



Magic & Mysticism Guide

vI.2

Contents

Magic	1
Spellcasting	1
Crystal	2
Lesser Spellcrafting	3
Greater Spellcrafting	6
Pacts	9
Lesser Pacts	9
Greater Pacts	11
Curses	13
Standard Curses	13
Witch's Curses	14

Magic

Magic is not your traditional slinging of fireballs in the world of Jaeger. Magic is bound in nature, one's soul and the infernal, it can only be tapped and utilised by those who completely give themselves over to the whims of the very forces that dictate the universe.

When a human comes face to face with Evil and makes a pact with it, they become a Witch. Witches can read the stars like a book, nurture a dying plant back to life with a single touch and ensnare one's soul to their will with an incantation. However, they are servants to an ever hungry ego that fuels their power.

What happens though, when you face Evil and decide you no longer wish to be its indentured servant? There are those who have managed to deceive and manipulate their way out of their deals whilst retaining their power. How? You'll have to find a Witch willing to tell...

The key pillars of witchcraft are; Water, Earth, Air, Fire and Spirit. These are the fundamental elements that exist across both the ours and the Evil planes of existence, and are represented by the Compass of Elements depicted at the end of this chapter.

Spellcasting & Spell Focuses

There are common spells that all Witches know, so much so that they do not require any components other than spell slots to cast. Each spell costs a single spell slot aligned to Lesser or Greater spellcasting.

In place of components for common spells, Witches utilise a **Spell Focus**, an extremely personal magical item, that channels their energy into magic so long as it is kept on their person. They are deeply personal to each Witch, and to touch one without permission guarantees a nasty surprise. Spell Focuses are often gifted by the demon they pacted with to gain their powers.

When a Witch has run out of spell slots, they *can* use their own life force as a source to cast more. However, the toll on their soul leaves scars upon them. If a Witch damages their soul too much they risk it being rendered asunder and becoming an abomination of Evil. All Witches know of this, and all Witches toe the line of caution to ensure they too do not become such monsters. In game, this functions as a permanent reduction to Bleed Out.

However, even the most talented Witch can't manifest more powerful magic from nothing, for these there must *always* be a source and spell slots will not always suffice. A prepared Witch will always keep some spellcasting components on them, so that they can cast these more advanced forms of magic. To cast without the right ingredients for this type of magic opens up the Witch to become a conduit of raw power, power that no mere mortal can contain.

Crystal

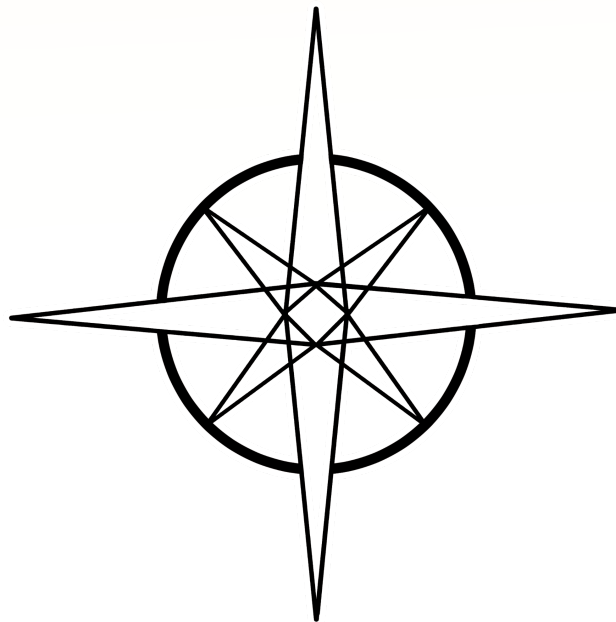
Crystals are a byproduct of the presence of Evil. They are magic in its truest, rawest form and only Witches and Conduits are able to handle it in this state. It is exceptionally dangerous for anyone else to handle Crystal, as it can destroy the holder with its elemental alignment in an instant.

However, Crystal is a vital tool for Jaeger in their hunts. Crystal forms where Evil has touched, the more powerful - the more Crystal. This allows for Jaeger to determine the level of threat they may be facing.

They are the elements in raw form, grown from Evil entering our Plane and therefore the most powerful source of magic to a Witch to enhance their spells, making it a critical component to higher level forms of magic.

Crystal Types:

- Blue represents the element of Water
- Green represents the element of Earth
- Red represents the element of Fire
- White represents the element of Air
- Purple represents the element of Spirit



Lesser Spellcrafting

Cast using Lesser Spell Slots. One spell cast equates to one spell slot expended. Countered spells are considered expended.

Lesser Spellcrafting grants **6 Lesser Spell Slots**.

Charm

Duration: 1 minute

Range: Close, Ranged

Gesture: Vocalisation of the call 'Charm'

Casting Time: 10 seconds

Effect: The target immediately trusts you and is friendly toward you for the duration of the spell. The target is not aware of being Charmed at the time, but will become aware when the effect wears off.

Countermagic

Duration: Instant

Range: Self, Close, Ranged

Gesture: Vocalisation including phrase 'I counter that magic/spell', pointing toward the opposing spellcaster

Casting Time: 10 seconds

Effect: Lesser spells are countered and have no effect.

Cure Lesser Ailments

Duration: Instant

Range: Touch

Gesture: Vocalisation including spell name, with hands over the target

Casting Time: 30 seconds

Effect: The caster cures a lesser status effect, disease, poison or other mundane ailment of the target.

Cure Lesser Wounds

Duration: Instant

Range: Touch

Gesture: Vocalisation including spell name, with hand over the wound

Casting Time: 30 seconds

Effect: Heal 2HP, cannot exceed base HP.

Debilitate Limb

Duration: 10 seconds

Range: Touch, Close, Ranged

Gesture: Vocalisation including spell name and a gesture toward the targeted limb

Casting Time: 10 seconds

Effect: The caster targets an opponent's limb and renders it useless for the duration. If holding an item, this must be dropped as the limb goes limp.

Detect Magic

Duration: 30 seconds

Range: Touch, Close

Gesture: Vocalisation including spell name, with hand over or on the target

Casting Time: 10 seconds

Effect: Items or creatures of a magical nature will be made known to the caster by referee, creature or lammie.

Eye of the Eagle

Duration: 2 minutes

Range: Self

Gesture: Vocalisation including spell name, ending with hands covering your eyes

Casting Time: 30 seconds

Effect: The caster is given a vision of events occurring elsewhere by a referee. However, there is not always something to be seen. The vision may not occur instantly and may appear to the caster later.

Light

Duration: As long as required

Range: Self, Close

Gesture: Vocalisation including spell name, with phys repped source in hand

Casting Time: 10 seconds

Effect: Using an appropriate phys rep, the caster can create a magical source of light.

Magical Armour

Duration: 30 minutes, or until used, whichever is first

Range: Touch

Gesture: Vocalisation including spell name

Casting Time: 10 seconds

Effect: A piece of armour is imbued with magic to make it temporarily stronger. Grants +2 armour which cannot be repaired.

Magical Weapon

Duration: 5 minutes

Range: Touch

Gesture: Vocalisation including spell name

Casting Time: 10 seconds

Effect: The weapon temporarily becomes magical in nature. The wielder calls 'Magic' when striking with a melee weapon.

Mend

Duration: Instant

Range: Touch

Gesture: Vocalisation including spell name whilst holding the "Shattered" phys rep

Casting Time: 10 seconds

Effect: Repair a Shattered item.

Remove Sense

Duration: 10 seconds

Range: Touch, Close, Ranged

Gesture: Vocalisation including spell name and sense removed (Sight, Smell, Hearing, Taste and Touch)

Casting Time: 10 seconds

Effect: For the duration of the spell, the target loses one of their senses and must roleplay as such for that time.

Greater Spellcrafting

Cast using Greater Spell Slots. One spell cast equates to one spell slot expended. Countered spells are considered expended.

Greater Spellcrafting grants **4 Greater Spell Slots**.

Cerebral Scrying

Duration: 1 minute

Range: Touch, Close

Gesture: Vocalisation of the spell name, specifying what you want to find, whilst gesturing around the target's head or taking the target's hands.

Casting Time: 10 seconds

Effect: Peer into the mind of a target to see what they remember of an event. Ref likely required.

Command

Duration: 30 seconds

Range: Close, Ranged

Gesture: Vocalisation of the call 'Command' followed by an instruction up to 3 words, pointing out the target.

Casting Time: 10 seconds

Effect: The target is compelled to carry out your command. Targets **cannot** be commanded to harm themselves.

Cure Greater Ailment

Duration: Instant

Range: Touch

Gesture: Vocalisation including spell name, with hands over the target

Casting Time: 30 seconds

Effect: Cure a single greater ailment, or all lesser ailments on a target.

Cure Greater Wounds

Duration: Instant

Range: Touch

Gesture: Vocalisation including spell name, with hands over the target

Casting Time: 30 seconds

Effect: Heal 4HP, cannot exceed maximum health.

Detect Living/Unliving

Duration: Instant

Range: Close Area

Gesture: Vocalisation including phrase 'I detect the living/unliving', with arms outstretched

Casting Time: 10 seconds

Effect: Anyone in the immediate 10ft in front of the caster must reveal themselves if living or undead (as required by the spell). Living or Unliving must be specified, as the spell cannot do both simultaneously.

Dispel

Duration: Instant

Range: Self, Close, Ranged

Gesture: Vocalisation including phrase 'I dispel that magic/spell', pointing toward the spellcaster

Casting Time: 10 seconds

Effect: A spell up to Greater is dispelled and has no effect.

Enthrall

Duration: For as long as the chant is undisturbed

Range: Close, Ranged

Gesture: Vocal including the spell name, followed by continuous talking to keep the target Enthrall

Casting Time: 10 seconds

Effect: The target is enthralled by your words, they will continuously follow your voice and behave as if they are your best friend for as long as you speak uninterrupted. The target can be instructed to follow basic directions (e.g. "Please take a seat", "Come with me", and so on). The target is not aware that they have been Enthrall and have no memory of the event.

Fearsome Presence

Duration: 30 seconds

Range: Close, Ranged

Gesture: Vocalisation of the call 'Mass Fear' with arms outstretched before you

Casting Time: 10 seconds

Effect: All targets in range of your outstretched arms for 10ft are stricken with fear, specifically of you.

Hazardous Terrain

Duration: 1 minute

Range: Close, Ranged

Gesture: With arms outstretched to denote the area, describe the type of hazardous terrain, eg. "May the soil beneath your feet slick to mud, hazardous terrain!", "I call upon the vines to block your path, hazardous terrain!"

Casting Time: 10 second vocalisation

Effect: The area 30ft immediately in front of the caster with arms outstretched becomes hazardous for the duration. Targets move slower, and RP their difficulty navigating the terrain depending on the area. For example, in a wooded area, targets can RP chopping through vines or climbing over them. In mud, they can become stuck and need to pull themselves out.

Hold Creature

Duration: Until the caster is disrupted or drops the spell themselves

Range: Ranged

Gesture: Vocalisation ending with the "HOLD" call, with hands outstretched toward the target to "hold" them in place.

Casting Time: 10 seconds

Effect: A powerful spell that requires the caster's full concentration. They cannot move or be moved, or take any other action but focus on the spell. If they are struck with a weapon, spell, or projectile, or are otherwise disrupted from casting, the spell immediately drops. The target is frozen and held in place, they can still use their senses, can speak but cannot move for the duration.

Sow False Seeds

Duration: Until the next sunrise

Range: Close

Gesture: Vocalisation of the spell name, gesturing around the target's head.

Casting Time: 10 seconds

Effect: Implant or change a single memory of a target. The target does not realise anything is different or amiss in the duration. If the change or implant is minor enough, they may not realise even when the spell has worn off.

Pacts

Pacts are complex forms of magic that require more time and special components to cast instead of spell slots. The components listed below are the required components, and Witches are welcome to add their own flair and style in addition.

Lesser Pacts

These pacts allow individuals to form a magical bond with a Witch. In exchange for a benefit, the Pactee must bind themselves to the Witch. Pacts require components to cast.

Only one Lesser Pact can be active at any time, if a second Lesser Pact is cast, the first one breaks without consequence.

Lesser Pacts increase Lesser Spell slots by 1.

Pact of Fellowship

Duration: 1 day

Range: Touch

Components: Rose, Acorn, Heart of a mouse, Feather from a crow

Casting Time: 5 minutes

Effect: Two Witches can share their pool of magic with each other, which can be represented as the players see fit to keep track.

For example, if a Witch has Lesser Spellcasting, Greater Spellcasting, Lesser Pacts and Greater Pacts (9 Lesser slots and 5 Greater) enters into Fellowship with a Lesser and Greater Spellcaster (6 Lesser and 4 Greater), they will have a shared pool of 15 Lesser Spell slots and 9 Greater Spell slots. Witches can only cast spells up to their level of spellcrafting.

Pact of Lesser Enthrallment

Duration: 1 day

Range: Touch

Components: Garlic, Hawthorn, Talon from a bird of prey, Blood of the Witch and target

Casting Time: 5 minutes

Effect: The target is pacted to serve the Witch until they die or the Pact is fulfilled for 1 day from casting. Going against the Pact puts the target on their death count, which releases them from it. The target gains +3HP, if they do not already have it.

Pact of the Unseen

Duration: 1 day

Range: Touch

Components: A shed snakeskin, Amaranth, Devil's Shoestring, Tail of a shrew

Casting Time: 5 minutes

Effect: The Witch crafts a magical charm that grants mystic 'invisibility'. Any ability or spell that reveals a hiding/concealed target automatically fails so long as the target keeps their Witch's charm with them and the pact is active. If the target forgets the charm, or has it taken from them, the target is put onto their Bleed Out. They can only get rid of the charm safely by returning it to the Witch.

Greater Pacts

A Greater Pact can be formed between a Witch and a target. The Pact gives the target a serious boon in exchange for a serious detriment. A Witch can only enter into one Greater Pact at a time due to their power and the time it takes to cast them.

Greater Pacts do not impact active Lesser Pacts. Casting a new Greater Pact breaks the previous Greater Pact without consequence.

For Greater Pacts, if the target kills their Witch, they will be reduced to 0 HP and receive a Curse if they survive.

Greater Pacts increase Lesser Spell slots by 2 and Greater Spell slots by 2.

Pact of the Coven

Duration: 1 day

Range: Touch

Components: Greater Purple Crystal, Apple, Fur of a wolf, Hair of a horse, Feather of a dove

Casting Time: Ritual required

Effect: Similar to Pact of Fellowship, a group of Witches can share their pool of magic with each other, which can be represented as the players see fit to keep track. Witches usually use this Pact as a short term, drastic measure in order to share magic to unify against a powerful foe. Witches can only cast spells up to their level of Spellcrafting.

Continued use of this Pact places all of the participating Witches in danger of exposure to too great a quantity of magic.

Pact of Enthrallment

Duration: Permanent

Range: Touch

Components: Poppets and blood of the Witch and target, Greater Purple Crystal, Greater Green Crystal, Witches Sweets

Casting Time: 10 minutes

Effect: A supercharged version of the Lesser Pact. A single target is pacted to serve the Witch until they die. Going against the pact puts the target on their death count, which releases them from the pact. The target gains +5HP, if they do not already have it, and gains the ability to wield any weapon and wear any armour. Some may even be granted a limited use of a Lesser Spell.

Pact of Shared Souls

Duration: 1 event

Range: Touch

Components: Poppets of the Witch and target, Greater Purple Crystal x2, Devil's Shoestring, Healing Salve (shared)

Casting Time: 10 minutes

Effect: The target's HP is reduced to 1. However, for as long as the Witch is alive, if the target is reduced to 0 hits they will not die. Instead, they will drop to the floor for the duration of what *would* be their Bleed Out, and then restore to 1 HP. If the Witch dies, the target will also die. However, if the target is put on their death count, the Witch will not. Final Blow does not work against a target on Bleed Out with this Pact.

Pact of Spirit Charm

Duration: 1 year

Range: Touch

Components: Antler from a deer, Feather from a crow, Eyes of a fish, Scales of a lizard, Amaranth

Casting Time: 10 minutes

Effect: A pact where the Witch is the Target. After endearing themselves to a spirit, it may agree to becoming bonded to a Witch. They become a vigilant watcher of the Witch, and if asked can determine the intent of an individual up to three times a day. Other effects may come into play, depending on the type of spirit pacted.

Curses

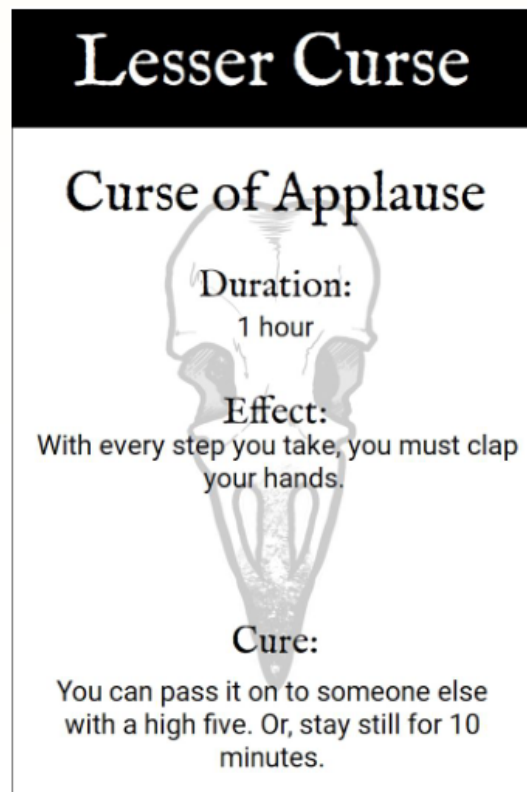
Standard Curses

The most common way to receive a curse is by meddling with Evil without proper preparation. They will vary wildly in severity, and thus no curses are available to read in this book. If you are cursed, you will receive an OC Curse Card in game detailing the nature of your curse and how to get rid of it.

Standard Curses are unique and intended to be temporary and of moderate difficulty to remove. All Standard Curses expire at the end of an event, unless specified otherwise. Players cannot cast Standard Curses.

Standard Curses can be broken by fulfilling their terms, or by those with the Curse Breaker ability.

Curse card example (appearance may change):



Witch's Curses

All Witches have the innate ability to cast Curses, which puts those who have become Jaeger in a precarious place. Curses truly pull on the threads of Evil in order to enact, and their results are incredibly powerful, usually permanent and certainly life changing. Jaegers individually have mixed feelings on Witches using them and aren't certain that if a Witch feels the need to Curse, whether they have truly separated themselves from Evil.

How curses are cast varies from Witch to Witch, but all take a considerable amount of time and power to prepare and cast - especially as they have now cut themselves off from Evil. These are challenging spells that should never be taken lightly, and getting it wrong could be dire for the caster and all those around them.

Due to the challenges of preparing a curse, and the personal nature of them, no components are listed for any curses and the list must be determined by the Witch.

Players who wish to curse player characters should always seek the OC permission if the target is a player character, as these effects can and will have severe and permanent consequences. Witches who try to Curse non-consenting PCs will always fail and will have an IC consequence imposed on them.

Game Team must be notified once a Witch's Curse has agreed to be cast.

Curse of Lycanthropy

Duration: Permanent

Effect: The target is cursed with becoming a lycanthrope of the Witch's choice. The curse is dictated by the terms of the Witch, for example, whether the curse only manifests on a full moon or permanently, or how the curse can be broken. The target is unaware of these terms IC, but will carry an OC Curse Card with the details for the cursed individual to keep with them for reference.

Curse of Monstrous Form

Duration: Permanent

Effect: The target is cursed with an unsightly, monstrous form. Players must determine OC how this will manifest, as it will need to be phys repped. Depending on the form, Game Team may determine that the form comes with some benefits and/or flaws. The Witch decides how the curse is broken. All details will be on an OC Curse Card that the cursed player will keep for reference.

Curse of Endless Sleep

Duration: Permanent

Effect: The target is put into a deep sleep that mimics the effects of death. The target is alive, but is in a form of stasis and can be kept this way for as long as the curse is in effect. It is up to the Witch to determine how the curse is broken. Explicit permission must be given by the target if a player, and both must then notify Game Team as this will effectively 'kill' the character.

Curse of Certain Death

Duration: Permanent

Effect: The target is told when and how they will die. No matter what the target tries to avoid their fate, the curse will always ensure that it will happen. It is up to the Witch to determine how the curse is broken. The target player can elect not to know the details of their fate, and the Witch can submit the curse effects directly to Game Team for enacting. Otherwise, the curse will be detailed on an OC Curse Card.

Curse of Undeath

Duration: Permanent

Effect: The target's corporeal form becomes the spiritual property of the Witch. When the target dies, their corpse rises once more for the use of the Witch however they see fit. A more complex form of the curse will see that the target's soul is still bound within the corpse, so that they may arise with their memory and skills intact. What the Witch wants to achieve with this curse will determine its difficulty to cast.

Curse of Transfiguration

Duration: Permanent

Effect: The target is turned into an animal such as a frog or swan. They retain their human mind but cannot speak, only being able to make the sound of the animal they have been turned into. The Witch determines how the spell is broken, but traditionally "True Love's Kiss" is the preferred method.

Change Log

October 2024 (v1.1)

- “Hold Person” renamed “Hold Creature” for clarity

August 2024 (v1.1)

- Added “Spell Focuses” to the “Spellcasting” section title to draw attention to the Spell Focus information (Page 1)
- Added “Charm” Lesser Spell (Page 3)
- Added “Hold Person” Greater Spell (Page 8)
- General tidy up and clarification of language throughout

August 2025 (v1.2)

- Reduced amount of ailments healed by Cure Lesser Ailment
- Changed casting time for Cure Greater Ailment
- Changed casting time for Cure Greater Wounds
- Updated Detect Living/Unliving description