview

Traits - who you are.

Talents - what you're good at.

Abilities - cool stuff you can do.

Inventory - cool stuff you have.

Vitality Tokens (VT)

Vitality tokens represent the amount of health and energy you have.

Spend VT to use your talents and abilities. Gain VT by using your traits.

When something hurts you, you lose vitality tokens. If you run out of vitality - you pass out, leaving you at the mercy of your enemies.

You can have at most 8VT. You start with 8VT, you restore back to full after you rest between adventures.

Inventory

In your inventory you carry magic items, potions, weapons, and other equipment. You can find items on your adventures, or receive them as payment for completing quests.

You can carry at most 12 items. You don't need to keep track of mundane items (food, regular clothes, ammo, etc.), assume that your character has the items it makes sense for them to have (an archer would have arrows, a thief would have lock-picks).

Items have 4 levels: Nifty, Cool, Epic, Supreme. Higher level items are more powerful, valuable, and rare.

You can **trade** 3 nifty items for a cool one, 3 cool ones for an epic one. Supreme items are priceless and can only be found on adventures.

Everything that deals damage deals 3 damage, unless stated otherwise.

Traits

Important personality traits - values, ideals, ambitions, flaws, fears.

You **gain 3VT** every time you act according to one of your traits in a way that introduces a complication, puts you at a disadvantage, makes you vulnerable, or otherwise makes the story more dramatic or exciting.


Talents

Things your character is particularly good at. Without the relevant talent your character is as good at doing things as an average person.

Spend 1VT to use a talent and gain advantage on your dice roll.

Abilities

Extraordinary abilities, cool things you can do. **Spells** you can cast and the non-magical **Skills** you can use.

Spend VT to use them. The cost of using an ability is represented like this:  3

Character Creation

Pick **2 Traits**, **2 Talents**, **4 Nifty Abilities**, and **4 Nifty Items**.

Character Advancement

At the end of every session you gain one new **trait or talent**, and one new **ability or an item**. The level of an ability/item is decided by the GM - more advanced characters get more powerful ones.

Spellbooks and Skillbooks are special items that allow you to learn new abilities. Trade items, use Spellbooks and Skillbooks to learn new Abilities.

Rolling Dice

When you attempt a task that is difficult or risky, the GM can tell you to roll a 20-sided die. If your roll is equal to or higher than the target number (set by the GM depending on the difficulty of the task) - you succeed at a task, otherwise you fail.

On a failed roll, GM can offer you to reroll the dice, at a cost of suffering a negative consequence, setback, complication, or taking a riskier option.

If you roll a 20 - you succeed in an exceptionally spectacular way, the outcome is extremely favourable to you. If you roll a 1 - you fail and suffer a severe setback (lose equipment, take damage, or face some other misfortune).

You can improve your chances by rolling with **advantage**. That means you roll multiple dice, and take the highest number.

You roll with advantage when you use a talent relevant to the task you're attempting. If you want to use multiple relevant talents - roll an extra die for each one, up to the maximum of 4.

Custom Powers

You're highly encouraged to make up your own traits, talents, abilities, and items. Use the lists of premade ones for inspiration, have fun being creative and coming up with new awesome and unique powers! You can also adapt them from any other game, book, or a movie.

Show your new powers to the GM before the game to make sure that they approve.

Rules for the GM

Mirage is a long-form improv game. Your goal is to create a fun story together with your players.

To play the game you need an adventure. Make up your own, or use a premade one. Find a collection of premade adventures and the guides on creating your own here: <https://rpgadventures.io>

Before the game - help the players to understand the rules and create their characters.

During the game you tell players what's going on around them, ask them what they want to do, and then use your imagination and results of dice rolls to describe consequences.

Give the players a task to accomplish (find the treasure, defeat a monster, save the princess). Put challenges on their path, obstacles to getting what they want. Watch them find creative ways to overcome them.

Imagine how the world responds to their actions, create and describe interesting consequences, add fun complications. Play the role of all NPCs like an actor, respond to what the players do the way these characters would respond.

Don't over-prepare, don't try to force preplanned outcomes. Play to find out what happens. "Yes And" players' ideas - let them take the story in their own direction, then build on top of their ideas.

Bring the story to an awesome, dramatic, satisfying conclusion. Like an epic climactic showdown with the antagonist. Watch the heroes overcome their biggest challenge and reach their goal.

Rolling Dice

Tell the players to roll the dice only when both succeeding and failing at the action could each contribute something interesting to the game. The situation always changes after a roll, for good or ill, each outcome pushes the story forward. If the failure doesn't lead to interesting consequences ("nothing happens") - don't call for a roll, just make the judgement yourself.

Before the roll, set the target number the player needs to beat in order to succeed at a task. Make it higher or lower depending on the difficulty of the task.

If the player fails at a roll - you can offer them to reroll the dice at the cost of suffering some negative consequence/complication/setback (take damage, lose an item, lose time, attract unwanted attention, give the enemies an opportunity to advance, cause collateral damage, etc.), or taking a riskier option.

When the player uses a talent relevant to the task they're attempting, comes up with an awesome creative idea, or has an amazing roleplaying moment - tell them to roll with advantage.

In combat, the weapons deal static damage and hit automatically, so rolling the dice every turn isn't necessary. Call for a die roll only when there's a reason the attack would be extra difficult/risky, or when it's interesting to have an unpredictable outcome.

The spells never fail to work. Outcomes and results can depend on a roll, but if the player casts a spell, the spell is going to go off and do what it's description says.

Judging the Outcomes

Use your judgment and common sense to decide what happens as the result of players' actions. If you were watching a movie, and this character had tried to do what the player wants to attempt, what do you think would happen?

Follow the rule of cool. The more awesome, creative, or funny the player's idea is, the more likely it is to work.

Don't be afraid to add difficulties. When it serves the story, adding tension, drama, and challenges is good. Consider adding drawbacks or unintended negative consequences ("You have successfully killed the guard, but someone has seen it and is now running to raise the alarm.")

Awarding VT

Award VT when the player uses their trait to make the story more interesting/exciting.

When you see an opportunity for the player to use a trait - suggest it to them ("You see someone in danger. If you risk your life to help them, you will gain 3VT.")

You're free to decide whether the player's action earns them VT.

Awarding Abilities and Items

At the end of the session give each player something cool as a reward. Give Nifty items to novice characters, give more powerful ones after they are a bit more advanced.

Give Supreme powers on special occasions, at major story milestones. Make receiving the power a part of the story, a meaningful and exciting moment in the adventure.

Creating NPCs

Create NPCs the same way players create characters. Select a few abilities and items, come up with a name and a description.

NPCs don't use traits to recover VT. Give them more or less VT based on how powerful you want them to be.

Friendly NPCs can offer to trade their items with players, or give them as a reward for completing quests.

Important enemy NPCs can be looted after they're defeated, each player gets one item they've had.

Running Combat

During the action scenes, players take turns describing what they do, then you take a turn for every NPC.

During their turn, they can **move** and **take one action** (attack, cast a spell, drink a potion, etc).

Keep the combat short and intense. Create meaningful, dramatic stakes. Make vivid cinematic descriptions. Prompt players to describe their actions. Make environment fun to interact with. Provide opportunities for non-combat resolutions. Give players objective that doesn't involve direct violence. Reward creative choices. Don't let it drag on, end the scene if it starts to feel boring (enemies give up or run away).

Custom Powers

Encourage the players to invent their own traits, talents, abilities, and items. Brainstorm them together. Make sure that abilities/items aren't too game-breakingly overpowered. Make sure that traits create right incentives, encourage players to do things you want to see in the game.

Traits

Peacemaker

Gain 3VT every time you find a non-combat resolution.

Compassionate

Gain 3VT every time you spare a life.

Hero

Gain 3VT every time you risk your life to protect someone.

Detective

Gain 3VT every time you solve a difficult puzzle or figure out a secret.

Celebrity

Gain 3VT every time you become the center of attention in a crowd at a bad moment, when your vanity puts you at a disadvantage.

Ambitious

Gain 3VT when you make a sacrifice to achieve your life's ambition.

Selfless

Gain 3VT every time you make personal sacrifice for the good of someone else.

Important Relationships

Gain 3VT when some important or difficult relationship in your life (to a person or a group) makes your life more complicated.

Honest

Gain 3VT when your honesty gets you into trouble.

Oath

You have sworn an oath. Gain 3VT when following it makes your life more complicated.

Irreverent

Gain 3VT every time you challenge authority (like threatening someone too powerful) and it puts you at a disadvantage.

Fearless

Gain 3VT when you do something your character fears the most.

Notorious

You are very well known. You're hated or loved by a group of people. Gain 3VT when this makes life more difficult for you.

Riveting

Gain 3VT every time your actions evoke a specific emotion or reaction from the other players. Pick one reaction, for example "Aww!", Facepalm, Fist-shaking, Shiver of terror, Fist-pump, "Nooo!", Getting a laugh from the group, etc.

Team Player

Gain 3VT when you risk or sacrifice something to help another player to accomplish something they want.

Loyal

Gain 3VT when your loyalty makes you vulnerable.

Open Minded

Gain 3VT when your character learns a valuable lesson that changes them in some significant way.

Evocative

Gain 3VT when you have a really touching, emotional, dramatic scene that makes other players feel and care about your character.

Traits

Optimist

Gain 3VT when your unreasonably rosy view of the world makes you vulnerable.

Troubled Past

Gain 3VT when something from your past comes back to haunt you.

Supportive

Gain 3VT when you make another character look awesome, when your actions put them in an epic situation.

Inventive

Gain 3VT when you find a way to use the environment around you in some creative or unusual way.

Poet

Gain 3VT when you describe what's going on in a rhyming verse or a limerick.

Gullible

Gain 3VT when you put your trust into the wrong person.

Generous

Gain 3VT when your generosity costs you something of value.

Drawbacks of the Talent

Gain 3VT when one of your Talents results in a shortcoming or creates a complication (Strength - your big muscles might make it difficult to crawl through a narrow space. Intimidation - you might scare the target too much, Investigation - you might find it hard to resist going into danger to look for clues, Animal Handling - you might like a weird monster too much, etc.)

Curious

Gain 3VT when following your curiosity gets you in trouble.

Eccentric

Gain 3VT when your eccentric or quirky behavior puts you into difficult social situations.

Troubled

Gain 3VT every time indulging in one of your flaws/impulses/temptations puts you at risk/disadvantage, leads to a setback/complication, costs you something important, makes you act against your best interests, makes you suffer a negative effect for the good of the story. Specify one flaw. Arrogance, Greed, Ignorance, Recklessness, Social Awkwardness, Addiction, Indecisiveness, Short Temper, Biggest Fear, etc.

Prudent

Gain 3VT every time you resist a temptation and forego some short-term benefit for the greater good.

Idealist

Gain 3VT when your devotion to your ideals makes your life more complicated.

High Concept

Gain 3VT when you make the story more exciting by acting according to a unique and pithy one-liner that best describes your character concept (Broken Heart, My favorite dish is Revenge, Sucker for a Pretty Face, The Boy Who Lived, Posh Goblin, Price Tag on My Head, Amnesiac, Cop on the Edge, Mama's Boy, Paranoid, Righteous Zeal, Morbid Curiosity, Irresistible Beauty, Looking for True Love, etc.)

Talents

Strength 1

You're as strong as a bodybuilder. Good at lifting and destroying things.

Agility 1

You are very flexible and fast, good at jumping, climbing, gymnastics.

Toughness 1

Unbendable will and resilient body, you can survive in difficult situations.

Perception 1

You have keen senses, allowing you to notice subtle and hidden things.

Insight 1

You are very good at understanding people, figuring out their intentions, reading social cues.

Persuasion 1

You are charming, likable, eloquent, good at convincing people.

Deception 1

You are cunning, remarkably good at lying, trickery, pretending.

Intimidation 1

You're good at influencing people through threats and inspiring fear.

Seduction 1

You've got good game.

Leadership 1

You're great at inspiring people to follow your vision.

Diplomacy 1

You're great at solving problems through non-violent means.

Stealth 1

You are very good at sneaking, hiding, avoiding unwanted attention.

Sleight of Hand 1

You're good at manual trickery, physical forms of deception:stealing, planting, concealing, smuggling.

Nature 1

You're good at avoiding natural hazards and navigating wilderness.

Animal Handling 1

You are good at dealing with animals.

Medicine 1

You understand medicine, know how to treat wounds and diseases.

Arcane Knowledge 1

You have deep understanding of magic and arcane arts.

Lore 1

Recall facts about the world.

Religion 1

You understand religions and gods of the world.

Performance 1

Delight audience with your acting, storytelling, dance, other forms of entertainment.

Melee Combat 1

You have excellent combat skills.

Ranged Weapons 1

You are an excellent marksman.

Talents

Linguistics 1

You're good at understanding languages.

Investigation 1

Find subtle clues, notice details, make deductions.

Gather Information 1

Gather information from rumors and interrogation.

Research 1

Find information quickly from books and documents.

Con Artistry 1

Use people's weaknesses against them to obtain money, information, goods, etc.

Bartering 1

Convince people to trade and get better deals.

Crafting 1

You're good at putting together makeshift devices.

Politics 1

You have good insight into political alliances, motivations, plots.

Forgery 1

Forge items, documents, or art.

Lock Picking 1

Pick simple locks.

Disguise 1

Conceal your identity with makeup, clothes, and overall appearance.

Dodge 1

Move out of the way of danger and keep from getting hit.

Navigation 1

Find your way in the wilderness. You can avoid natural hazards, find the closest shelter, oasis, nest of an animal.

Tracking 1

You can follow tracks and identify what kind of creature has left them.

Great Memory 1

Remember events, memorize maps or codes.

Vehicles 1

You can drive/pilot any vehicle.

Scientist 1

You know the answers to questions related to natural science.

Traps 1

You can create, find, disarm traps.

Profession 1

You are good at a profession of your choice. You get advantage on all rolls relevant to your area of expertise.

In Character 1

You get advantage a roll when you're acting according to one trait of your choice (choose one of the traits you already have). When using this talent to gain advantage, you don't gain the 3VT that using a Trait usually gives you, instead you just spend 1VT on using this talent.

Nifty Skills

Act like you belong 1

Invent a local saying and use it in your conversation with the NPC. It allows you to blend in and appear as a member of the social group NPC belongs to, gaining their trust.

Tell a Tale 1

Tell a local myth to the NPC, and explain what the lesson of it is ("Give refuge to strangers", "Help others", "Don't lie", "Forgive people", "Be a fair dealer", etc). NPC will comply with reasonable requests that are in line with the lesson.

Inspiring Speech 1

Bolster the spirits of your party by giving an inspiring speech. When completed, your party recovers 3VT.

Folk Song 1

You sing a song that kindles strong feelings in the friendly/neutral NPCs nearby (you need to sing a song at the table). This will influence the mood of the people around you to the one of your choice (happy, somber, proud, indignant, etc.)

Cheater's Debate 1

Any facts and figures you make up during the debate will sound very convincing.

Handsome 1

You're extremely good looking. Spend 1VT to dazzle someone with your beauty.

Grapple 1

You grapple the opponent of your size or smaller. You can hold them for up to 5 minutes.

Connections 1

You're on good terms with a group of people of your choice. They'll do their best to help you to the best of their ability.

Sneak Attack 1

If the creature doesn't notice you, your attack deals double damage.

Build Shelter 1

When camping in the wilderness, use the nearby flora to build a shelter. It hides your presence from the hostile creatures, and gives you an early warning about their approach.

Remedy 1

Scavenge a nearby area and find a plant-based remedy for an ailment. You find enough for a single dose. The remedy cures temporary illness and eliminates poison.

Mend 1

Fix a broken mundane object.

Resilient 1

For the next hour you can't get tired from physical exertion.

Heavy Armor 1

Double the effectiveness of heavy armor.

Counterattack 1

When someone deals you damage you can attack them back right away.

Musician 1

When you're playing a musical instrument - roll the dice. If you roll above 10, everybody around you can't resist dancing.

Cool Skills

Stealthy Spellcasting 2

For the next 10 minutes you can cast spells in a way that is undetectable by the people around you.

Brew Poison 2

You can brew poison from common ingredients.

Craft an Item 2

Once per day you can craft a simple mundane item.

Talk your Way Out 2

If you're caught doing something prohibited - you can come up with a good excuse and talk your way out of the situation.

Examine Corpse 2

Determine the exact cause and time of it's death.

Stalk 2

You can carefully stalk a chosen target without getting noticed.

Ambush 2

Prepare an ambush. When you attack the target they will be surprised, and everyone in your group can take an action before they react.

Improvised Weapons 2

You can make a weapon out of anything. The improvised weapon deals 4 damage, and is usable in one fight.

Sick Burn 2

Your insults deal 4 damage (you need to come up with a clever and original insult every time you use this skill.)

Echolocation 2

When you're inside a building or a cave you can make a loud noise and interpret the echo, giving you a vague overview of the shape of the location.

First Aid 2

If your ally has just passed out, you can awaken them, leaving them with one VT.

Frighten Animals 2

Make yourself appear threatening, making all the nearby non-magical creatures run away.

Provoke 2

Attract the attention of all the enemies. They will attack you instead of your friends until the battle is over or they take damage from someone else.

Parry 2

Parry a physical attack against you.

Investigate 2

When investigating a crime scene, you can discover an important clue, a motive of the criminal, or where they're headed next (choose one).

Deadeye 1

Allows you accurately shoot at the tiny objects extremely far away.

Quickshot 1

Allows you to shoot twice during your turn.

Impossible Mask 4

You can craft a mask like in Mission Impossible.

Epic Skills

Place a Bounty 3

Place a bounty on an ordinary person (not a king or a villain). Offer a valuable item as payment (a cool one or better). Roll the dice. If you roll 10 or - the deed will be done by the end of the game. If you roll below 10 - the target learns about the bounty and places one on your head.

Recruit 3

Command a nearby commoner to assist you. They will follow your commands to the best of their ability for the next day.

Brew a Potion 3

Once per day you can brew any Nifty or Cool potion.

Distress Signal 3

When in the wilderness, you can build a distress signal that can be seen by Rangers. Within the next day, you will meet an NPC Ranger who comes to your aid.

Sense Motive 3

You can read social cues so well that you can determine whether someone is lying to you, whether something odd is going on, or to assess someone's trustworthiness.

Dual Wielding 3

Use two weapons at the same time.

Silver Tongue 3

You're amazing at flattering people. When compliment someone, they can't help but to like you.

Potion Master 5

Brew a potion with the effect of any Nifty or Cool spell (takes 3 hours).

Throw Anything 3

You can use any creature or an object as a thrown weapon. You can also throw them carefully, in a way that doesn't deal damage.

Martial Arts Master 3

You can do anything Jackie Chan can do. You are a true ninja. Run on water, run on walls, instantly master any combat tactic you see. You no longer suffer falling damage.

Super Senses 3

Your eyesight and hearing are supernaturally sharp. You can hear the quietest noises, see the tiniest details extremely far away.

Final Push 3

Once per day through the sheer force of will you can restore all of your VP, but in an hour it will drop down to 1 from the exhaustion.

Gather Intel 4

Infiltrate the person's office or home, and use your skills to reveal one of those things: The identity of an important associate, a location they will travel to (with the time and date), a secret that would embarrass them if revealed, their true feelings about you or your party, who they're loyal to.

Bond with a Weapon 2

You can choose one favorite weapon, doubling it's damage when you use this skill.

Magic Resistance 1

You take only half the damage from spells.

Supreme Skills

Hulk 4

You are superhumanly strong, like Hulk or Mr. Incredible.

Spider Man 4

You are capable of superhuman, spider-man-level acrobatics.

Find an Intern 4

You find an aspiring adventurer looking to gain some experience. They will follow you around and do their best to obey your orders and provide assistance.

Impersonation 4

You can create a fake identity of a powerful or a high status person. It can't be the already existing person (like a King). It allows you to enter restricted areas, give orders to people below your station, live lavish lifestyle.

Remoralization 4

Give a profound and inspiring speech, making the target person act in alignment with their values. They will stop doing anything they feel guilty for, and will do their best to do the right thing. Lasts a day.

Suggestion 3

You are extremely convincing. You can suggest a course of activity (limited to a sentence or two), and the target person will pursue the course of action you described to the best of its ability. The suggestion must be worded in such a manner as to make the course of action sound reasonable.

Quick Learner 4

You can learn any complicated task just by watching someone do it. You'll be able to perform it for the next day.

Craft Anything 4

Once per month you can invent and craft a fantasy equivalent of any item from our world.

Master of the Blade 4

Your weapon is infinitely sharp and can cut through anything.

Master Liar 4

You are the best liar in the world, you can convince almost anyone that almost anything is true.

Tough as Nails 1

When you use this ability, only take half the damage (from anything).

Fame 5

You are well known. You can choose what reputation you have in this region (Hero, Villain, Philanthropist, Sex Symbol, etc.)

Wealthy 5

You can live a lavish lifestyle and do what a rich person can do (you can't use this skill to gain items, only for roleplaying).

Master 5

You're the best in the world at a profession of your choice.

Nifty Spells

Minor Illusion 1

Create an illusion of an object (no larger than a barrel) or a sound within 50 meters, in your line of sight.

Darkness 1

Create a field of magical darkness 10 meters in diameter.

Speak With Animals 1

For the next hour you can speak with animals.

Message 1

Telepathically send a message to the nearby creature, they can respond back.

Charm Person 1

The person regards you as their friend for 1 hour. When the spell ends, they know they've been charmed.

Summon Familiar 8

Summon a small creature who will be your pet and a friend. You can communicate with it telepathically, give it commands, see through its eyes, hear what it hears, cast spells through it. If the creature takes damage it disappears until you resummon it.

Transfiguration 1

Turn an object into any mundane object of the same size made out of the same material.

Intwine 1

Use nearby grass, vines, and tree branches as if they were your own limbs.

Minor Telekinesis 1

Slowly levitate small objects.

Small Fireball 1

Sets stuff on fire. Hold in your hand as a light source. Deals 2 damage.

Freeze Pulse 1

Freezes liquids, covers objects with ice, creates ice on the ground (can do what Frozone from Incredibles can do).

Plane of Force 1

Create 10x10 meters invisible wall of force (at any angle). Lasts for 30 minutes or until it takes 10 damage. Can support up to 500kg of weight.

Stun 1

Stun the target creature for 1 minute. It's unable to move or do anything.

Disguise Self 1

You create an illusion around yourself - an appearance of any person you've seen. Lasts 1 hour.

Mold Earth 1

You can target an area (5x5 meter cube) of loose earth, you can instantaneously excavate it, move it along the ground, and deposit it up to 5 meters away.

Walk on Walls/Ceiling 1

For the next 20 minutes you can walk on any surface at any angle as if it was regular floor.

Nifty Spells

Leap 1

Jump up to 6 meters forward and 4 meters upward in any direction.

Run 1

For the next hour you can run as fast as a horse.

Darkvision 1

For the next hour you can see in pitch darkness as if it's an overcast day.

Eagle Eye 1

You gain superhuman vision for the next minute, you can see the tiniest objects extremely far away.

Owl's Ear 1

Gain hypersensitive hearing for the next minute. Hear things that are very far away, hear through walls.

Feather Fall 1

Slows down your fall to the speed of a falling feather.

Identify 1

Explains you the object's properties and how to use them. Learn whether the object is affected by spells and what they are.

Skywrite 1

Cause up to 10 words to form in the sky you can see (made of clouds).

Alarm 1

Set an alarm against unwanted intrusion. Choose a door, a window, or a 10x10 meter. Until the spell ends, an alarm alerts you whenever anyone enters the warded area.

Fake Death 1

Appear to be dead for the next 30 minutes.

Annoying Cloud 1

Summon a cloud that will float above the target's head, rain on them, distracting them and impairing their vision for the next hour.

Shockwave 1

Thunderous shockwave in the direction you are facing. The wave knocks up to three creatures backward and deals 3 damage.

Electrocute 1

A bolt of lightning strikes it from the sky or from your hands, dealing damage and melting metallic objects.

Spider Sense 1

For the next 10 minutes you sense danger, you'll notice all the imminent threats.

Cool Spells

Invisibility 2

Turn yourself, a willing creature, or an object (no larger than a horse) invisible for the next 20 minutes.

Read Surface Thoughts 2

For the next 10 minutes you can hear and understand what a target creature within 50 meters is thinking.

Levitate 2

Slowly lifts the target vertically above the ground, up to 15 meters. The target can weight up to 300 kg.

Push/Pull Metal 2

Push metal directly away from you, or pull it towards you. If the object is lighter than you, the object moves, if it's heavier - you move. If an object is thrown at a speed, deals 4 damage.

Trigger 2

Pick one of the spells you know that will activate when a certain condition is met. Whenever that happens within the designated area(15-meter-radius) the spell will be cast.

Velocity Ward 2

Nothing can move faster than a falling feather within a sphere of 15 meter radius for the next 15 minutes

Elasticity 2

For the next 10 minutes you can do what Elastigirl from Incredibles can do.

Major Illusion 2

Create an object no larger than an elephant, complete with sounds, smells, movement.

Command 2

Speak a simple two-word command (approach me, drop item, flee, fall down, etc), and a target creature will obey.

Sense Magic 2

You can sense the magic auras of any spells, items, or creatures within 200 meters around you. You'll get a vague sense of what they are, and their general direction.

Familiar Transposition 2

Swap places with your familiar.

Conjure a Mundane Item 2

Create a small non-magical item you're familiar with. No larger than 3 feet cube, no heavier than 10 pounds. The object is visibly magical, disappears after 1 hour.

Create a Wall 2

Creates a stone wall, 10x10 meters. Window is optional.

Transfiguration 2

Turn an object into any mundane object of the same size made out of the same material.

Reverse Gravity 2

Reverse gravity inside 10x10 meter cube in your line of sight.

Cool Spells

Dispel Magic 2

Dispels magical effects and or enchantments on a target.

Counterspell 2

Interrupt a spell being cast by another mage.

Bestow Spell 2

Give the target an ability to use one of the spells you know once.

Raise a Zombie 2

Raises a zombie.

Vampirism 2

Recover 5VT by drinking the blood of a sentient creature you've just killed. If you have this spell, you can't walk into houses uninvited, and you lose 1VT for every hour you are under direct sunlight.

Turn into Creature 2

Touch a willing non-magical creature to "acquire" it's form. Now you can turn into this creature for up to an hour.

Phantasmal Force 2

Target a single person or a creature, create an incredibly realistic illusion including sound, temperature, and other stimuli. The target will treat it as if it was real, and can even take damage from it.

Fire Weapon 2

Casting this on a melee weapon or an arrow will wreathe it in flame, doubling it's damage for the next 30 minutes. Things touched by the weapon are set on fire.

Petrify 2

Turns a non-magical creature or an object (no larger than a barrel) you're touching into stone for the next 5 minutes.

Animal Buddy 2

Recruit a nearby animal, they will follow your orders to the best of their ability. It can't be smaller than a mouse or bigger than a horse. You can have only one animal partner at a time. If you get separated, it will try to find you. They have 6 HP and can make basic attacks for 2 damage.

Summon Item 2

Mark an object or an item (no larger than 2x2 meters). Whenever you cast this spell, it will teleport to your hand (or in front of you) from wherever it is.

Summon Creature 2

Summon a non-magical animal no larger than a cow. It obeys your commands. Disappears within an hour.

Life Transfer 5

Gift your VT to the target person or creature. For every 5VT you spend they gain 4VT.

Cat Form 2

For the next hour you turn into a cat.

Epic Spells

- Fly**  3
Grant the power of flight to the target creature (including yourself). The target can fly at a speed of a bird for the next 10 minutes.
- Misty Step**  3
Instantly teleport a short-distance (a stone's throw, line of sight. Think Nightcrawler from X-Men).
- Read Memories**  3
Search through the unconscious creature's mind, pulling out 15 minutes of memories.
- Greater Telekinesis**  3
Levitate human-sized objects and creatures (not including yourself). Throwing an object/creature deals 5 damage to the target and to the object.
- Veil**  3
Create a static illusion no larger than 100 meters in any direction. Like a building, an oasis, a pile of treasure, etc. When a creature touches the illusion they can no longer see it.
- Auto Illusion**  3
Create an illusory person or a creature that can perform simple tasks you give it. It lives for a day, and can travel any distance away from you. When it's nearby, you can control it telepathically.
- Commune with the Dead**  3
Touch a dead person or a creature to summon their ghost. You can communicate with them for the next 10 minutes.
- Horrify**  3
You become embodiment of the person's worst nightmare, the deepest fear. Make yourself look very horrifying, breaking the wills of most people and creatures.
- Anti-magic Ward**  3
Magic doesn't work within a sphere of 15 meter radius.
- Read Memories**  3
Search through unconscious creature's mind, pulling out 15 minutes of memories.
- Slow Time**  2
Makes time run 10x slower within a sphere of 15-meter radius.
- Scry**  3
See and hear the target person or a creature, and their surroundings.
- Animate Objects**  3
Objects come to life and obey your commands.
- Invade Dreams**  2
You can reach into people's dreams when they're asleep.
- Telepathy**  2
Create a telepathic link with any willing creature. You can share any thoughts and sensations.
- Tiny Hut**  2
An immobile force field 10 meters in diameter springs up around you. It's impenetrable from the outside but not from the inside. The spell ends if you leave the area.

Supreme Spells

- Intangibility**  4
Become immaterial (like a ghost) for the next 10 minutes. Walk through doors, let attacks pass through you.
- Speed**  4
For the next 2 seconds the time flows 100 times slower for you, so it feels to you like 3 minutes (Quicksilver powers).
- Control Bugs**  4
You can sense and control all the insects within 100 meter radius for the next hour.
- Split**  4
Splits you into two identical clones. Each clone has 50% of your vitality points. Sustaining a clone takes 2 VT per hour. The clones can fight and use magic (including splitting into more clones). When a clone takes any damage it disappears, it's memories instantly merged into the remaining clones. When there's only one remains - it becomes the "original" you, keeping the memories of all the copies.
- Bestow Sentience**  5
Touch a non-sentient creature, and bestow the gift of sentience and intelligence onto it.
- Alter Memory**  4
Change any 15 minutes of the character's memory.
- Greater Polymorph**  4
You can turn the target (a person or an object) into any creature for an hour.
- Time Stop**  4
You stop the time for everyone but yourself. The spell ends if you interact with any creature or an object they're wearing or carrying.
- Natural Disaster**  4
Summon a natural disaster - a storm, a hurricane, or a blizzard.
- Greater Teleportation**  4
Teleport any object a creature to any point within 100 meters

Nifty Items

Nifty Spellbook

Allows you to learn one Nifty spell.

Nifty Skillbook

Allows you to learn one Nifty skill.

Longsword

A shiny steel sword.

Throwing Dagger

Angular black throwing dagger.

Light Crossbow

A small and light crossbow.

Staff of Druid

Strike earth, and a fountain of water will shoot up from that location for the next 10 minutes.

Leather Armor

Basic armor. Reduces damage from physical attacks by 1.

Wizard's Robes

Reduces damage from spells by 1.

Grappling Hook Gun

Shoots the grappling hook to the distance of up to 50 meters, reels it back in.

Spyglass

Helps you see farther.

Bear Trap

Perfect for setting traps.

Ball Bearings

Great for setting traps for the enemies.

Friendship Bracelets

Magical walkie-talkie. Enables you to talk telepathically to anybody who has one (within 300 meters).

Immovable rod

Activating it makes it magically fixed in place. Until someone deactivates it, the rod doesn't move, even if it is defying gravity.

Darkvision goggles

See in the darkness as if it was daylight.

Ropey

A sentient piece of rope. 50ft. As smart as a puppy. Obeys simple commands (coil, uncoil, tie a knot, crawl).

Ultimate Lockpick

When you insert it into any lock, it morphs into the key that fits.

Small Vitality Potion

Restores 5 VT.

Smoke Potion

Creates a huge cloud of black smoke when spilled.

Chloroform

The one who inhales it instantly falls asleep for 1 hour

Vial of Acid

Burns through objects.

Anti-Gravity Potion

Drinker isn't affected by gravity for an hour.

Nifty Items

Mini Lighthouse

Creates a small beam of light that can be seen for miles.

Bottomless Mug

Can hold a swimming-pool-worth of any liquid.

Howler

A magical letter, will scream it's contents once delivered.

Alarm Pebble

A small rock, will alert the holder when anything comes within 15 meters of it.

Spring Shoes

Allow you to jump 10 times normal distance.

Anysword

An empty hilt. When activated, instantly morphs into any melee weapon of your choice. Deals 5 damage.

Needler

A throwing dagger that returns back into your hand once it hits or misses the target. Stays hidden when the wielder is searched.

Loyal Boomerang

After saying the command word the boomerang returns to your hand (from anywhere in the world).

Daily Cypress

A magic newspaper. Always shows you the most recent news headlines.

Infrared goggles

Add infrared vision that lets you see an outline of things that are generating heat nearby. Work through walls

Portable Hole

A round black piece of fine silk, 5 meters in diameter. When unfolded creates a 5-meter-deep hole. Regardless of contents it weighs nothing.

All or nothing coin.

Once per day instead of rolling a die you flip a coin. Heads critical success, tails critical failure.

The Scope of Fears

Looking through this glass at a creature will tell you what the creature fears most, but will also tell the creature your greatest fear.

Horseshoe of Attraction

Turns into a powerful magnet when activated. Strong enough to move a person wearing armor within 50 meters.

Catnip

When spilled attracts all the cats within 100km radius.

Cloak of Grace

Allows you to cast Feather Fall once per day.

Ring of Crawlies

Allows you to control any single insect within your line of sight.

Invisibility Potion

Turns you invisible for 10 minutes

Cool Items

Cool Spellbook

Allows you to learn one Cool spell.

Cool Skillbook

Allows you to learn one Cool skill.

Refilling Flask

Refills itself every midnight with whatever liquid was last in it. Works with potions.

Clay Golem

Slow and stupid servant, capable of obeying simple commands.

Holocystal

Magic-powered smartphone.

Unlabelled package

Mysterious package. When you unwrap it, you can declare what was contained inside. It can be anything, as long as it's no more valuable than a horse or a good sword. If you name something too valuable/powerful, the box returns the closest thing that fits into the value range (if you ask for a potion of immortality, it might return a health potion or a spell scroll).

Ring of Spell Storing

Cast a spell on the ring to store it. Anyone who wears the ring can now cast this spell once. Stores up to 3 spells.

Ring of Tracking

The owner of the ring always knows it's location.

Small Vitality Crystal

Automatically accumulates energy. Use it once per day to recover 4VT.

Silver Fly

Send it anywhere within 30 meters from you, see and hear through it's senses.

Vambrace of Octopus

Shoots out up to 8 thin, 10 meters long tentacles. Tentacles can grapple things and creatures, or deal 5 damage. Tentacles are strong enough to grasp a ledge of a building, and support your weight hanging on them.

Flaming Whip

An epic whip made out of pure fire, energy, and rage. The one Indiana Jones would have, if he was a demon.

Ring of Sending

Send a telepathic 25-word message to anyone you have ever met. The recipient can send you a 25-word reply. Works twice per day.

Shrinking Potion

The drinker shrinks to be 20 times smaller for 20 minutes.

Falcon Potion

Turns you into a falcon for 30 minutes.

Potion of Body Switching

When two people drink this potion, it swaps their minds freaky-friday style for 2 hours.

Potion of Animal Friendship

When you drink this potion, even the meanest non-magical animals will like you, and will be amenable to training.

Cool Items

Cape of Teleportation

Allows you to teleport anywhere within 100 meters once per day.

Portable Direwolf

A small wooden figure of a direwolf. When activated, turns into the actual animal.

Magic Tent

Looks like a spacious and comfy house once you get in.

Coconuts of the Monty

Two halves of a coconut, that when clapped together cause the user and up to 10 others to travel at the pace of a horse.

Orb of Illusion

Records the environment around it, when placed on the ground plays back the illusion of the recording (like a hologram).

Chalk of Doors

Draw a door on a solid surface, it will open to the last door you've stepped through.

Snake Tube

Conjures one snake per day.

Handy Handbag

Sprouts tentacles and follows it's owner when they're not looking.

Resizable Crate

Big wooden crate, when activated it shrinks itself and it's contents down to the size of a coin. Can fit up to 2 people.

Charlatan's Badge

When you quickly wave this badge in front of someone, it will appear to be whatever credentials they expect to see in this situation.

Hoverboard

Floats 30cm above the ground, frictionless, supports any weight.

Pokeball

Stores a friendly or defeated animal.

Jacket of Useful Things

Can produce any small cheap mundane item from it's pockets.

Wingsuit

Allows you to glide through the air.

Bag of Gold

Can be used to live a lavish lifestyle for a month, or traded for something valuable.

Obsidian Sword

A pitch black sword. Deals 6 damage, adds bonus dice to your attack rolls.

Blunderbuss

Old-timey Gun. Takes a minute to reload. Deals 6 damage.

Tea of Shared Dreams

When multiple people drink it and go to sleep, they will find themselves in a shared dream.

Polyjuice Potion

Drop someone's hair into it, and drinking this potion will turn you into that person or creature for 30 minutes.

Epic Items

Epic Spellbook

Allows you to learn one Epic spell.

Epic Skillbook

Allows you to learn one Epic skill.

Teleportation pyramids

2 small pyramids. Activating one pyramid teleports anyone who touches it to the location of the other pyramid.

Crown of Eyes

Activate it to see through the eyes of all living creatures in 150 meter radius around you for up to 10 minutes. 5VP to activate.

Meeseeks Box

Press a button, name a simple task, it will create a helpful servant. The Meeseek lives until he accomplishes the simple task (up to an hour). If the task proves to be too difficult, he may turn on you out of frustration. 6VT to activate.

Marauder's Map

Reveals the floor plan of the area you're in, with labeled moving dots of the creatures inside.

Time Chamber

Inside this room, the time moves 30 times faster. Live a month in this room - only a day will pass outside.

Ant-Man Potion

You shrink down to the size of an ant, while retaining the strength of a human. Lasts for 1 hour.

Truth Serum

One who drinks it can't tell lies for an hour.

Flying Broom

Soar through the air.

Wizard's Tower

Once per week you can teleport it to a new location.

Emerald bug

Activate it, and for the next 5 days you will always know it's location, and be able to hear what's going on around it.

Sable

Black glove, touch any object or creature to store it inside the glove. Can store unlimited amount of objects. Living creatures can get out when they wish.

Neuralizer

In a flash, wipes the last hour of memories for everyone looking at it.

Conman's Paper

A sheet of paper that can be transformed to look like any official document.

Large Vitality Crystal

Automatically accumulates energy. Use it once per day to recover 8VT.

Steed

A horse or a horse-like creature you can ride.

Supreme Items

Supreme Spellbook

Allows you to learn any Supreme spell.

Supreme Skillbook

Allows you to learn any Supreme skill.

Resurrection Scroll

Allows you to resurrect a dead person.

Eye of Vance

Sees everything in 360 degrees and 100m radius around you. Can see through solid objects. Can see invisible objects. Can see anything hidden. Works twice per day for 10 minutes.

Invisibility Cloak

Turns the wearer invisible.

Stopwatch of Timelessness

Select up to 12 targets (people, creatures, objects). The time will pause for everything but them for up to 12 hours.

Imperius Collar

When it's put onto a person or a creature, you gain the ability to mind-control them and see through their senses. 5VT per day to maintain mind control.

Teleportation Key

Teleports you and up to 5 people who are touching it to any location you have ever personally visited. 1 hour cooldown.

A Portal Gun

Like from the game "Portal".

Dimensional Gate

A pair of portals (large obsidian circles) connected by a wormhole.

Wand of Transfiguration

Once per day can transfigure any person into an animal.

Rememberball

Activate it to "Save Game". You can return to the saved state for the next 10 minutes. To "load game" more than once, spend extra 2VT.

Jack's Compass

Points to the physical object you desire the most in life.

Horcrux

Stores a fragment of your soul in an item. After you die, you resurrect at the location of your horcrux.

Rook of Building

A small chess piece. When activated, it turns into any building or structure you describe (no larger than a tavern).

Pet Monster

Pet creature of your choice (Big Foot, Dinosaur, Wyvern, Griffin, Bear, etc.)

Welcome to Mirage!

Mirage is a lighthearted, social, easy to learn and play game, focused on storytelling, roleplay, improvisation, imagination, and creativity.