

ZYNNYTHRYX'S GUIDE TO MAGIC



**A DUBIOUS DOCUMENTATION OF THE
ARCANE; A MYSTERIOUS TOME OF
FORBIDDEN KNOWLEDGE AND LORE**



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INTRODUCTION

Behold! I am Zynnythryx, the great, the wise, the all-powerful. Your mortal eyes cannot possibly comprehend my true form. Your primitive brain will see what makes you feel most comfortable. Some see me as a tiny white kitten, others as piece of chocolate cake. For many I appear as an old man in plain khaki trousers with a plaid shirt and athletic shoes. These people lack imagination. Those with the knack for magic peek slightly into my true form and frequently see me a towering, golden dragon. No matter how you see me, I still hold knowledge of the world arcane, the deep secrets of the cosmos, allowing mortals to tinker with the power of Gods.

I have made myself available to you, mortal, so that I can share just a tiny fraction of my wisdom. I do not wish to destroy your mind with too much at once, so it is only these secrets contained within these pages that I shall reveal to you.

Magic in the realms of mortals is largely homogenous. You copy from each other like lazy school children. I am here to show how you can make each casting unique and, therefore, better! Closer to the glory of Zynnythryx!

If you do not know the basics of magic, then my words will have no meaning to you. How did you even get in here? Be gone! ... Oh, you're still here. Then you must

possess the rudimentary knowledge of simple spellcraft and have, at least, graduated from a community wizarding college. Last in your class, you say? No matter. The insight of Zynnythryx is open to any mind that does not reel from the burning, bright truth of the universe.

PURPOSE OF THIS BOOK

This book gives players and GMs an easy guide to choosing spell customizations and shows how spells can be customized on the fly in any setting that utilizes the magic rules. Most of the content here consists of example spells built with only the effects and spells available in the **GENESSYS CORE RULEBOOK**. This assumes the player and GM have read the optional Magic Rules section starting on page 210 of the **GENESSYS CORE RULEBOOK**. Some rules will be repeated or restated here, but only as necessary to convey an idea or clarify a mechanic. Otherwise, refer to the **GENESSYS CORE RULEBOOK** for more details.

Also available are two new spells: Mind and Move. Each has their own set of additional effects and can be easily used in any game with magic, at the discretion of the GM.

SPELLCASTING OVERVIEW

When a character casts a spell in a Structured Encounter, they must choose a spell from the ones available to their spell casting skill and a number of optional Additional Effects for that spell. How that spell and its customizations are narrated in-game is completely open to the player or GM. Each spell and effect only describes the basic mechanical effects, nothing else. Each spell Additional Effect is named, but only as a shorthand to that mechanical description. An effect's name does not automatically confer any narrative description.

Players are free to describe their spell customizations however they wish. For instance, the Ice effect for the Attack spells gives the attack the Ensnare quality. There is nothing in the effect about cold, water turning to ice, or effects of exposure. Therefore, one can describe all manner of things that could cause an attack to ensnare

a target. Vines, chains, or even hands are all valid ways to describe an Attack spell with the Ensnare quality.

STRAIN

All spells cost strain. No matter what happens during the casting of a spell, a magic user will have suffered at least two strain afterward. Any **▲** spent to recover strain can only recover strain that was available before the spell started. This aspect is key to the balance of magic as a game mechanic.

CONCENTRATION

Some spells require the use of the Concentration maneuver. These spells have effects that are ongoing and must be maintained with conscious effort. Any

spell that requires the Concentration maneuver will end at the end of the caster next turn. So without the Concentration maneuver a Concentration spell will last two turns. If the caster wishes to extend that time, they must perform the Concentration maneuver on the turn in which the spell would end. Performing the Concentration maneuver on the same turn that the spell is cast does not extend the time for that spell.

While there are no rules specified about how a magic user's concentration may be broken, the sidebar on page 213 of the Genesys Core Rulebook suggests an **Average (◆◆) Discipline check** during Narrative Encounters. GMs may find this or something very similar appropriate in some circumstances of a Structured Encounter. Table I.6-3 on page 104 of the **GENESYS CORE RULEBOOK** gives a result option for ⚡ to cause a character to lose the benefit of a previous maneuver. It would be reasonable to use this to either stop a character from concentrating or call for a Discipline check. Some GMs feel this is too harsh and instead will break concentration with ⚡⚡⚡.

COUNTERSPELL

The Counterspell maneuver is available to all magic users. When performed, the Counterspell maneuver causes all opponents in Medium range to upgrade the difficulty once of their magic skill checks that cast spells. Because this is a maneuver it can be done while also casting a spell. The trick comes in when a character has cast a spell that requires the Concentration

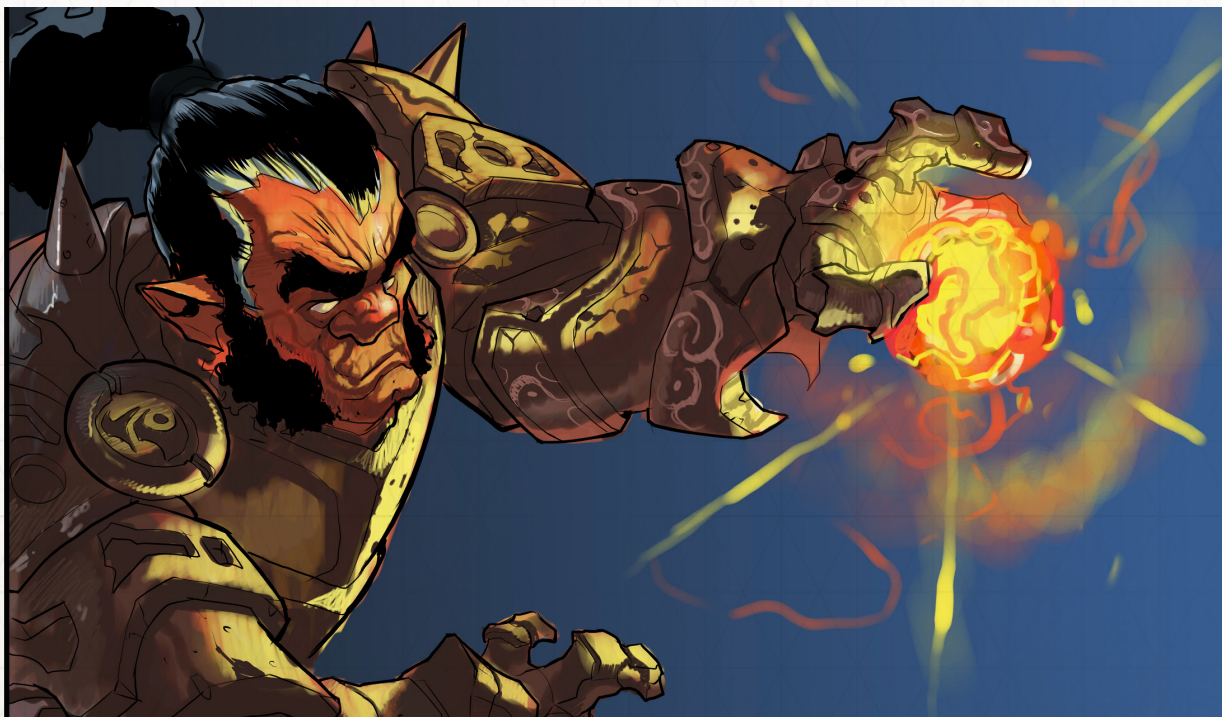
maneuver. The caster must decide between moving, concentrating, and counterspelling. Only one of these can be done for free each turn. If the caster wishes to do two they must suffer 2 strain to do so. A character can never do three maneuvers.

IMPLEMENTS

Spell casting implements allow casters to push magic a little bit further, letting them achieve spell effects they could not manage on their own. The rules for magic implements are on page 218 of the **GENESYS CORE RULEBOOK**. There you will find several items that augment a character's magic casting in a variety of ways. Many implements will increase the damage for attack spells. Some make certain Additional Effects free to use.

DICE RESULTS

The spending of ⚡ and ⚡ on magic checks is clear enough with Table III.2-4 on page 211 of the **GENESYS CORE RULEBOOK**. If you are unfamiliar with this table, it is best to look it over before utilizing magic in a game. These negative dice results are key to magic balance as they are more impacting than the normal results table. What is not clear to many people is that ⚡ and ⚡ results on magic should use table I.6-2 on page 104; additionally, both tables are *guidelines*. They are meant to showcase similarly powerful mechanical effects for particular results. Players and GMs are encouraged to narrate these effects and to create new ones that work in their game.



SAMPLE SPELL CUSTOMIZATIONS

This section details sample spell customizations constructed with the available Additional Effects in the **GENESYS CORE RULEBOOK**. These showcase how spells can be customized with Additional Effects in a variety of ways and narratively skinned to fit the magic skill used and the personality of the caster. At the beginning of each major spell section a few Additional Effects are listed separately, typically Range modifiers. These modifiers are available to any available spell customization and serve as a way in which players can learn how basic spell customization works. Any spell can use any of the modifiers as long as they do not cause the difficulty to go above **Formidable** (◆◆◆◆) after reductions from magic implements or talents. Therefore a spell customization can exceed that limit momentarily before being reduced back down.

ATTACK

Attack is for when the caster wishes to do any amount of damage to a target. The Attack spell requires a target at Short range. Not “within” or “at least”, specifically at Short range and follows all the normal rules for a combat check. This means mechanics such as Defense and ranks in the Adversary talent apply.

Many spell customizations add an Item Quality to the attack such as Blast or Auto-fire. These qualities must be triggered with the appropriate amount of **A** and follow the normal rules for that quality just as if they were qualities on a normal weapon.

Increase Range: All Attack spells can have their range extended by one range band by increasing the difficulty of the attack by ◆ per additional range band.

Close Combat: All Attack spells can be used at Engaged range by increasing the difficulty of the attack by ◆.

ARCANA

MAGIC ARROW

Difficulty: ◆

Qualities: None

Additional Effects: None

The caster hurls arrows of light at their target.

The spell customizations are consistently formatted to make understanding them easier. Each one is given a name that describes the overall narrative idea. The Difficulty listed is the base difficulty for that spell with the Additional Effects already included. Qualities lists any Item Qualities available on the attack. Effects lists the named Additional Effects that were used to construct that particular customization. Each spell is also given a narrative description to add easy flavor into the encounter. This narrative description has no affect on any mechanical game effects. Finally, the full mechanical game effect is stated, including those from the Additional Effects used.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ★.

DISC OF ANNIHILATION

Difficulty: ◆◆

Qualities: Blast

Additional Effects: Blast

Ripples of energy expand from the target in the shape of a flat disc.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ★. This attack also has a Blast rating equal to the caster's Arcana Knowledge skill.

FLYING DAGGERS

Difficulty: ◆◆

Qualities: Vicious

Additional Effects: Deadly

Ghostly daggers appear around the caster and shoot toward the target.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ★. This attack also gains a Critical Rating of 2 and has a Vicious rating equal to the caster's Arcana Knowledge skill.

MANIPULATE UP

Many people disagree on whether the Manipulative spell effect can cause a target to go up, thus causing falling damage on their eventual trip back down. The two schools of thought are 1) reward “clever” thinking of the player by allowing it or 2) do not allow an extreme extra amount of damage for such a small increase of difficulty, as it does not balance against the other effects that add damage to the attack. It is up to the GM if they will allow this spell to push targets up or not. In either case, the GM and the player should discuss which ruling to use before casting the spell.

SPONTANEOUS COMBUSTION

Difficulty: ♦♦

Qualities: Burn

Additional Effects: Fire

The caster focuses on their target, exiting the target's molecules until the target begins to burn and catch fire.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ★. This attack also has a Burn rating equal to the caster's Arcana Knowledge skill.

FREEZE!

Difficulty: ♦♦

Qualities: Ensnare

Additional Effects: Ice

The the ground around the target quickly loses heat. The resulting drop in temperature causes ice to form around their legs.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ★. This attack also has an Ensnare rating equal to the caster's Arcana Knowledge skill.

THE FIST OF ZYNNYTHYX

Difficulty: ♦♦

Qualities: Knockdown, Disorient

Additional Effects: Impact

A large shimmering fist appears around the caster's hand and the caster punches at the target.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ★. This attack also has Knockdown and a Disorient rating equal to the caster's Arcana Knowledge skill.

LIGHTNING

Difficulty: ♦♦

Qualities: Auto-fire, Stun

Additional Effects: Lightning

Electricity arcs from the caster to the target.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ★. This attack also has a Stun rating equal to the character's Knowledge skill. If the caster wishes to use the Auto-fire quality of this attack the difficulty must be increased by ♦ per the rules of Auto-fire.

THE OPEN PALM OF ZYNNYTHYX

Difficulty: ♦♦

Additional Effects: Manipulate

A giant, ghostly hand slaps the target, forcing them in the direction of the caster's choosing.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ★. Additionally, on a hit the caster may spend △ to move the target one range band in any direction.

RAZOR WIRES

Difficulty: ♦♦♦

Qualities: Sunder, Pierce

Additional Effects: Destructive

Hundreds of tiny, razor thin tendrils of crackling energy shoot from the caster's fingertips.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ★. This attack also has a Pierce rating equal to the caster's Arcana Knowledge skill.

OVERPOWER

Difficulty: ♦♦♦

Qualities: None

Additional Effects: Empowered

The ground rumbles and the surrounding area dims ever so slightly. Ambient magic is pulled from everything nearby and focused through the caster like a lens. The power builds for a moment and blasts at the target with overwhelming force.

If the spell is successful, the target is hit for damage equal to twice the caster's spell skill base characteristic plus 1 for each ★.

BLOOD CURSE

Difficulty: ◆◆◆

Additional Effects: Poison

The target's blood begins to push out their body, causing horrific pain.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ★. If the attack deals damage, the target must immediately make a **Hard (◆◆◆) Resilience check** or suffer wounds equal to the character's Arcana Knowledge skill ranks, and strain equal to the caster's Arcana Knowledge skill ranks. This counts as a poison.

ACID SNARE

Difficulty: ◆◆◆◆

Qualities: Burn, Ensnare

Additional Effects: Fire, Ice

The ground the target is standing on become like acid, melting their footwear causing them to stick in place. The acid then continues to burn away at the target.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ★. This attack also has Burn and Ensnare ratings equal to the caster's Arcana Knowledge skill ranks.

FIRE AND ICE?!

That's right. Both the Fire and Ice effects can be selected when customizing a spell. This customization is to drive home the point that the Additional Effect names do not impart any narrative, only mechanical effects. Players may select any combination of Additional Effects even if they seem contradictory.

LAVA STORM

Difficulty: ◆◆◆◆◆

Qualities: Burn, Blast, Pierce, Sunder

Additional Effects: Blast, Fire, Destructive

The caster tears a hole in space above the target, linking the Inferno Realm to this one. A rain of molten rock pummels the target and anyone else standing too close.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ★. This attack also Burn, Blast, and Pierce ratings equal to the caster's Arcana Knowledge skill ranks. Additionally, this attack has the Sunder quality.

DIVINE

SMITE

Difficulty: ◆

Qualities: None

Additional Effects: None

The sky opens and a single column of light shines on to the target, racking them with pain.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ★.

SPHERE OF DESTRUCTION

Difficulty: ◆◆

Qualities: Blast

Additional Effects: Blast

When the spell is cast, a sphere appears on the target and expands to consume everything it can.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ★. This attack also has a Blast rating equal to the caster's Divine Knowledge skill.

CHAINS OF SIN

Difficulty: ◆◆

Qualities: Ensnare

Additional Effects: Ice

White glowing chains appear around the legs of the target, squeezing and restricting them.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ★. This attack also has an Ensnare rating equal to the caster's Divine Knowledge skill.

RIGHTEOUS SWORD

Difficulty: ◆◆

Qualities: Vicious

Additional Effects: Deadly

A flaming sword appears in the hand of the caster and swings an arc of fire toward the target.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ★. This attack also gains a Critical Rating of 2 and has a Vicious rating equal to the caster's Divine Knowledge skill.

THE CALL OF THOR

Difficulty: ♦♦

Qualities: Auto-fire, Stun

Additional Effects: Lightning

Bolts of lightning strike from the sky (or ceiling if inside) to the target.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ✨. This attack also has a Stun rating is equal to the character's Knowledge skill. If the caster wishes to use the Auto-fire quality of this attack the difficulty must be increased by ♦ per the rules of Auto-fire.

WRATH

Difficulty: ♦♦

Additional Effects: Holy/Unholy

The caster calls down (or up) the wrath of their deity to smite the target with divine power.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ✨. If the target represents the antithesis of the caster's deity (determined by GM) then the target will suffer 1 additional damage for each ✨.

AXE OF PERUN

Difficulty: ♦♦♦

Qualities: Sunder, Pierce

Additional Effects: Poison

Hundreds of tiny, razor thin tendrils of crackling energy shoot from the caster's fingertips.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ✨. This attack also has a Pierce rating equal to the caster's Divine Knowledge skill.

VENGEANCE OF MJOLNIR

Difficulty: ♦♦♦

Additional Effects: Empowered

A visage of a giant blacksmith's hammer appears in front of the target. The hammer swings at them, leaving a trail of lightning in the air.

If the spell is successful, the target is hit for damage equal to twice the caster's spell skill base characteristic plus 1 for each ✨.

BAŠMU'S STRIKE

Difficulty: ♦♦♦

Additional Effects: Poison

Ephemeral snakes shoot from the palm of the caster and strike at the target.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ✨. If the attack deals damage, the target must immediately make a **Hard (♦♦♦) Resilience check** or suffer wounds equal to the caster's Divine Knowledge skill ranks, and strain equal to the caster's Divine Knowledge skill ranks. This counts as a poison.

THE HANDS OF HEL

Difficulty: ♦♦♦

Qualities: Burn, Ensnare

Additional Effects: Fire, Ice

Fiery hands reach from ground to grab the target, burning and holding them in place.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ✨. This attack also has Ensnare and Burn ratings equal to the caster's Divine Knowledge skill.

PRIMAL

A THOUSAND BITES

Difficulty: ♦

Qualities: None

Additional Effects: None

Tiny, stinging and biting insects emerge from the ground or appear on the target and attack them.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ✨.

SPORE CLOUD

Difficulty: ♦♦

Qualities: Blast

Additional Effects: Blast

Fungi force out of every crack on the ground or walls. They grow to enormous size and then explode with puffs of spores that eat away the skin of everyone they touch.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ✨. This attack also has a Blast rating equal to the caster's Primal Knowledge skill.



GRASPING VINES

Difficulty: ♦♦

Qualities: Ensnare

Additional Effects: Ice

Vines shoot from the ground around the legs of the target, squeezing and restricting them.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ☆. This attack also has an Ensnare rating equal to the caster's Primal Knowledge skill.

THORNS OF GAIA

Difficulty: ♦♦

Qualities: Vicious

Additional Effects: Deadly

Plants in the area grow thorns and begin shooting them at the target. Even long dead wood will participate. If there are no plants then the thorns will appear out of thin air.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ☆. This attack also gains a Critical rating of 2 and has a Vicious rating equal to the caster's Primal Knowledge skill.

MURDER OF CROWS

Difficulty: ♦♦

Qualities: Auto-fire, Stun

Additional Effects: Lightning

Crows swoop down from seemingly nowhere to attack the target with pecking, biting, and scratching.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ☆. This attack also has a Stun rating equal to the caster's Primal Knowledge skill. If the caster wishes to use the Auto-fire quality of this attack the difficulty must be increased by ♦ per the rules of Auto-fire.

MILK OF THE POPPY

Difficulty: ♦♦

Qualities: Stun Damage

Additional Effects: Non-Lethal

The target is overcome with a relaxed feeling and starts feeling like they no longer wish to fight.

If the spell is successful, the target is hit for strain damage equal to the caster's spell skill base characteristic plus 1 for each ☆.

CLAIMED BY NATURE

Difficulty: ◆◆◆

Qualities: Sunder, Pierce

Additional Effects: Destructive

Time itself moves strangely around the target causing items and the target to decompose at a faster rate.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ★. This attack also has a Pierce rating equal to the caster's Primal Knowledge skill.

FURY OF CATHBHADH

Difficulty: ◆◆◆

Additional Effects: Empowered

Ancient druidic spirits appear and proceed to curse and punish the target.

AUGMENT

The Augment spell is for when the caster wishes to improve a target. When casting the Augment spell, a magic user chooses a target which is either themselves or someone else at Engaged range. The spell will last until the end of the caster *next* turn. This means the spell lasts for at least two turns if the caster does nothing extra. However, if they perform the Concentration maneuver before their next turn ends then the effect is extended until the end of their next turn after performing the maneuver. Only Divine or Primal casters are able cast the Augment spell. Lastly, a character can only be affected by one Augment spell at a time.

Increase Range: All Augment spells can have their range extended by one range band by increasing the difficulty of the spell by ◆ per additional range band.

Additional Target: Increase the difficulty of the spell by ◆◆. The spell then affects one additional target within range of the spell. In addition, you may spend △ to affect one additional target per △ spent.

DIVINE

BLESS

Difficulty: ◆◆

Additional Effects: None

The caster chants a tiny blessing, beseeching their deity or power to aid the target.

If the spell is successful, the target adds ◆ to all skill checks they make.

If the spell is successful, the target is hit for damage equal to twice the caster's spell skill base characteristic plus 1 for each ★.

BASILISK BITE

Difficulty: ◆◆◆

Additional Effects: Poison

The caster summons a basilisk that bites the target and injects its deadly venom.

If the spell is successful, the target is hit for damage equal to the caster's spell skill base characteristic plus 1 for each ★. If the attack deals damage, the target must immediately make a **Hard (◆◆◆) Resilience check** or suffer wounds equal to the caster's Primal Knowledge skill ranks, and strain equal to the caster's Primal Knowledge skill ranks. This counts as a poison.

BLESSING OF EIR

Difficulty: ◆◆◆

Additional Effects: Divine Health

The skin of the target takes on a slight golden hue, shimmering slightly in direct light. Physical blows to the target find they require more force to cause harm.

If the spell is successful, the target adds ◆ to all skill checks they make. Additionally, the target increases their wound threshold by an amount equal to the caster's Divine Knowledge skill.

BOOTS OF MERCURY

Difficulty: ◆◆◆

Additional Effects: Haste

Tiny wings appear on the feet of the target and they feel a lightness in their body pushing them to run as much as they can.

If the spell is successful, the target adds ◆ to all skill checks they make. Additionally, the target may perform a second maneuver without suffering strain, but is still limited to two maneuvers per turn.

CLOAK OF HERMES

Difficulty: ◆◆◆

Additional Effects: Swift

An ephemeral cloak envelopes the target and they feel lighter and faster.

If the spell is successful, the target adds ◆ to all skill checks they make. Additionally, the target ignores the effects of difficult terrain and cannot be immobilized.

PRIMAL

NATURE'S GUIDANCE

Difficulty: ♦♦

Additional Effects: None

Nature moves to assist the target in everything they do. Wind will move at just the right times, animals curiously provide perfect distractions, and the shape of leaves will even inspire the right answers to questions.

If the spell is successful, the target adds ♦ to all skill checks they make.

PUMA'S GRACE

Difficulty: ♦♦♦

Additional Effects: Haste

The target feels their muscles tighten and lengthen, then the ancient call of the hunt and the need to run.

If the spell is successful, the target adds ♦ to all skill checks they make. Additionally, the target may perform a second maneuver without suffering strain, but is still limited to two maneuvers per turn.

MONKEY LEAP

Difficulty: ♦♦♦

Additional Effects: Swift

The target is able to leap and swing through the environment with ease.

If the spell is successful, the target adds ♦ to all skill checks they make. Additionally, the target ignores the effects of difficult terrain and cannot be immobilized.

CLAWS

Difficulty: ♦♦♦

Additional Effects: Primal Fury

The target's fingernails elongate into razor-sharp claws.

If the spell is successful, the target adds ♦ to all skill checks they make. Additionally, the target adds damage equal to the caster's Primal Knowledge skill ranks to unarmed combat checks and the Critical rating for unarmed combat checks becomes 3.

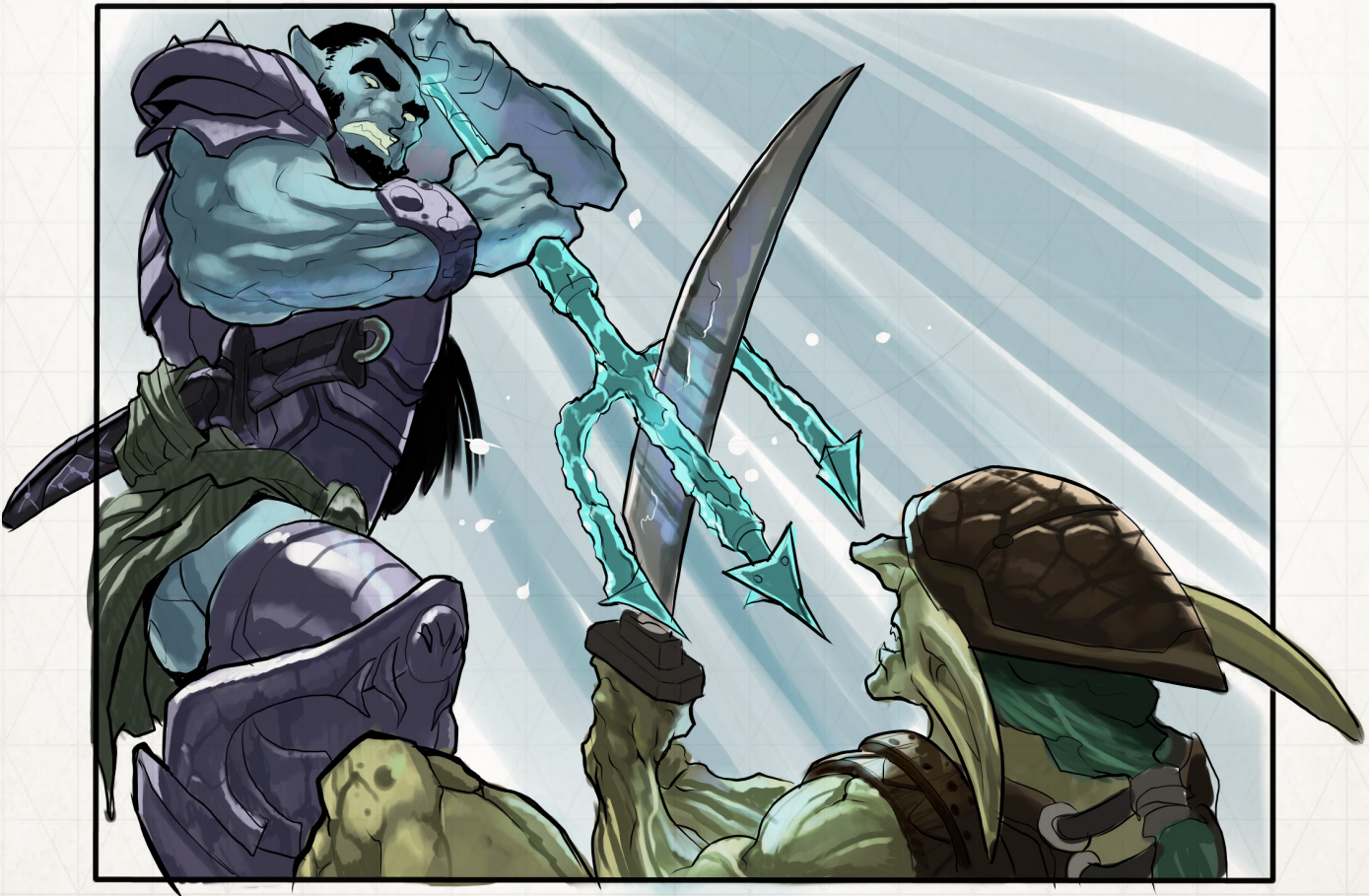
SPIRIT OF THE WOLF

Difficulty: ♦♦♦♦

Additional Effects: Haste, Swift, Primal Fury

The ancient Wolf spirit inhabits and blesses the target, bestowing all Her strengths into them.

If the spell is successful, the target adds ♦ to all skill checks they make. The target ignores the effects of difficult terrain, cannot be immobilized, and may perform a second maneuver without suffering strain, but is still limited to two maneuvers per turn. Additionally, the target adds damage equal to the caster's Primal Knowledge skill ranks to unarmed combat checks and the Critical rating for unarmed combat checks becomes 3.



BARRIER

The Barrier spell is for when the caster wishes to protect themselves or friends from physical or magical harm. When casting the Barrier spell, a magic user chooses a target which is either themselves or someone else at Engaged range. The spell will last until the end of the caster *next* turn. This means the spell lasts for at least two turns if the caster does nothing extra. However, if they perform the Concentration maneuver before their next turn ends then the effect is extended until the end of their next turn after performing the maneuver. Only Arcana or Divine casters are able cast the Barrier spell.

Increase Range: All Barrier spells can have their range extended by one range band by increasing the difficulty of the spell by ◆ per additional range band.

Additional Target: Increase the difficulty of the spell by ◆. The spell then affects one additional target within range of the spell. In addition, you may spend ▲ to affect one additional target per ▲ spent.

ARCANA

THE CLOTH OF ZYNNYTHRYX

Difficulty: ◆

Additional Effects: None

The target's clothes become stronger and more durable. They will also appear cleaner and arcane symbols seem to have been sewn into them.

If the spell is successful, the target reduces the damage from all hits they suffer by one. For each ★★ beyond the first ★ they further reduce the damage by one.

MAGIC SHIELD

Difficulty: ◆◆◆

Additional Effects: Add Defense

A shimmering, translucent shield appears in front of the target that moves on its own to block and absorb incoming attacks.

If the spell is successful, the target reduces the damage from all hits they suffer by one. For each ★★ beyond the first ★ they further reduce the damage by one. Additionally, the target gains ranged and melee defense equal to the caster's ranks in their Arcana Knowledge skill.

MAGIC ARMOR

Difficulty: ◆◆◆

Additional Effects: Empowered

A set of ghostly armor appears on the target.

If the spell is successful, the target reduces the damage from all hits they suffer by one. For each ★ they further reduce the damage by one.

PRISMATIC SPHERE

Difficulty: ◆◆◆

Additional Effects: Reflection

The target becomes completely surrounded by sphere of shifting colors, crackling with energy.

If the spell is successful, the target reduces the damage from all hits they suffer by one. For each ★★ beyond the first ★ they further reduce the damage by one. Additionally, if an opponent makes a magic attack against the target and generates ☹☹☹ or ☹ on the check, after it is resolved, the attacker suffers a hit dealing damage equal to the total damage of the attack.

HIDE OF THE DRAGON

Difficulty: ◆◆◆◆◆

Additional Effects: Add Defense, Empowered

The target's skin takes on the hardness and feel of a dragon's scales and plating.

If the spell is successful, the target reduces the damage from all hits they suffer by one. For each ★ they further reduce the damage by one. Additionally, the target gains ranged and melee defense equal to the caster's ranks in their Arcana Knowledge skill.

DIVINE

CHANT OF THE NINE HANDS SEAL

Difficulty: ◆

Additional Effects: None

The caster melodically chants the nine sacred syllables while performing the nine sacred hand forms. The target then becomes protected by the Guardian of the North.

If the spell is successful, the target reduces the damage from all hits they suffer by one. For each ★★ beyond the first ★ they further reduce the damage by one.

THE EMBRACE OF DURGA

Difficulty: ◆◆◆

Additional Effects: Add Defense

A shimmering, translucent eight armed figure appears and embraces the target, blocking and absorbing incoming attacks.

If the spell is successful, the target reduces the damage from all hits they suffer by one. For each ★★ beyond the first ★ they further reduce the damage by one. Additionally, the target gains ranged and melee defense equal to the caster's ranks in their Divine Knowledge skill.

CROWN OF SOTERIA

Difficulty: ◆◆◆

Additional Effects: Empowered

A crown of laurel appears on the head of the target. This divine marking informs all minor spirits and gods that the target must be protected.

If the spell is successful, the target reduces the damage from all hits they suffer by one. For each ★ they further reduce the damage by one.

CIRCLE OF SALT

Difficulty: ◆◆◆

Additional Effects: Sanctuary

A swirling ring of consecrated salt surrounds the target protecting them from unholy abominations.

If the spell is successful, the target reduces the damage from all hits they suffer by one. For each ★ they further reduce the damage by one. Additionally, opponents that the GM determines are the antithesis of the character's deity or power automatically disengage from the target and may not engage while the spell is active.

CONJURE

The Conjure spell is for when the caster wishes to summon, create, or animate objects or allies. When casting the Conjure spell, a magic user chooses what they wish to conjure. Nearly anything can be conjured, but is subject to GM approval. The base spell is limited to simple tools, one handed weapons, and creatures no larger than silhouette 1. The spell will last until the end of the caster *next* turn. This means the spell lasts for at least two turns if the caster does nothing extra. However, if they perform the Concentration maneuver before their next turn ends then the effect is extended until the end

of their next turn after performing the maneuver. Only Arcana or Primal casters are able cast the Conjure spell.

Increase Range: All Conjure spells can have their range extended by one range band by increasing the difficulty of the spell by ◆ per additional range band. The conjured item or creature will appear at the chosen range band.

Additional Summon: All Conjure spells can summon multiples of the desired item or creature. By increasing the difficulty by ◆, one additional item or creature is summoned. Additionally, you may spend

"CONJURE IS SO OVERPOWERED"

A common complaint is that the Conjure spell is not balanced well and can break encounters thus making it the only spell a magic user needs. There are many reasons why this is not true. First being that anything summoned with the Conjure must be approved by the GM. If the GM feels that the item or creature that a caster is wanting to summon is too powerful for the caster or the encounter, or does not fit into the setting, then the GM is free to not allow that summoning. Secondly, there is no way to summon Nemesis adversaries or complex items like explosives or firearms. Third, if a magic user is attempting to summon something that does direct damage to a target (such as dropping a rock on them), then that should be the Attack spell instead.

Conjure requires the most cooperation between GM and player. The wording of the Conjure spell in the Genesys Core Rulebook suggests that only creatures that act on instinct can be summoned, not intelligent characters. Therefore, anything summoned will not be able to participate with complex social checks or make use of Magic skills. Until a GM is comfortable with designing additional adversaries that may be summoned, it is recommended to stick with adversaries that are provided in published material.

Finally, note that the creatures available with Grand Summon are fairly powerful, but if summoned without the Ally effect become a huge problem. This means they will frequently need to have the Ally effect added increasing the spell difficulty to **Formidable** (◆◆◆◆◆).

△△ to have one more of the desired item or creature summoned. This may be used multiple times with an additional item or creature per △△. When summoning minions with Additional Summon, treat those minions as if they are in a minion group.

Ally: Normally, summoned creatures behavior according to their instincts, however, by increasing the difficulty of the spell by ♦, the caster may control the summoned creature by spending a maneuver to direct its action and maneuver. If multiple creatures are summoned the caster may direct all of them with that single maneuver.

ARCANA AND PRIMAL

AND MY AXE

Difficulty: ♦

Additional Effects: None

A glowing, ephemeral axe appears.

If the spell is successful the following item appears
Axe (Melee [Light]; Damage +3; Critical 3; Range [Engaged]; Vicious 1).

AND MY BOW

Difficulty: ♦♦

Additional Effects: Medium Summon

A glowing, ephemeral bow with arrows appears.

If the spell is successful the following item appears
Bow (Ranged; Damage 7; Critical 3; Range [Medium]; Unwieldy 2).

SUMMON CREATURE

Difficulty: ♦

Additional Effects: None

If the spell is successful, a creature chosen from the list below immediately materializes.

- Beastman (RoT page 201)
- Flesh Ripper (RoT page 214)
- Goblin (RoT page 13)
- Kobold (RoT page 192)
- Reanimate (RoT page 166)
- Skeleton (GCRB page 146)

SUMMON GREATER CREATURE

Difficulty: ♦♦

Additional Effects: Medium Summon

If the spell is successful, a creature chosen from the list below immediately materializes.

- Bane Spider (GCRB page 147)

- Barghest (RoT page 163)
- Ferrox (RoT page 165)
- Grotesque (RoT page 215)
- Gurak Tol (RoT page 202)
- Lava Elemental (RoT page 196)
- Leonx (RoT page 179)
- Minor Elemental (RoT page 248)
- Razorwing (RoT page 147)
- Salamander (RoT page 196)
- Wendigo (RoT page 238)

SUMMON GRAND CREATURE

Difficulty: ♦♦♦♦

Additional Effects: Grand Summon

If the spell is successful, a creature chosen from the list below immediately materializes.

- Aymhelin Scion (RoT page 178)
- Carnivous Flora (RoT page 258)
- Giant Snake (RoT page 258)
- Wraith (RoT page 167)
- Young Dragon (RoT page 196)



*RoT: Realms of Terrinoth, GCRB: Genesys Core Rulebook

CURSE

The Curse spell is for when the caster wishes to cause a target general harm, but not directly damage them. When casting the Curse spell, a magic user chooses a target at Short or Engaged range. The spell will last until the end of the caster *next* turn. This means the spell lasts for at least two turns if the caster does nothing extra. However, if they perform the Concentration maneuver before their next turn ends then the effect is extended until the end of their next turn after performing the maneuver. Only Arcana or Divine casters are able to cast the Curse spell.

Increase Range: All Curse spells can have their range extended by one range band by increasing the difficulty of the attack by ♦ per additional range band.

Additional Target: Increase the difficulty of the spell by ♦. The spell then affects one additional target within range of the spell. In addition, you may spend ▲ to affect one additional target per ▲ spent.

ARCANA

BEFUDDLE

Difficulty: ♦♦

Additional Effects: None

The target's mind becomes slightly hazy, making focusing on tasks slightly more difficult.

If the spell is successful, the target removes ♦ from all skill checks they make.

EXHAUSTION

Difficulty: ♦♦♦

Additional Effects: Enervate

The target feels as if their pockets are full of weights or ghostly hands are dragging them down.

If the spell is successful, the target removes ♦ from all skill checks they make. Additionally, if the target suffers strain for any reason, they suffer 1 additional strain.

BAD LUCK

Difficulty: ♦♦♦

Additional Effects: Misfortune

Lady luck turns her back on the target. Small instances of bad luck befall them, their shoes untie, weapons

become slightly harder to grip, and things they knew well end up on the tip of their tongue.

If the spell is successful, the target removes ♦ from all skill checks they make. Additionally, after the target makes a check you may change one ■ to a face displaying ✕.

TRAGEDY

Difficulty: ♦♦♦♦

Additional Effects: Doom

The target is helpless as they watch moments of great success ripped from and turned to tragedy instead.

If the spell is successful, the target removes ♦ from all skill checks they make. Additionally, after the target makes a check you may change any one die in the pool not displaying a 🎲 or 🎲 to a different face.

STUPEFY

Difficulty: ♦♦♦♦♦

Additional Effects: Paralyzed

The target finds themselves unable to do anything except walk. Like trying to fight in a dream, their muscles do not respond. They are barely able to hold on to any object, let alone use it in any effective way.

If the spell is successful, the target removes ♦ from all skill checks they make. Additionally, the target is staggered (cannot perform actions) for the duration of the spell. This spell customization can only affect one target and cannot use the Additional Target modification.

EVIL EYE

Difficulty: ♦♦♦♦

Additional Effects: Doom, Misfortune

The target feels as if the whole world is against them. They stumble over every word, fumble with everything they touch, and random objects *just happen* to be always in the way.

If the spell is successful, the target removes ♦ from all skill checks they make. Additionally, after the target makes a check you may change any one die in the pool not displaying a 🎲 or 🎲 to a different face and you may change one ■ to a face displaying ✕.

DIVINE

LOCUSTS

Difficulty: ♦♦

Additional Effects: None

Locusts swarm around the target, distracting them from any task they attempt.

If the spell is successful, the target removes ♦ from all skill checks they make.

THE CHAIN OF ZEUS

Difficulty: ♦♦♦

Additional Effects: Enervate

The target feels as if they have been chained to a rock and their liver is being eaten by a bird.

If the spell is successful, the target removes ♦ from all skill checks they make. Additionally, if the target suffers strain for any reason, they suffer 1 additional strain.

VENGEANCE OF THE FURIES

Difficulty: ♦♦♦

Additional Effects: Misfortune

The target is suddenly struck by deep feelings of guilt and remorse induced by a song that only they can hear.

If the spell is successful, the target removes ♦ from all skill checks they make. Additionally, after the target makes a check you may change one ■ to a face displaying ✕.

PAIN OF BABALÚ-AYÉ

Difficulty: ♦♦♦♦

Additional Effects: Despair

The target's develops painful sores over all of their skin and inside their mouth.

If the spell is successful, the target removes ♦ from all skill checks they make. Additionally, the target's strain and wound thresholds are reduced by an amount equal to the caster's Divine Knowledge skill. This spell customization cannot use the Additional Target effect.

CADEUCUS OF IRIS

Difficulty: ♦♦♦♦♦

Additional Effects: Paralyzed

Two spectral winged snakes burst from the ground, writhing and entangling themselves together around the target.

If the spell is successful, the target removes ♦ from all skill checks they make. Additionally, the target is staggered (cannot perform actions) for the duration of the spell. This spell customization cannot use the Additional Target modification.

DRAIN TONALLI

Difficulty: ♦♦♦♦

Additional Effects: Enervate, Despair

The target feels the heat of their body get pulled out through their chest causing them to feel tired and weak.

If the spell is successful, the target removes ♦ from all skill checks they make. Additionally, the target's strain and wound thresholds are reduced by an amount equal to the caster's Divine Knowledge skill and if the target suffers strain for any reason, they suffer 1 additional strain. This spell customization cannot use the Additional Target effect.

DISPEL

The Dispel spell is for when the caster wishes to cancel a currently active spell effect on a single target. Only Arcana casters are able cast the Dispel spell. The types of spell effects that can be affected by Dispel is typical those that require the Concentration maneuver. However, in some narrative situations the GM may allow Dispel to be used to nullify some other magical effect possibly only temporarily. Dispel has no other additional effects besides the two available here.

Increase Range: All Dispel spells can have their range extended by one range band by increasing the difficulty of the attack by ♦ per additional range band.

Additional Target: Increase the difficulty of the spell by ♦. The spell then affects one additional target within range of the spell. In addition, you may spend ▲ to affect one additional target per ▲ spent.

HEAL

The Heal spell is for when the caster wishes to mend or repair physical damage or heal injuries and illness on a living creature. When casting the Heal spell, a magic user chooses a target which is either themselves or someone else at Engaged range that has not exceeded their wound or strain thresholds and is not incapacitated by some other means. Only Divine and Primal casters are able to cast the Heal spell.

Increase Range: All Curse spells can have their range extended by one range band by increasing the difficulty of the attack by ♦ per additional range band.

Additional Target: Increase the difficulty of the spell by ♦. The spell then affects one additional target within range of the spell. In addition, you may spend ▲ to affect one additional target per ▲ spent.

DIVINE AND PRIMAL

LAY ON HANDS

Difficulty: ♦

Additional Effects: None

Soft golden light radiates from the casters hands toward the target causing minor bleeding to stop and bruises to fade away.

If the spell is successful, the target heals 1 wound per uncanceled ✨, and may heal 1 strain per ▲ spent.

FOUNTAIN OF GLANIS

Difficulty: ♦♦

Additional Effects: Restoration

Swirling and shining water flows from the caster's hands into the wounds of the target.

If the spell is successful, the target heals 1 wound per uncanceled ✨, and may heal 1 strain per ▲ spent. Additionally, the caster may select one ongoing status effect the target is suffering. That effect ends.

NECTAR OF DHANVANTARI

Difficulty: ♦♦♦

Additional Effects: Heal Critical

The target tastes sweetness in the back of their mouth and a warmth flows through their body. Open wounds, broken bones, and other injuries become healed.

If the spell is successful, the target heals 1 wound per uncanceled ✨, and may heal 1 strain per ▲ spent. Additionally, the caster may select one Critical Injury the target is suffering and that Critical Injury is healed.

BANE OF MORPHEUS

Difficulty: ♦♦♦

Additional Effects: Revive Incapacitated

The caster brushes sand from the eyes of the target.

If the spell is successful, the target heals 1 wound per uncanceled ✨, and may heal 1 strain per ▲ spent. Additionally, the caster may select a target that is incapacitated. If the target was incapacitated due to exceeded wound or strain thresholds and no longer are after the effects of this spell, then the target is no longer incapacitated.

SPIRIT'S STRIVE

Difficulty: ♦♦♦♦

Additional Effects: Resurrection

Using a chant that sounds very much like stereo instructions, the recently deceased is compelled back to life.

The caster selects a target who has died during the current encounter. If the spell is successful, the target is restored to life with wounds equal to their wound threshold. If the spell is not successful, no other characters may attempt to use the Heal spell to resurrect the target again.



NEW SPELLS

So far, I, Zynnythryx, have only shown you ways to use what you already have. Now prepare your tiny ape brain for new magic your realm has never seen before. Here are two new spells to delight, frighten, entertain, and control your friends and enemies. Here are the

secrets of the mind and how to make your thoughts tangible. Many have sought these secrets but few have unlocked them. I now open them to you because, oh, let's just see what happens.

MIND

Concentration: No

Skills: Arcana, Primal

Mind spells are magic that tampers with another character's thoughts, either reading or manipulating.

NARRATIVE ENCOUNTER USE

Using Mind spells in a narrative encounter can achieve things such as "mind tricks" to distract searching opponents or to gently guide a curious law enforcer that your cargo is completely legal. The default difficulty for a Mind spell is **Hard** (◆◆◆). Mind spells should not emulate the effects of a social check but instead should be used when there is no chance a social check could accomplish the task. The additional effects from the **Mind Additional Effects** table can be used, each increasing the difficulty by the amount listed.

STRUCTURED ENCOUNTER USE

Select a target that is engaged with your character and make a **Hard** (◆◆◆) **magic check**. If successful, your character learns the simple surface thoughts of the target. The GM will determine what those thoughts are.

The information learned may not be words that are easy to decipher, but could instead be feelings or flashes of imagery. The target is aware that someone is doing *something* to their mind. How much they fully understand about what is happening depends on the setting and the target character.

Before making a Mind check, choose any number of additional from the Mind Additional Effects table. These effects are added to the check.

One important note about the Mind spell is about the Dominate effect. With the base difficulty of the spell being **Hard** (◆◆◆) and Dominate adding ◆◆◆, the resulting difficulty is ◆◆◆◆◆. This makes the spell impossible to cast since the max difficulty is **Formidable** (◆◆◆◆◆). The only way to make such a spell possible is with the use of either a magical implement or a talent.

MIND ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Learn Motivation: Learn one motivation (Fear, Flaw, Strength, or Desire) of the target, GM choice.	+ ◆
Range: Increase the range in which your character can select targets of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ◆
Gentle: Target is unaware of the mental probing.	+ ◆
Learn Memory: Your character experiences one memory of the target of interest to the story, GM choice.	+ ◆
Guide: The target performs an incidental of your choosing.	+ ◆◆
Erase Memory: The target forgets a time period of up to one hour per uncanceled ☀. ☹ can be used to implant a different memory in its place.	+ ◆◆
Strain Attack: The target suffers 1 strain per uncanceled ☀.	+ ◆◆
Dominate: You determine the target's next action and maneuvers. They must be defined when the spell is cast.	+ ◆◆◆

MOVE ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend Δ to affect one additional target within range of the spell (and may trigger this multiple times, spending Δ each time).	+ \blacklozenge
Range: Increase the range in which your character can select targets of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ \blacklozenge
Size: Increase the silhouette your character may target. This may be added multiple times, increasing the silhouette by one each time.	+ \blacklozenge
Levitate: While your character maintains concentration on this spell the target hovers up to one foot (~30cm) off the ground.	+ \blacklozenge
Adversary: May select an unwilling or secured target. The check is upgraded for every rank the target has in Athletics (or an appropriate amount if the target doesn't have any skills such as an object (GM determines)).	+ $\blacklozenge\blacklozenge$
Teleport: The target does not move through the path from start to finish, but instead instantly appears up to the moving range ignoring all objects in the way. If this would cause the target to appear inside of another object or being then they instead appear on the side of the obstruction closest to their starting location.	+ $\blacklozenge\blacklozenge$

Move

Concentration: Yes

Skills: Arcana, Divine

Move spells are used to displace an object or character from one place to another. This can take the form of wind, mental force, ghostly hands, or whatever fits your setting. Do note that the Move spell cannot be used to cause damage. The Attack spell is for that purpose.

NARRATIVE ENCOUNTER USE

Using the Move spell in a narrative encounter can allow the character to move several small objects at once, manipulate a complex mechanism, or instantly retrieve an object across a room. If a character wants to attempt something such as picking a lock or manip-

ulating some other unseen object it is recommended to establish a base difficulty of doing it with mundane tools and then increasing that difficulty at least once.

STRUCTURED ENCOUNTER USE

Select a target of silhouette 0 or 1 up to Short range (may target self). The default difficulty is **Easy** (\blacklozenge). If successful you may move the target in one direction toward or away from your character up to one range band per uncanceled $\star\star$.

Before making a Move check, choose any number of additional from the Move Additional Effects table. These effects are added to the check.

NEW MAGIC SKILL

PSYCHIC (PRESENCE)

The Psychic magic skill serves a way to introduce the new Move and Mind spells into a game without upsetting the balance of magic currently in use. The Psychic magic skill is a character's ability to use only raw

the power of their mind to achieve spell-like effects. The Psychic skill is able to cast the Attack, Barrier, Mind, Move, and Utility spells.

CREATING CUSTOM IMPLEMENTS

The GENESYS CORE RULEBOOK offers ways in which a GM can create many kinds of weapons and gear but it does not go into detail on how to properly build new magic implements. The example implements available starting on page 218 of the GENESYS CORE RULEBOOK cover most cases a setting would need. However, occasionally a GM needs implements to cover new kinds of magic (Such as Psychic) or new spells (such as Mind and Move). In these situations having a codified method of creating magic implements is invaluable.

The shape an implement takes is entirely up to the GM and the setting they are using. Players frequently wish to have more personalized items that fit their characters. Using the available implements in the Genesys Core Rulebook as a starting point is a good idea, but GMs should not feel as if they need to follow those tropes exactly.

To determine the cost of an implement, a GM should first look at the greatest total amount that a caster will be able to reduce the difficulty of a single spell. For instance, if the implement allows the caster to add the Fire Additional Effect without increasing difficulty, that is a total reduction of one difficulty, and will add 150 to the cost of the implement. If the implement allows the

MAGIC IMPLEMENT COSTS

CHARACTERISTIC	ADDITIONAL COST
+1 - 2 Damage	100
+3 - 4 Damage	250
+5 - 6 Damage	500
Ignore 1 Difficulty	150
Ignore 2 Difficulty	600
Ignore 3 Difficulty	2400
Ignore 4 Difficulty	9600
Spell lasts until the end of the encounter without having to use the Concentrate maneuver	600

caster to add the Deadly and Destructive Additional Effects without increasing difficulty, that is a total reduction of three difficulty, and will add 2400 to the cost of the implement.

If the implement offers multiple effects without increasing difficulty, but those effects can not be applied together on a single spell, the price of each effect (or group of effects that can stack) are added separately.