

LET'S TALK ABOUT MAGIC

Magic in Anno Domini 1666 is based on concepts and assumptions found in historical grimoires. It is much unlike magic found in typical fantasy games. First, magic is not based on a wizard's inherent power. Sorcerers do not have supernatural abilities earned either by birth or training. There is no abstract, incorporeal, invisible magic flow or wind that can be focused. There is only one kind of magic: actions of spirits or demons.

The Anno Domini 1666 universe is composed of parallel Platonic dimensions: the physical plane and other, perhaps multiple, spiritual planes. This other plane or planes is called the nether world. Ancient Greeks used to say everything has an associated demon. This is true in the world of Anno Domini 1666. The nether world is inhabited by countless spirits and demons. They can affect the material world, or try manifesting here. Most of them is too weak or too confused to interact with our reality. The flow of time, angles, distances, and relations all work differently here.

Wizards are people who gained the knowledge of how to communicate with demons. Some say they can command the demons by the means of names, gestures, and symbols. Supposedly knowing the true name of a spiritual being grants a person control over it. Others say that you need mystical symbols, signs, or letters. The Church claims all of this are tricks, and a demons follow "orders" not because the wizards have power over them, but rather because they want to.

Casting a spell means summoning a demon and then forcing it to perform a task. For example, if a witch casts a spell to make her fly on a broomstick, she would fly not because she or her broomstick gained such power, but rather because invisible demons lift her into the air. This approach has significant implications for the spellcasting mechanics. Dispelling magic can be achieved by faith and prayers. Our witch could fall and crash if the demons carrying her fled from the sound of nearby church bells during the mass. Put into game mechanics, it means that Characters with the Faith skill can inhibit spellcasting (even if they can't see the wizard).

A spellbook was absolutely necessary for performing magic. Thought or gesture alone weren't

enough to affect reality. Spells were long rituals involving drawing particular symbols etc. In our game, all of this is true too. A wizard needs a spellbook, and each can only carry one. The used to be huge and heavy volumes. Along with spellcasting characters you, the players, will get their spellbooks - small booklets listing the spells. Your wizard character may use any spellbook you have available, but only may use one at a time. You may not mix and match spells across spellbooks, or write your own.

MAGIC RULES

Casting a spell is a Full Action. When performing this action, you may first spend 2 Movement Points to move. Then, the caster announces the spell they're tryin to casts, and draws the number of Magic Cards equal to the sum of their Spellcasting skill and the spell's Gnosis.

1. First, try to match cards you drew with the ones required for the spell's success. If you managed to fill all the slots, the spell is successful and its effect resolves immediately. You must fill a slot if you drew a matching card, e.g. you may not decide not to put a card in a slot in order to wait for a stronger combination. After putting a card in a slot, it may not be moved or removed.
2. If all the success slots could not be filled, you must now put as many of the remaining cards as possible into the failure slots. If all failure slots are filled, resolve the failed spell result.
3. If neither success nor failure slots have been completely filled, the spell remains suspended until the Interaction Phase. In the Interaction Phase draw cards again and follow the above procedure trying to fill slots with cards. Again, if neither success nor failure slots have been filled, the spell remains suspended.
4. In each following turn the wizard may keep casting the spell (in the Action Phase it's a Full Action, in the Interaction Phase it's free).
5. If the wizard is wounded, falls prone, becomes unconscious or performs an Action other than casting the spell, the spell is interrupted. Discard all Magic cards from its slots.

The Magic Deck is reshuffled during every Card Phase, but do not include the cards that are currently in spell slots in the reshuffle.

NOTES

GNOSIS: represents the relative ease of casting the spell. It is the number of extra cards you draw when casting this spell. The higher the Gnosis, the easier the spell is to cast.

FAILURE: if all failure slots have been filled, the spell is unsuccessful. If the cards in the slots make a pair, a three, or a flush, extra effects may apply, as determined by the spell description.

SUCCESS: if all success slots have been filled, the spell is successful. If the cards in the slots make a pair, a three, or a flush, extra effects may apply, as determined by the spell description. These extra effects are mandatory, even if not beneficial to the caster. If both success and failure slots are filled simultaneously, success takes precedence.

DEFENSE: the test than can be made to avoid the spell's result.

FAITH: Whenever a Character tries to make a Defense test against a spell (see above), the Character may use its Faith rating instead of the indicated ability or skill.

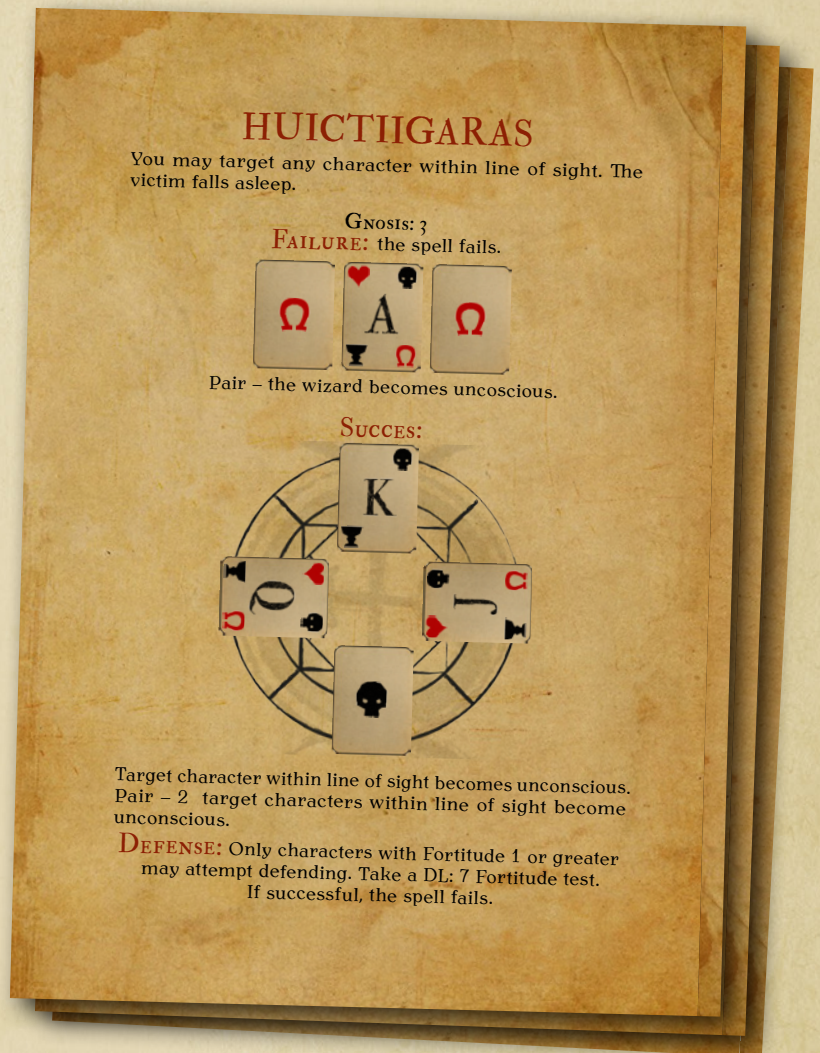
LINE OF SIGHT: the wizard is considered to always be in their own line of sight.

SPELL TARGET: The caster indicates the target when starting to cast a spell. When the spell is successful, if the target is still on the board, the spell resolves normally, even if it has left the wizard's line of sight etc. If the original target has left the board, the wizard may choose a different target.

TELEPORTATION: Take the miniature and place it in another space on the board. Ignore Movement rules (terrain etc.).

PAIR: Two cards of the same value, e.g. two kings.

Below you can see a sample spell. Its name is the name of the demon performing the effect.



Sample page from Spell Book.

SPELLCASTING EXAMPLE

A Wizard with the Spellcasting rating of 2 declares a Full Action and attempts to cast Huictiigaras to stun his enemy. He draws 5 cards: Q, K, J cups, J skull, J horseshoe. He places them in appropriate slots as pictured below. The remaining card - the Jack of cups - does not fit any of the failure slots and is discarded. The wizard couldn't cast the spell with a single action,

but already has a pair, which means the spell will have two targets. The caster must choose an additional model within line of sight to be rendered Unconscious when the spell resolves. This effect is mandatory, so the wizard may be forced to choose a friendly model, or even himself (he is always considered to be in his own line of sight), if there are no other legal targets.

1. Drawn cards



2. Filling slots with cards



HUICTIIGARAS

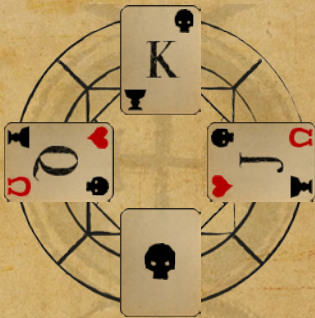
You may target any character within line of sight. The victim falls asleep.

Gnosis: 3
FAILURE: the spell fails.



Pair - the wizard becomes unconscious.

SUCCESS:



Target character within line of sight becomes unconscious. Pair - 2 target characters within line of sight become unconscious.

DEFENSE: Only characters with Fortitude 1 or greater may attempt defending. Take a DL: 7 Fortitude test. If successful, the spell fails.

HUICTIIGARAS

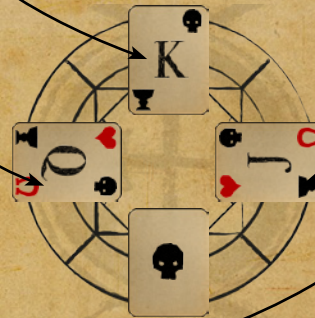
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