

SEACAT MAGIC B SIDES



luka rejec

“Time everlasting,
Time to play B-sides,
Time ain't on my side,
Time I'll never know.”

— *Burnin' for You*, Blue Oyster Cult (1981)

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Sincere thanks to all the heroes who made this booklet possible.

The Magic of B Sides

Seacat has been in the writing for a while now, and in that time I (and others) have written many spells for it. As seacat approaches its final (version 1 final FINAL 2.pdf) form, some of those spells are failing to make the cut. There's only so much space in a core book, and the floor of the magical recordarium is becoming littered with knock offs, covers, marmelade sessions, and bootlegs.

That's where this unauthorized and highly unsafe collection comes in, preserving the magical history of the Vastlands like Furassic flies in amber.

Enjoy.

—Luka,
A Month, 2021

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The Paravedics

Anaxrīma's twenty canonical albums of the 6th Final Edition of *Just So Wizardry: Magic for Beginners* leave out many spells long considered fundamental by actual practitioners! Ivory tower wizards like Anaxrīma, silence be upon her absent form, do a disservice to the living practice of magic. It is not a fixed, formal doctrine to preserve like a troglodyte in Triassic tar, one its theory is empty without praxis, and its praxis is that of the bricolage and pastiche, recreating the traditions anew every time it is used. That is the magic of living magic, to wax a little metaphorical.

—Kovinov, *Freedom for Puppets*

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Veda of the Abmortal Sanatry

#medimagic

“Death is a malfunction.”

—Doc Zhiva Longue

At the pinnacles of oldtech magic, some humans became abmortal. Barring accidents, the best of them could expect to live forever. When hearts failed, they could be regrown. When ennui threatened, minds could be refreshed. When existential terrors threatened, meanings could be reaffirmed.

Other Titles:

Sanator

Neoleech

Medeorite

Hsu Doru

Zdarovar

Serapefti

Iatric

Wissa

#transfer

This kind of spell transfers attributes between donor and recipient targets. If both targets are willing, success is automatic, but the caster must test to succeed whenever any target is unwilling. The Eucrasic Oath suggests that transferring attributes between unwilling sentiences is a bad thing.

#telemagic

The wizard can perform the spell using a vidy crystal or other telecommunication magic. If the target is unwilling, the wizard suffers [-] to tests.

Burden Sharing Arrangement

#telemagic #transfer

Let me bear your cross.

The wizard undertakes a spiritual voyage into a creature’s essential existence to remove their burden. Doctors may dress up the simple metempsychic rite to justify higher fees.

P1 • The doctor’s ka embarks on its voyage through the creature’s eyes or other primary sense organs. Over several hours they remove a burden from the target and convert it into a healer’s burden stored in an adjacent creature’s aura.

P2 • Rite takes about half an hour.

P3 • Rite takes a few minutes.

P4 • A dozen seconds.

Healer's Burden • The wizard encysts a spirit stone in the aural body. It imposes [-] to all tests with one stat. It is otherwise harmless and dissipates without long-term damage to the bearer.

Sloppy Transfer • The wizard performs the rite in half the time, but deals 1d6 damage to both donor and recipient.

Healing Sleep

#telemagic

Where did you dream last night?

The wizard performs an hour-long rite to douse the patient's aura and send their essential hakaba code through the gates of horn and ivory to heal in the presence of the oneiroi Quiescus and Sanatos. A patient could be mistaken for dead while their aura is doused. When the code returns to their incarnation, they awaken refreshed, and one of their burdens dissipates.

P1 • The target is helpless, nigh-soulless, for three days and three nights.

P3 • The target is helpless for a day and a night.

P5 • Helpless for two watches or six hours.

P7 • Helpless for an hour.

Metempsychosis

#imbue #telemagic #transfer

Live. Die. Live again.

Though individual abmortals may expect to live forever, accidents do happen. Fortunately, the finest of sanators have a solution: transmigration of the hakaba code. The wizard breaks down a patient's essential structure and translates it into another nearby physical form. For best results, the latest incarnation should be a replica of the original, but thrifty abmortals have made do with crude golems, animals, and even crystals or vats of memory liquid.

P1 • Budget transmigration. The wizard immerses the patient in a frigid bath and spends one day translating one of their mental stats. This ritual damages the patient's source body, making translating their remaining stats more difficult.

P3 • Full-corpus transmigration. The wizard uses a gelid sarcolector and translates all of a patient's mental stats in a single day. This destroys the original body.

P5 • Sudden action transmigration. The wizard injects the patient with a translator parasite. It takes the parasite a day to embed, whereupon the wizard can translate all of patient's stats in a few minutes. This causes the original body to spontaneously combust.

P7 • Telemetempsychosis. The wizard uses a translator parasite entangled with a destination vessel. The parasite still needs a day to embed, but after that, translation is nearly instantaneous, with a range of several hundred thousand kilometres. This causes the original body to violently combust.

Intact Bodies • If the patient is intact and willing, the wizard does not need to test to succeed. The more damaged the patient, the more challenging the transmigration.

Morphic Shock • Patients translated into radically different forms suffer psychophysical burdens.

Overwriting • If the destination vessel is an unresisting conscious creature, its mental stats are overwritten by this spell. However, if it resists, a psychic conflict occurs with unpredictable results.

Precast Ka-ba Vessel • The wizard can imbue a suitable vessel with the spell so that it is ready to transmigrate the patient's essential code when triggered. The transfer can also be automated or initiated by the patient.

... to add spells

2. Veda of the All-Chemist

#magic

It's supposed to explode.

Understands chemical processes and matter modification equipment. Makes explosives, cook drugs. Transmutes refuse into treasures (like excreta into gunpowder).

R1 • Gets SPELL (table).

3. Veda of the Awakened Sphere

#magic

The noösphere is hungry.

Studies and adapts natural systems. Reads leaves and listens to churning microbes. Hears the voices of the wind. Smells the songs of the ocean. Uses biological equipment and handles hunting weapons.

R1 • Gets SPELL (table).

4. Veda of the Biomechané

#magic

Skin-deep poems carved in flesh.

Plays the living spirit of flesh and bough. Dams injuries and diseases, modifies biological processes, sculpts angels and monsters. Wields knives and saws, needles and probes. Unofficially dabbles in mad science body horror.

R1 • Gets SPELL (table).

5. Veda of the Cosmic Architects

#magic

It's not a secret club.

Builds buildings. Shapes stones. Understands dungeons. Forms mystery cults. Treads the boundary between life and death. Plays with magic gates. Wields hammers and chisels.

R1 • Gets SPELL (table).

...

Veda of the Existential Void

Where imagination fails the void dwells.

Journeys the hidden paths. Braves the madness and fast decay. Dreams of of stars and hopes, mistakes undone, futures rewritten, promises remade.

Words of the Void

Words of the Void

All the wants you waste,

All the things you've chased.

... the castle's crumbled and you're left with just a name.

—Metallica, King Nothing (1997), Load.

Out. Out beyond the fast stars and the slow. Out beyond the skin of reality. Out beyond the veil of reason. Out beyond the frame of time. Out beyond the ramparts of the cosmos.

Where imagination fails, the void dwells. Chaos, repetition, modulation. Words fail. The mind shatters. So far beyond good and evil that we might as well be an ant fighting a worm whether teal is better or thyme.

Why seek this unquiet edge? Why look under childhood's bed? Why dare the winds of limbo, all alone, all bereft?

The void offers no redemption to mortal or god.

And yet, the void warriors keep on. They journey the hidden paths. Brave madness and fast decay for their dreams of stars and hopes, mistakes undone, futures remade.

All who venture into the void are lost.

Titles [d8]

Akatast

Chasmancer

Gomr

Ill Hoyneh

Kozmohod

Starhiker

Verxario

Voidwalker

Tags

#mundane • The spell rewrites reality so that its effects are utterly non-magical. Without chrono-temporal engineering, the changes are permanent.

#revelation • The spell cannot be learned; it can only be communicated through a transformative act of revelation. A character cannot typically remove a revealed spell, as it is inscribed in their existential being.

Credit

A number of the void spells were suggested and developed by Kin, hero of the stratometaship. Thank you Kin.

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Hole in Time (Slip of the World)

#dangerous

Kick a hole right in the sky.

Between one step and the next, the voidwalker flickers between existence and non-existence. Where did they voyage in the time between heartbeats?

P1 • The voidwalker ages a day and gains [+] to one test. If the test is moderate or easier, they succeed automatically. They have already succeeded so many times in so many worlds.

P2 • The voidwalker ages a week and has in their possession a helpful mundane object or simple information, such as a password or written directions.

P4 • The voidwalker ages a month and has a convenient rare object or complex information, such as a map or instruction manual.

P8 • The voidwalker ages a year, and a person or town that did not know them before now knows and trusts them. They have spent many days and nights together, the walker coming and going, a fond visitor over the years.

Ascend to the Void

#ascension #void

At the end of the omnimyth, release.

The voidwalker meditates without cease for seventeen days and nineteen nights. The eighteenth day, no sun rises overhead, instead a void occludes the voidwalker, its umbra stretching for a three days' journey each way. At midnight on the nineteenth night the occlusion disappears.

Power 30: The voidwalker sheds their body and ascends to the eternal void as a creature of pure *ka*. Their body disappears, replaced with a perfect void pearl or jewel that cannot be damaged by any object or force. The place where they meditated is imbued with an aura of peace and acceptance that heals psychological wounds and afflictions for the next 777 years.

Note: The player now takes control of a new hero. Perhaps an apostle to go forth and teach in the name of their ascended master.

Eyes Eaten by Stars

#focus

They see through me.

The wizard's eyes collapse into glimmering pits of nothingness, eating at the world with their gaze.

P1 • While the wizard gazes at a creature, it loses voice and speech.

P3 • With a gaze, the wizard steals sight and sound alike.

P6 • While they gaze, their eyes eat away at a creature's substance, dealing 1d6* damage per round.

P9 • The creature disappears into the wizard's eyes. When the spell ends, it awakens in wormspace, 1d4* days from the nearest non-euclidean corner through which it can crawl back into the Given World.

Kin's Song of the Star-Child

#void #song

Cosmos, sing!

Singing with the music of the planets, the voidwalker summons a star-child from the void ready to answer a single question. Their answer is clear, like a bell in the mind.

Power 1: The star-child answers one question about the heat-death of the universe.

Power 3: They answer one question about the ruins of a future empire.

Power 6: They answer one question about one year from now.

Power 9: One question about anything in the next 10 minutes.

Kin's Star-Horns of the Void Lord

#imbue #void #warrior

The voidwalker presses their hands against their brow, screams inchoate colors, and pulls forth appendages of void stuff that appear as (roll d6): (1) ramified antlers, (2) gnarled horns, (3) glittering wings, (4) feathered antennae, (5) glossy palps, (6) knurled tentacles.

Power 1: The weightless appendages deal 1d3 aura damage.

Power 3: Now also deal 1d3 thought and 1d6 life damage.

Power 6: Targets must also test aura to avoid also become a void-thrall, doing the bidding of the voidwalker until spell's end.

Power 10: The voidwalker is now also covered in star-skin and is recognized as an avatar of the Void Lord. Each round the caster can decide whether their star-skin reflects radiant energies or becomes a gateway translating physical objects into a null-place in the wormways.

Kin's Voidghost in the Dust Machine

#dangerous #golem #void

Their mind, their toy.

With a finger tip's brush, with a lip's gentle kiss, the voidwalker brings the void into the mind of its unliving victim. Grateful for its experience of this given world, the novel void-born personality answers 1d4 questions. As an entity outside of time and space, its answers are always factually correct. The answers may (roll or choose d6): (1) unwittingly drive the questioner to their doom, (2) prove a mixed blessing, (3) offer solutions at a price to the questioner, (4) offer solutions at a price to another, (5) provide a solution, (6) reframe things in such a way that the question becomes moot.

Power 5: The voidwalker instills an alien void-born *ba* into a golem, replacing the personality that was there before.

Power 10: The voidwalker instills the alien *ba* personality into a living creature.

Note: This spell is only dangerous to its target. The void-born *ba* is not beholden to the voidwalker, beyond its inscrutable desire to answer a few questions. After answering the questions it (roll d6): (1) reduces the body it wears to ash, (2) disappears with its new body, (3) walks away with its new body, (4) offers to join the voidwalker while wearing its new body, (5) departs, leaving the victim none the worse for wear, or (6) departs after blessing the unfortunate victim with a new ability or an attribute increased by one point.

Kin's Walking With the All-King *or* The All-King Walks Alone

#biomancer #dangerous #focus #void

All is one, if you wait long enough.

Speaking in the reverse-tongue of the thrice-future-ruined kingdom, the voidwalker becomes the black avatar of the all-king.

Power 9: The voidwalker becomes completely light-absorbent and their body expands in bulbous spurts and strands, at about the speed of a loping dog. Anything living touched by their pitch black voidstuff flesh must make a hard agility test or it is subsumed into the all-king form. Subsumed creatures appear on its edges as forming and reforming horrified visage-adorned pseudopods and palp-like limbs. When the spell ends, the all-king evaporates leaving a barren, lifeless crater. At its centre, curled up, is the voidwalker in their original form. The voidwalker retains one memory and one physical trait of each of their victims who are never seen again.

Kin's Wild Hunt of the Void Lord

#dangerous #focus #void

Does nothing hunt something now?

The voidwalker whispers in a non-syllabic language. The wild hunt is called.

Power 20: The horned Void Lord (L20, inevitable) atop its night mare (L10, terrifying) and surrounded by its star-wolves (L13, ravenous) slips from between one breath and the next, walking sudden upon the soil, reaping the land of living *ka*. All creatures caught by the Void Lord are disincorporated, leaving shadow scars where they fell. Any wounds incurred by star-wolves leave void-scars. When the spell ends, the voidwalker disappears for a year and a day. They return, corrupted by the void (this is in addition to any effects from failing their corruption test).

Nishe's Binding of Wicked Souls to their Weapon

#imbue #vile #void #warrior

The rapture of the *ka* burner.

The void knight spends a week anointing their sacrifice and imbuing a chosen weapon with their own precious vital essences. Finally, in the dead of night, they dispatch the sacrifice, capturing its soul within the weapon. Thereafter, when the weapon kills a creature, it can trap its *ka* soul.

Note: This is vile magic.

Power 3: The weapon deals +1 damage for every soul it holds. It can hold one soul for each of the void knight's levels. It oozes magic and smells of hope long lost.

Power 4: The weapon can hold additional souls equal to the void knight's spellcasting stat of choice.

Nishe's Bloodbound Weapon

#anchor #imbue #void #warrior

In blood they mark their vengeance.

The void knight spend a sleepless night under the red moon and anchors the weapon with their spiritual essence. The bond lasts until the caster ends it or the weapon is lost.

Power 1: When the weapon strikes a blow the void knight may sacrifice stat or life points to deal additional damage. They can sacrifice points up to their level and the weapon deals 2 additional damage per point sacrificed. The weapon brims with magic and smells of friendships forgotten.

Power 2: The caster can sacrifice up to twice their level in points when an attack hits.

Power 3: Up to thrice their level.

Nishe's Panoply of the Flesh

#imbue #void #summoning #warrior

My blade shall be my heart.

In a bipartite ritual, the void knight mingles base matter with their own cosmic essence.

Part 1: Imbue

The caster entangles the essence of their body and the essence of a weapon or other object. Over several days the gross matter is imbued with the void knight's *ka*, bound to them in this world and others.

Power 1: The void knight binds an object no larger than 1 stone. They cannot be disarmed of their bonded object, unless they are incapacitated. It oozes magic and smells of first awakenings.

Power 2: The void knight can bind a second stone-sized object.

Power 3: Bind a sack-sized object.

Power 5: Bind a car-sized object.

Part 2: Summon

The void knight calls to their bonded object and it responds, hurtling towards them from any location within 10,000 miles. As it flies, it is ghostly and half-real. It generally tries to avoid other gross matter, but the caster can encourage it to pursue a more direct path. This may damage the object and creatures in its path. Its kinetic energy when it passes through other creatures or objects two orders of magnitude than one would expect.

Power 1: It travels as fast as a loping peasant. Its passing feels like a gentle caress.

Power 2: It travels as fast as a swift-flying bird. Its passing feels like a harsh breeze.

Power 3: It travels as fast as an arrow. Its passing feels like a slap.

Power 4: It travels as fast as a bullet. Its passing feels like a cudgel blow.

Power 5: It travels as fast as lightning in the void. Its passing feels sticks and stones pummeling within and without.

Note: The passing of a larger object may feel orders of magnitude more impactful.

Voidblade

#focus #item

The sword of nihilism.

The wizard turns nothingness into a weapon, holding it together with spun filaments of their own life.

P1 • It deals 1d6 damage and leaves shadow scars.

P2 • It deals 1d10 damage and leaves burning wounds.

P4 • It deals 1d12 damage and steals ba, removing 1 mental stat point and leaving spiritual fractures.

P8 • It deals 1d12 damage and steals ba, removing 2 mental stat points per strike.

Note • sentient creatures without ba become ba-zombies. This may be evil.

The Sentient Voidblade

The blade accumulates these removed mental points as ba. The more ba it acquires, the more sentient it becomes:

5 ba • As bright as a cat.

10 ba • Smart as a troglodyte.

15 ba • It refuses to be dispelled. The spell becomes an #item.

20 ba • Thoughtful as a daimon.

30 ba • It now deals 1d16 damage.

40 ba • It demands regular sacrifice.

60 ba • It teaches the wizard how to Open the Door of Worms.

Lightbreather

#imbue

The stars call to supper.

The voidwalker draws nourishment from the cosmic forces. The voidwalker may draw a single meal from the strange force, or imbue themselves with magic, adapting themselves to survive on cosmic forces alone for a longer period. These energies also do not harm the voidwalker during the spell.

Power 1: Wind, magnetic fields, and electricity can sustain the voidwalker.

Power 3: Sunlight or heat alone sustain the voidwalker.

Power 5: Hard radiations and direct entropy sustain the voidwalker.

Power 7: The not-energy of the wormways sustains the voidwalker.

The Willing Void — Nihil Volunt

#imbue

We have made the singularity of not.

The voidwalker draws a circle of circles upon the air, encompassing a sacred void. As their life flows into this void, so it attracts other objects into itself.

P1 • The void pulls in nearby light objects. Pages, leaves, hats. Everything is slightly crumpled in the middle of the void.

P2 • Nearby cat-sized objects are drawn in swiftly, sustaining painful but harmless bruising as they are jammed together.

P4 • Pig-sized objects are sucked in from close by, thumping together with significant force in the middle of the void (1d6 damage). The crushing may suffocate unfortunates.

P8 • Horse-sized objects from quite a ways around are hauled into the centre at speed (2d6 damage), then further mashed together, injuring them (1d4 per round)

P16 • Elephant-sized objects in a large area are swiftly pulled into the void, smashing together violently (4d6 damage) and beginning to congeal under the void pressures (2d4 damage per round).

P32 • Tree-sized objects in a large radius are sucked into the void, taking 8d6 damage from the impact and then igniting under the unearthly pressures (4d4 damage per round).

Nothing Remains

#mundane

If you die before you wake.

With a gesture, the voidwalker accelerates entropy.

P1 • Fires turn to ash, batteries go flat.

P3 • Joints ache, vehicles slow down, iron rusts.

P9 • Houses crumble to rubble, lives burn out, diamonds dull and cease to shine.

P27 • Kingdoms end, sky castles fall, domesticated suns die out.

Open the Door of Worms

#imbue #revelation

Walk the wormways.

The wizard traces an outline on a surface. It shimmers and then erupts into a sucking doorway.

P2 • The door leads through a wall.

P4 • The door leads through empty air from the wizard's hand to as far as they could shoot an arrow.

P8 • The door leads through sheer wormspace to a point the wizard has visited before. Travel through wormspace always takes a week.

P16 • The door opens directly into wormspace, letting the wizard attempt to exit anywhere in the Given World. Travel to places the wizard has not visited takes 1d4* weeks. Beware of grey paradox worms.

Probability Loom

#dangerous #void

What price this humble victory?

The voidwalker's consciousness rips itself loose of the arrow of time and leaps to reweave the branching universes to suit.

Power 1: The probability tailoring is minor; the voidwalker's player adjusts a single die roll by one, up or down. Somewhere, an innocent woodland animal dies.

Power 2: By 1d4 up or down. Somewhere, an innocent old man or woman dies.

Power 3: By 1d12 up or down. Somewhere, a kind father or loving mother dies.

Power 5: The voidwalker's player takes a die and places it on whichever face they prefer. Somewhere, a sweet youth dies.

Power 7: The voidwalker's player simply removes a die that was rolled. It was never rolled. An attack was never made. An action is unspun. Somewhere, a pregnant maiden miscarries.

Power 9: The voidwalker's player places any three dice instead of rolling. Somewhere, a pregnant virgin carrying a demigod miscarries.

Song of Silence

#imbue #void

The end, my friend, the end.

The voidwalker opens their mouth and the buzz of the end of the universe erupts from them, radiating out, an endless hum of ultimate chaos, utter entropy.

Power 1: All creatures near the voidwalker are filled with sadness.

Power 3: All creatures near them are filled with despair and apathy.

Power 5: All creatures nearby drop to the ground, catatonic or wailing in mortal terror.

Power 9: All creatures nearby are faced with the oblivion of nirvana. They either make a hard aura test, or their ba is obliterated and only a husk remains.

Summon Builderseed

#electric #void

They are gone but not forgotten.

The voidwalker erupts into the electro-magical song of the machines, hoping to summon a gift of the builders from the sky.

Power 1: About a quarter of an hour later a shooting star lights up the sky.

Power 3: A quarter of an hour later a shooting star strikes a location the voidwalker can see, dealing 5d6 damage to all nearby and obliterating any creature it strikes directly.

Power 6: After a quarter of an hour a shooting star lights up the sky, then floats down like a dandelion seed for several minutes, landing within sight of the voidwalker. The landed star unfolds and begins to evaporate, revealing a machined gift for the voidwalker. The builderseed can produce any physical object up to one sack in size whose source schematics the voidwalker is familiar with.

Note: Builderseeds can also be harvested, each gift of the builders worth €500.

Stelix's Call of the Voidmother

#dangerous #focus #mother #void

If you want to find hell with me, I can show you what it's like.

The voidwalker drones in the background electromagnificent roar of the cosmos, instilling fear and awe in all around them. The longer they sing, the more their lifeblood leeches into the aether, drawing the attention of the Voidmother's spawn, the things in the interstices between universes, the walkers of the wormways.

Power 1: They sing a few bars. All creatures that hear them become paranoid and afraid of their surroundings while the song lasts.

Power 3: They sing for a few minutes. Then the shadows grow long and sharp, colors shift and fade, and all who hear feel their loneliness grows tight about like bondage. Sins run like chains and physical action without disadvantage is a chore (aura test).

Power 6: They sing for a few hours. Then blood begins to pour from the caster's forehead, spreading out like a crimson highway. All who hear feel their rage blossom like flowers of fire. The temptation of violence grows. Mental activities and restraint are at a disadvantage, violent action is advantaged. The future demands to be let loose. The shadows of any who die while listening to the Call rip themselves loose, hungry ghosts scattered to the winds.

Power 10: They sing for days. At the last they collapse as darkness rushes from them. A singing, thrumming, rushing thing. Many and yet one. A sea of nothing. It erupts as far as their voice can carry. Color is forever stripped from everything the voidmother's spawn touches. Things swim within that darkness. Only the strongest souls (hard aura test) survive, others who hear this final madding noise suffer an eternity in a heartbeat as through a thousand thousand timestreams the wormway wolves gorge themselves upon their ba personalities, leaving in their wake mind-burned monochrome husks of former humanity.

Walk Through Me

#imbue #void

World, pass me by.

The voidwalker becomes insubstantial and unworldly.

Power 1: Gases move right through them.

Power 2: Liquids move through them.

Power 3: Solids move through them.

Power 5: Plasma and energies pass through the voidwalker.

Power 9: Time passes through the voidwalker, leaving them unaffected.

...to add spells

7. Veda of the Flying Serpent

#magic

Prayers to the feathery one.

Mixes poisons, potions, and medicines. Entreaties the tiny machines that swim in all living things. Harvests herbs that heal and those that ill. Wields knives, pestles, and mortars.

R1 • Gets SPELL (table).

8. Veda of the Golemmafexes

#magic

Roboticist to the initiated.

Heals and maintains ancient autonomous machines. Follows preserved manuals of ritual assembly to copy platonic golems. Communicates with machines via the ancient art of coding. Uses integrated energy weapons and void screwdrivers.

R1 • Gets SPELL (table).9. Veda of the Iron Symphony

#magic

The spheres are ringing.

Uses music to unite and divide, to share and preserve. Makes a band and tours the Vastlands. Ignores ingested poisons and shatters objects with instrumentals alone. Wrecks inns and hotels, leaves heartbreak behind. Casts the spells of the vibrating spheres.

R1 • Gets SPELL (table).

10. Veda of the Law Necromantic

#magic

Life and death are legal matters.

Talks to the dead and interprets their wishes. Mediates between living and dead. Consults the wisdom of past ages. Brings things back from the long sleep where they dreamless lay. Impeccable taste in candles, perfumes, skulls and gowns.

R1 • Gets SPELL (table).

11. Veda of the Light Held Fast

#magic

It would work if you just believed.

Uses placebos and nocebos to change the world. Stores and retrieves information with living crystals. Focus and refract magics through oldtech gems. Creates plays of light and shadow. Wields crystal wands.

R1 • Gets SPELL (table).

12. Veda of the Mother Electric

#magic

Creation hums the song Electric.

Practices the old rites of electric equipment maintenance and repair. Uses heavy energy weapons and ka batteries. Casts spells with blueprint scrolls.

R1 • Gets SPELL (table).13. Veda of the Old Technologies

#magic

It's how they did things Long Ago.

Understands the fantascience of Oldtech. Activates or deactivates nearly anything. Reverse-engineers how to use ancient technomagical artifacts. Jury rigs a feeble emulation of the glories of the Long Ago.

R1 • Gets SPELL (table).

14. Veda of the Plant Kings

#magic

Just because the trees talk, doesn't mean they're crazy.

Talks to plants and hears what they have to say. Encourages verdant growth and opulent fruition. Promotes mobility and advancement for the plant kingdom. Harvests strange fruits. Wields sickles, axes, clubs and blunts.

R1 • Gets SPELL (table).

15. Veda of the Rightmaker

#magic

Soothe the savage mob.

Feels society and community in their bones. Sacrifices the few for the many. Understands the exigencies of survival transcend morality. Judges with stern impartiality. Wields great swords and ornate guns.

R1 • Gets ITEM (table).

16. Veda of the Seeming Becoming

#magic

They're magic beans.

Researches who wants what and how much they're willing to pay. Makes rough guesses and drives data. Writes adventuring campaigns. Handles public relations. Wields confusion and obfuscation.

R1 • Gets SPELL (table).17. Veda of the Seven Summons

#magic

It wants to serve us. Trust me.

Finds the multitudes inhabiting the realms beyond the aether veils and in this dark material reality binds them. Bends, breaks, and enthralls daimons. Makes them give up their secrets. Pretends to their trust and loyalty.

R1 • Gets SPELL (table).

18. Veda of the Soul Breaker

#magic

Did I dream I was a human, or was I a human dreaming I was a spark of infinity?

Reads people's intentions and desires. Intuits strength of character and weakness of desire. Twists plans and dreams. Subvert the ka and steals the body with the terrifying spells of the ultras.

R1 • Gets SPELL (table).

19. Veda of the Witching Song

#magic

Ears for the all-song.

Listens to the world around them, the folk big and small, and hears what they say. Mixes herbs and opens the spirit eye to protect against daemons and slanders. Heals with words and attentions. Works in possibilities and glances.

R1 • Gets SPELL (table).

20. Veda of the World's Word

#magic

The will of the world is written in the wind and the seed.

Reads the omens of wind and sky and water and grass. Divines the desires of the gods and their immutable laws. Adjusts those laws to help others and themselves. Deities and belief systems might include [d12]:

1. Hedonic flesh-firstism
2. Opiate stasis
3. Mystery objectivism
4. Pan-noöspherical gratitude
5. Builder beatification
6. Sociotheism
7. Cogflower growth gospel
8. Ur-rationalism
9. Ancestral apotheosis
10. Pre-singularity nostalgia
11. Rainbow panoply polytheism
12. Machine idolatry

R1 • Gets SPELL (table).

The Singles

Old skull, what secrets did you keep?

I stare at your windswept mausoleum, horizon to horizon scattered. Plastic scrolls bleached pink beneath this bruising star. Memory crystals ground to the dust we walk.

So much we knew, so little we know now. It is ever thus. The wheel turns heavy and crushes our memories exceeding fine.

—Lilac 7-Murex, Diary Entry 2-14, *Iron Plateau Expedition of Forty-Six*.

Some wizards and scholars have only single, isolated spells. Either fragments of greater works now lost, or lonely essays into spaces still uncompleted. This section presents a broad miscellany of spells to sift and hack for ideas, to expand into whole albums, are use to launch new adventures.

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Seacat Magic Rules

v0.67b as of April 2021

“And that is how the leopard got its wings.”

—Anaxrīma Voželava, *Just So Wizardry*, 3rd Edition.

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Magic is everywhere in the Given World. It is enchanted. Awash in energies. Alive with Ka. Vibrating with Lei. Gushing with Vir. Threaded with radiations and information spheres and tiny wave-particle machines. Woven into the very structure of the universal simulation of reality.

Or, at the very least, the world is deep and old. Layers upon layers of misinformation and disinformation, reality alteration, and mad distortion coat the globe like the filth of aeons. Wheels and processes churn madly just beneath the skin of the ordinary and everyday. Where does the line between technology and magic and religion lie? The line is a lie.

It is a truth: great powers are waiting to be plucked free by a careless fool styling themselves wizard. But what are they? How do they work? Humans seek patterns. Invent explanations. Time passes. The theories are forgotten, but the practices remain.

Those half-forgotten powers promise so much. Overcome life and death. Ascend to the heavens like the prophets of old. Reawaken the glittering sky cities. Journey beyond the veil of the night into the lands of Everlight and Neverfade.

So many promises. So many fools. So much pain, corruption, mutation, change, and death in their wakes.

What Are Spells?

Spells are practical recipes, rituals for ripping mundane reality open and changing it to serve the hero. At best, they are naive and flawed. At worst, they are dangerous, garbled mistakes, misused and misunderstood. Practically, they are treated as a kind of gear.

Casting Spells

Magic rips reality, imposing otherworldly wrongness on the mundane, so spells hurt. Heroes pay the spell price to begin casting a spell.

Spell Price (in life or stat points) = Magic Cost × Spell Power

Different heroes may incur different magic costs. For example, an explorer with a magic cost of 2 summons a 3rd power Thornstone Obelisk. They pay 6 life or any mix of life and stat points. A witch, with a magic cost of 1, casting the same spell pays only 3 life.

The spell caster's player narrates the details of the procedure. The hero might cast a spell by reading aloud from a book or dancing to summon a demon. On the other hand, they might just light some dribbly candles in a special order.

Spell Power

Some spells are more potent than others or can be prepared in more effective (and expensive) ways. Higher power spells have a higher spell price and are more dangerous to cast. A hero can cast any spell of any power, but it is dangerous to cast a higher power spell than the hero's level.

Anyone Can Cast Spells

Any hero can try to cast any spell, whether they have a relevant skill or not, so long as they pay the spell price. If they lack a relevant skill, spell casting is more challenging. The spell price is doubled, and all spell die rolls are made with disadvantage [-], including corruption rolls.

Spell Albums

Shortly before choking to death on a chicken bone at the Pelegrine Festival of Beaux Magics, the abmortal and much revered grand magus Anaxrima Voželava published the famous 6th Final Edition of *Just So Wizardry: Magic for Beginners*. There, she arranged the 79 approved magics and 21 incidental spells into twenty canonical albums corresponding to the 20 official vedas.

Ever since, some have arranged their own spells into albums. Just as many have ignored the whole idea and gone their own merry way. Still, for the laity, spell albums lend magic an illusory sense of order and reason. In Seacat spells are organized in albums for convenience, not because heroes are restricted to that album of spells by their skills.

Core Spells

Each magic skill (veda) has at least one associated core spell that a hero gains automatically if they have a rank in that skill. Some spell albums contain multiple core spells. In that case, a hero must choose one for their free starter.

Dangerous Magic

All magics with a #dangerous tag or higher power than a caster's level are dangerous. When the caster uses such a spell, they must test their relevant magic skill to see if the magic corrupts them. The spell price is the test target.

If the hero lacks a relevant skill, they test with disadvantage [-]. If the hero's level is higher than the spell power of the spell they're casting, they test with advantage [+].

Magic corruption twists the body, abrades the soul, and changes the personality. The mutation tables (pXX) determine how it manifests.

Special Spell Tags

Some spells are designed with mechanical quirks that change how they function. As players create their own spells, they are encouraged to invent and develop new mechanics of their own. If something doesn't work well in play it can always be changed later.

#Anchor • The spell creates a physical anchor, which the caster stores in their inventory to keep the spell active and controlled. Destroying or losing the anchor ends the spell (or worse).

#Attack • The spell is cast as an attack action. A caster uses their relevant magical skill to test against their foe's defence and affect them. If a spell targets other attributes than defence, this is usually spelt out.

#Dangerous • The spell forces a test to avoid magical corruption every time it is cast. Applying this tag to more spells is an easy way for the players to restrict certain kinds of magic within a setting.

#Focus • The spell requires focus to stay active. A caster must spend an action every turn, or the spell ends. A caster can always pay double the spell price to imbue the spell with their vital essence, keeping it active without focus. This is usually dangerous and requires a test against magical corruption.

#Imbue • The caster keeps an imbued spell active so long as they reserve the vital essence (life or stat) spent casting the spell. Reserved essence reduces the caster's maximum life or stat and cannot be recovered until the spell ends.

#Item • When a caster creates a magic item, they use the spell to lock their existential force (life or stat) within a physical object. Locked force reduces the caster's maximum life or stat and can only be recovered when the magic item is disenchanting or destroyed. This is similar to the imbue tag, except a hero cannot end the spell at will—they have to disenchant the item. Simple examples of magic items are magic swords, rings, and wands.

#Regular • A spell that uses only the standard magic rules.

Acquiring New Spells

Heroes gain new spells by exploring strange artefacts, as treasure, or as payment for their work. Some simple spells might also be available for purchase from the right purveyor of intergalactic planetary other-dimensional ... erm ... their eccentric wizard corner store. Casting a new spell without studying it first is always dangerous.

Learning how to use a new spell somewhat safely requires a week's study. After that time, when the hero casts the spell for the first time, they make a moderate thought test.

If they fail, they misunderstood how the spell works, and it is now dangerous for them. The hero then immediately makes a second test to see if the spell's first trial casting has corrupted them. If the spell was already tagged as dangerous before the hero tried to learn it, they would suffer disadvantage [-] on their corruption test.

Spells Go in the Inventory

Each spell a hero can cast goes in their inventory. This is the spell burden and is usually equal to 1 stone.

Most spells are not just recipes and bundles of words a hero carries in their head. They are a burden that weighs them down. This might be ritual equipment and manuals, warding charms and protective clothes, ancient tools and body paints. Maybe even creepy skulls and newt juice. Perhaps just the weight of malign knowledge or the pain of an ontogenic nanite injection.

The burden isn't used up during casting. It can be stored elsewhere, but a hero can't cast a spell that is not in their inventory. Some rare tomes are valuable solely because they let a hero carry multiple spells in a single inventory slot.

Casting Parameters

Casting any spell may involve multiple parameters. Individual spells and powers specify as much as possible, but magic, by its nature, creates edge cases in play. Players will have to interpret results that make sense to them, with the top cat sometimes exercising their power of arbitration.

Casting Time • Unless otherwise specified, a caster takes one action to cast a spell. Characters usually cannot cast spells with casting times longer than a round (however long it is) in the heat of conflict.

Ending A Spell • Casters can end most spells without an action. Disenchanting a magic item always requires at least one action.

Spell Durations • Spells are instantaneous in effect unless otherwise specified. Most durations are specified in real-world units of time or rounds. Some spells last until a condition is met (e.g. until the next sunrise, until the door is opened). When a spell's duration runs out it fades away with a mildly hallucinatory dissonance.

Spell Ranges • Spell ranges and areas of effect may be phrased in the abstract, using zones of action (here, near, there), or real-world units. Spells with a range of self, zero, or nil can only affect the caster. Those described as having a melee, touch, or adjacent range can only affect targets the caster can or could reach with a limb.

Targets

A spell affects all creatures and objects in its area of effect unless otherwise specified. When a caster targets an unwilling creature, they must succeed at a relevant test for the spell to take effect. In conflicts, this is usually a test against the target's appropriate defence. As with any attack, if a target is bound or restrained, no test is required, e.g., a vampire bound in silver or a xenophorm [sic] safely embedded in an artificial chest.

Adjudicating Spells

When the TC is unsure how many targets a spell strikes or how far its effects reach, they should use dice as oracles. For example, with a fireball they might declare, "it strikes the baker's dozen of goblins. Roll 2d8 to determine how many are within its blast radius."

If the targets were tightly packed, the number might double. If keeping their distance from one another, the number affected might be rolled with [-]. If the targets were tiny, a fireball might engulf more of them, while a storm of daggers would injure fewer. If they were huge, the effects might be reversed.

It's usually better to find a quick answer with dice than to spend time calculating a precise answer. Consistency is good, but playtime is more precious.

Hacking Spells

When a hero doesn't have a relevant veda skill but has another skill that could potentially (with some creativity) also be used to cast a spell, they can hack the spell. This involves spending 2d4 weeks of game time tinkering with the spell, then a hard thought test to successfully adapt the spell to their skillset. A relevant trait, like fool's luck, may apply.

When a hero successfully hacks a spell, their runner narrates how it works and how they have modified it. Every other player then suggests a quirk of the hacked spell. The hero's player chooses the best quirk (using popular acclaim as a guide) and writes down the new, modified spell.

The player may name the hacked spell after their hero.

| d20 | Spell Hacking Test |
|-------|---|
| 1 | Hero fails miserably and will never succeed. Gains 1 mutation. |
| 2-3 | Hero fails laughably, cannot try again. Test against corruption. |
| 4-7 | Hero fails. Easy test against corruption. |
| 8-11 | Failure and trivial test against corruption. |
| 12-15 | Partial failure. [+] to next spell hacking test. |
| 16 | Success! Hero has hacked the spell and adapted it to their existing fantascientific skills! Player describes and names their novel spell variant. |
| d20 | Spell Hacking Test |
| 1 | Hero fails miserably and will never succeed. Gains 1 mutation. |