

# Lost Magic

*The stars shift across the sky, scholars turn their eyes to the heavens, a whisper in moonlight clouds: 'All forms of magic available to all.'*

The people of the Hundred Realms suddenly find themselves able to wield strange and unusual magics, the like of which have never been seen before except in the hands of those strange individuals from Lost realms.

While the known magic of the world (bean magic) is unpredictable, these magics hold even more volatility and risk and should be attempted only by those willing to put everything on the line.

## Quick Guide

Anyone may swap out a Skill to take the new 'Lost Magician' Skill (email [talesuntold.larp@gmail.com](mailto:talesuntold.larp@gmail.com) to do this). By taking 'Lost Magician' as one of your two chosen skills before the game begins you are granted access to and the resources for two of the forms of magic listed below - specify which when you email us. You *can* pick up Lost Magician in play, but you will not receive any resources.

### **The Deadline for changing to Lost Magician is Sunday 8th September 2024**

The options are:

- Arcane Calculus (Thule)
- Classpect (The Colleges)
- Dreamcrafting (Dream)
- Egg Surprise (Anatine Empire)
- Experience (Tomorrow)
- Hypergeometrimancy (Meister's World)
- Influence (House of Cards)
- Inheritance (Court of Knives and Shadows)
- Powerful Persona (Everglade Academy)
- Mana Savant (The Elegant Harmony)
- Martial Lore (The Plane of Eternal War)

Once chosen you may not swap out which two items are chosen from the list after the start of the event.

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## Arcane Calculus (Thule)

*The magic of the great city of Thule is known to be incredibly complex such that only the most skilled and driven individuals could hope to wield it. However the magnanimous Lords of Thule have decreed that thanks to the help of those people of the Hundred Realms in their latest contest, there shall be the opportunity for people of the Hundred Realms to learn to wield the magic long kept secret to those of Thule alone.*

*Thule magic involves holding complex arcane geometry in one's mind for some time to allow a spell to fuse and reality-altering effects to take place. This is a skill that takes years to master, with master arcanists spending years memorising tables and angles in order to perform just one major working.*

*So to allow a flavour of the power of Thule, those mages who teach in our nurseries have designed a programme for you and a selection of spells we believe a novice ought to be able to master. You will make use of a spell wheel, a training tool for children to help them to visualise the arcane geometries.*

- Lords of Thule decree

You can read Arcane Calculus Spell Instructions. The magic in these Instructions can be prepared by spending 5 minutes practising setting a spell wheel in the start and end positions specified in the Instructions; this allows you to cast the specific spell 3 times by spending at least 5 seconds repeating the hand motions learned from setting the spell wheel.

Arcane Calculus Spell Instructions are rare, take years to perfect, and will need to be found in play. When you take this Skill you will receive an Arcane Calculus Spell Instruction.

### **Example:**

You find an Arcane Calculus Spell that allows you to project an illusion for 30 seconds. Before going on a Quest you spend 5 minutes setting the spell on your spell wheel, beginning with the rings of the wheel in one location and turning the dials until they reach their final point. On the Quest you use the spell once to distract a guard at a castle gate by repeating the hand motions learned.

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## **Classpect (The Colleges)**

*Are you a lover or a fighter? A fish or a camel? Find out what percentage of you is made up of glimmer or gore.*

When you take this Skill you will be presented with a Personality Test for your Character. When you finish, the Test will tell you which of the prestigious Colleges you belong to and you will receive a set of effects based on that College.

### **Example:**

You may discover you are part of a college with a particular affinity for alchemy and receive bonuses related to Herbalism as a result.

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## **Dreamcrafting (Dream)**

*The magic of the realm of Dream is one of creation, of the fashioning of dreams and the impact they may have upon the dreamer. After all, a battle may be won by the champion who had the best night's*

*sleep the night before. Dream weaving is a complex and multifaceted thing and to craft one dream can take the working of many hands. But small workings, minor dreams can be accomplished by one crafter working alone. It is the means to create these dreams that the people of the Hundred Realms may now explore.*

- Vision had by many different people across the Hundred Realms

Once a day you may craft one Dream and one Nightmare to be given to targets to take effect overnight. To craft a dream you must select the ingredients that would concoct the dream you desire. Meditatively, from the pool of Dream Rocks select three Rocks of different colours and stack them on top of each other in a tower. Each Rock will specify an Effect and an element that must be incorporated into the Dream and you must then write these down on the supplied cards, crafting the narrative on which the Dream elements will hang. You must then deliver it to the intended dreamer.

As with Bean Magic, if your Dream cannot be read, it does not take effect. You may ask for assistance scribing the Dream.

### **Example:**

You take various Dream Rocks and stack them, you then write out a narrative that includes those aspects of the dream and give it to a warrior planning on heading into battle the next day. They read the dream and the next day will receive (for example) the ability to resist one REND call.

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## **Egg Surprise (Anatine Empire)**

*Quack quack Quack. Quack-Quack quack quack quack quack quack quack quack quack quack quack, quack quack, quack quack quack quack quack quack quack.*

- Duck Guide to Magic

When you take this Skill you will receive a number of Eggs at the same time as Mages receive their Stipends. These Eggs can be broken open to reveal an effect that must be followed immediately and to the letter. There is no limit nor rationale to the magnitude of the effects that may occur.

### **Example:**

You crack open an Egg. Maybe it fills your pockets with gold, maybe it explodes and destroys everything in a 10 metre radius - who knows?!

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## **Experience (Tomorrow)**

*Only the strongest survive. Only the best will beat the monsters. You've got to believe in yourself and*

*know that you can win; you can defeat them. Probably.*

Once you have taken this Skill, you may declare a target that you believe to be stronger than you as your quarry. If you defeat it – by yourself, in a group, or part of Conquest (and to whatever definition of “defeat” is meaningful to you) – you gain an additional Skill for the rest of the Current Event.

### **Example:**

You defeat a creature on a Quest and go to the next step on the list of Skills gained through experience - this will either be through Refs or via something in your player pack.

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## **Hypergeometrimancy (Meister’s World)**

*To wield the magic of the Meister one takes one’s sanity and life and puts it on the road to madness. This is not a magic to hold lightly and the consequences to the wielder are great and vast. The Meister himself is the only one who can cast these spells without consequence, purely because he left his sanity behind long ago. But his heralds, the tatters of their minds remaining, do possess some ability to cast these spells and it is from observing them that we have pieced together the magical process.*

*Take in your hand the artefact of the Meister, stolen from his heralds, and begin to work through it. Follow the instructions within, turn back when you wish, and find the magic you seek.*

– Scrawled ravings in a cave outside the Meister’s Realm

When you take this skill you will receive an unpredictable and dangerous Artefact that is used to cast a specific spell by manipulating it and following the instructions. The longer you manipulate the Artefact, the more powerful the spell becomes, but the greater the risk. To find more spells, find more Artefacts.

### **Example:**

You work through a spell which causes you to take some severe injuries and to lose the ability to smell a particular scent. You then go through the spell again to make it more powerful by increasing the range. This time, you lose more hits and also your eyebrows, but the spell does work so it was worth it...probably.

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## **Influence (House of Cards)**

*A pair beats a high card; a two pair beats a one pair; a three-of-a-kind beats a two pair; a straight beats a three-of-a-kind; a flush beats a straight; a full house beats a flush; a four-of-a-kind beats a full house; a straight flush beats a four-of-a-kind; a...*

When you take this Skill your prowess becomes intrinsically linked to the number of Bonds you have. Once every 12 hours you gain one of the following effects (only one at a time):

- Your maximum hits become equal to the number of Bonds you have.
- You may call REND by melee a number of times per hour equal to the number of Bonds you have.
- If you have the most Bonds in your Realm you may submit Orders as if you are the General. The General may also submit Orders: be warned.

### Example

A practitioner of Influence wakes up in the morning with 5 Bonds. They decide that today is likely to be a day best served by being hard to kill, and so opt for the option to have 5 maximum hits for the next 12 hours.

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## Inheritance (Court of Knives and Shadows)

*In the Court of Knives and Shadows magic is few and far between; though there are great evils who use its power, most ordinary people will never see a glimmer of magic in their lives.*

*But then, one day, in an old box in the attic that no one has looked at for many years, you find it. Your Great Great Great Great Grandmother's necklace, and as you pick it up it glows in your hand. You are one of the chosen few, gifted to use magic and destined to take back your land from the oppressors.*

*The necklace can only take you so far, you'll need your wits, your cunning and your passion to get through and of course the necklace should not fall into the wrong hands.*

When you take this Skill you will be given an Item Card for a family heirloom (must be provided by you) that operates like an Enchanted Item with a limited number of charges and possible magical uses. You must wield your heirloom dramatically when using the charges.

### Example

You find in the depths of your house a chest that was long forgotten and inside you find a bracer brimming with enchanted magic. Upon arrival in Camelot you discover that the bracer allows you to conjure 7 Fireballs a day, and realise that it could be used to empower an army in Conquest if used wisely.

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## Powerful Persona (Everglade Academy)

*In the quiet of the night, when the shadows start to rise,  
A light within us is burning, it's our time to realise,  
With a sparkle in our hearts, and a fire deep inside,*

*We'll face the darkness, with you by my side.*

When you select this Skill you must pick a Colour that defines your Magical Alter Ego. You receive a passive effect from your Alter Ego, and once per 12 hours may perform a MAGICAL TRANSFORMATION ROUTINE at least 30 seconds long and involving donning a costume element of your Colour in order to unlock all the effects for up to 15 minutes.

Passive effects include a roleplaying effect (that you may push past if you need to) and a small improvement to your stats.

Full effects are far more powerful but only are available for a limited period of time.

Available Colours:

- Green (usually associated with Healing and Nature)
- Blue (usually associated with Knowledge and Music)
- Purple (usually associated with Shadows and Redemption)
- Yellow (usually associated with Culture and Protection)
- Red (usually associated with Aggression and Combat)

### **Example**

You select the GREEN colour and receive the passive effect that you can call YOU: STRIKEDOWN every half an hour on someone who is stood near a tree, and that you can transform once a day to be able to turn all your HEAL calls into YOU LOT: HEAL for the next 15 minutes.

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## **Mana Savant (The Elegant Harmony)**

*Well, darling, what are you waiting for? What's the worst that can happen...?*

When you select this Skill you will receive a small spellbook (or may provide your own) into which you can copy Mana Savant spells that you find in the world by spending at least 10 minutes of appropriate roleplaying including writing it down. You can cast spells from your spellbook by expending the appropriate number of Mana Crystals detailed by the spell (used Mana Crystals should be returned to the Font of Magic as soon as possible).

### **Example**

You receive a spellbook from the Elegant Harmony that details a spell you can cast: Ice Spear, for 2 Mana Crystals, which allows you to call YOU: HOLD. You may spend those Mana Crystals when you like to cast that Spell.

Later you discover a spell called "Whip Of Inadequacy" which allows you to call YOU LOT: DISARM for 5 Mana Crystals so copy it into your spellbook over 10 minutes and gain the ability to spend those crystals to make that call.

## Martial Lore (The Plane of Eternal War)

*Once more to the front lines, my friends, once more. Let the clash of steel be your symphony. Let the screams of the dying be the siren song.*

When you take this Skill you will receive a selection of five Secret Objectives that you can assign to different locations on the Conquest Board. Each Objective will detail a Reward if it is achieved by a Realm other than your own.

These Objectives lose their power if you reveal them to anyone.

### Example

From your selection of Objectives you privately decide to assign the Objective “this Territory is taken from its original owner” to the Territory of Oak Island with the reward of being able to call YOU: SLAY once if this happens. During Conquest Results, Cerrid seize Oak Island, satisfying the Objective and giving you the ability to call YOU: SLAY one time.

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